

The Campus Hub

Team 13

오나현 윤소희 응즈웨이 이강민 이정아 한상민 허종원

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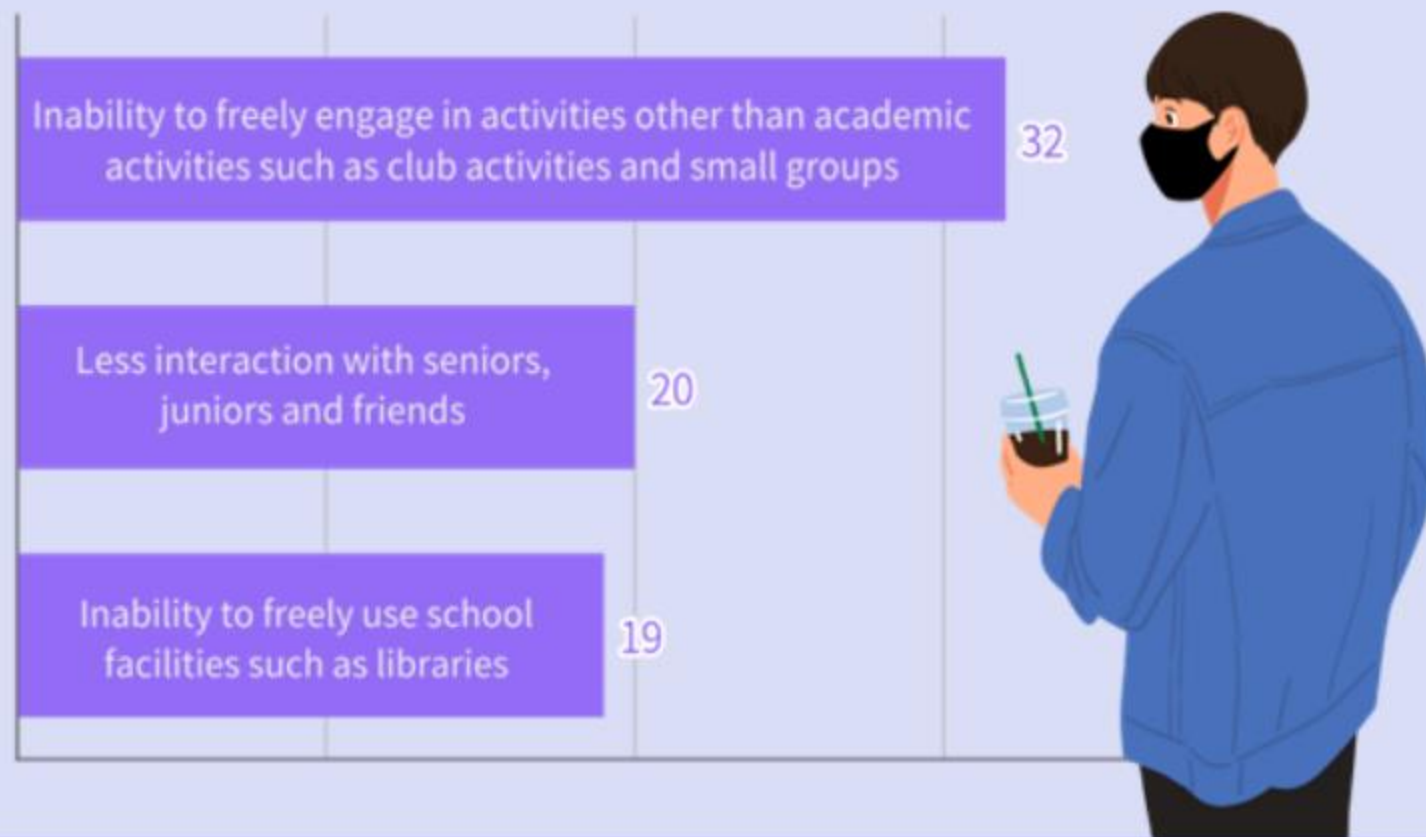
04

**Demonstration
video**

01

Background

What is the most regrettable thing about college life that has changed due to COVID-19?



The most disappointing thing about college life that has changed due to COVID-19 (SK Insight, 2020)

**Despite ongoing social distancing,
We need 3-Dimensional communica
tions instead of zoom or email.**

**Make campus containing
the core facilities!**



Classroom



Library



Hub

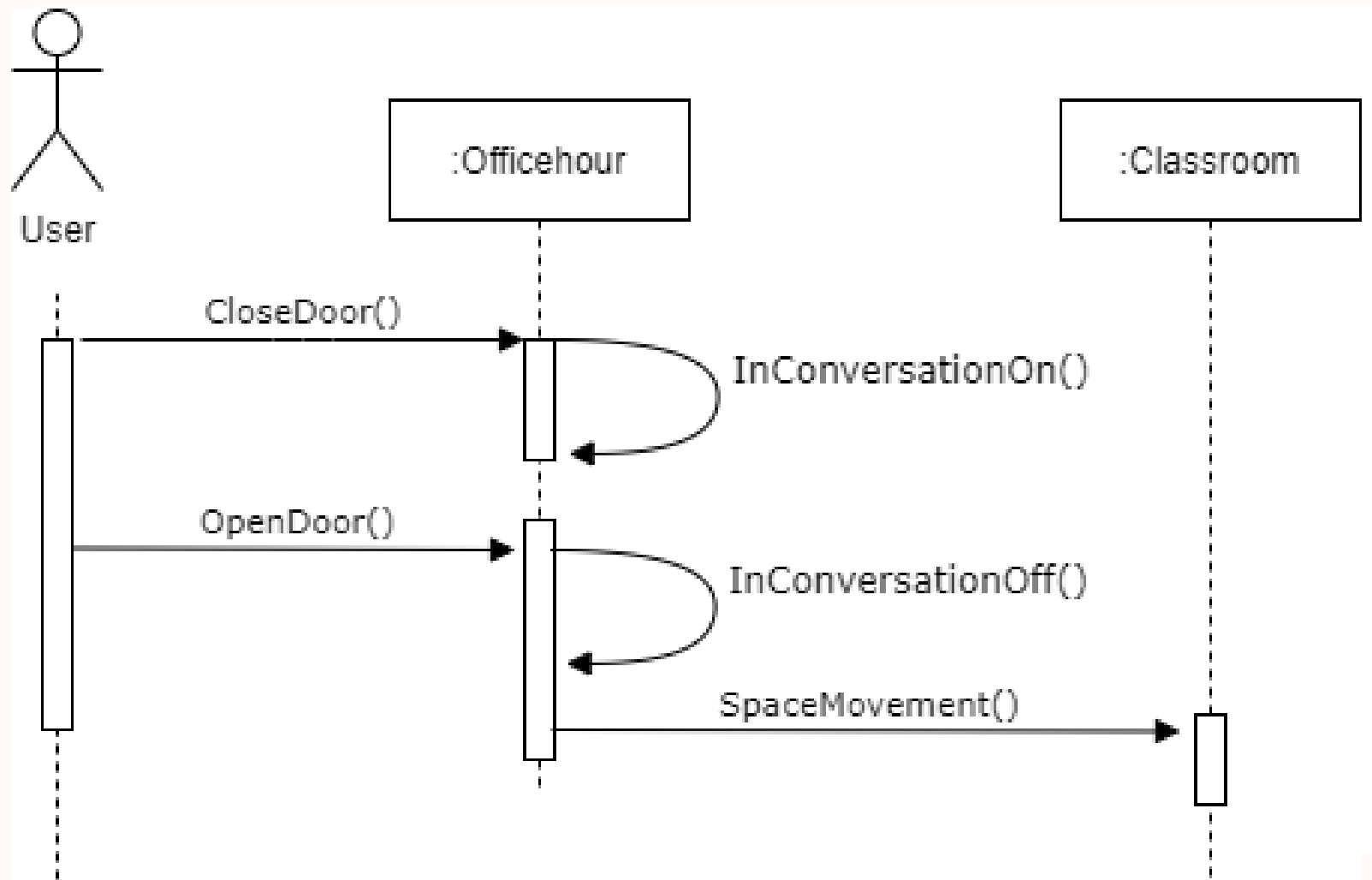


Exhibition

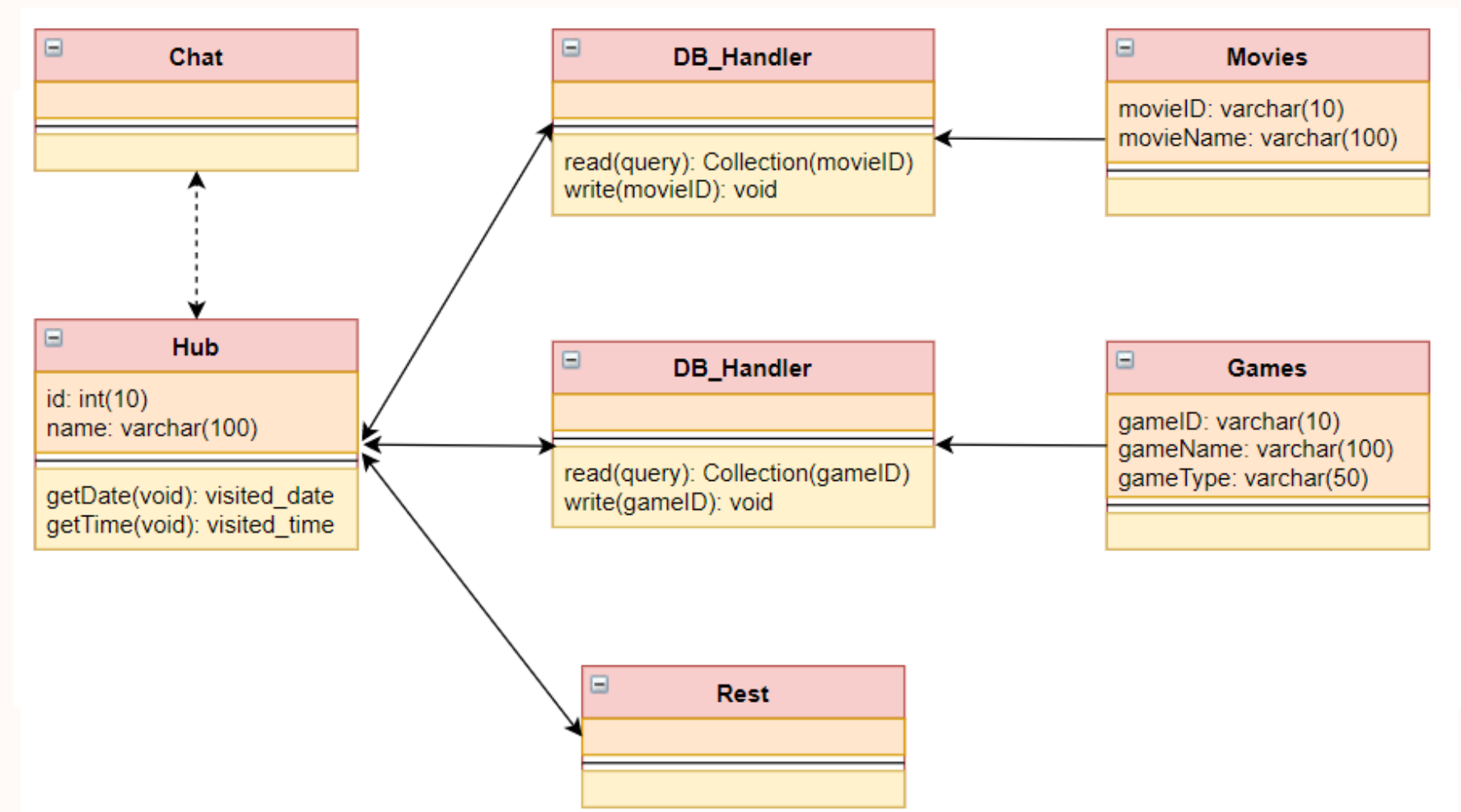
02

Design Specification

This service will improve not only “un-tact campus life”
but also “discomfort of offline environment”.



Front-end



Back-end

Protocol Design

● Response

[Table 35] Table of update work response

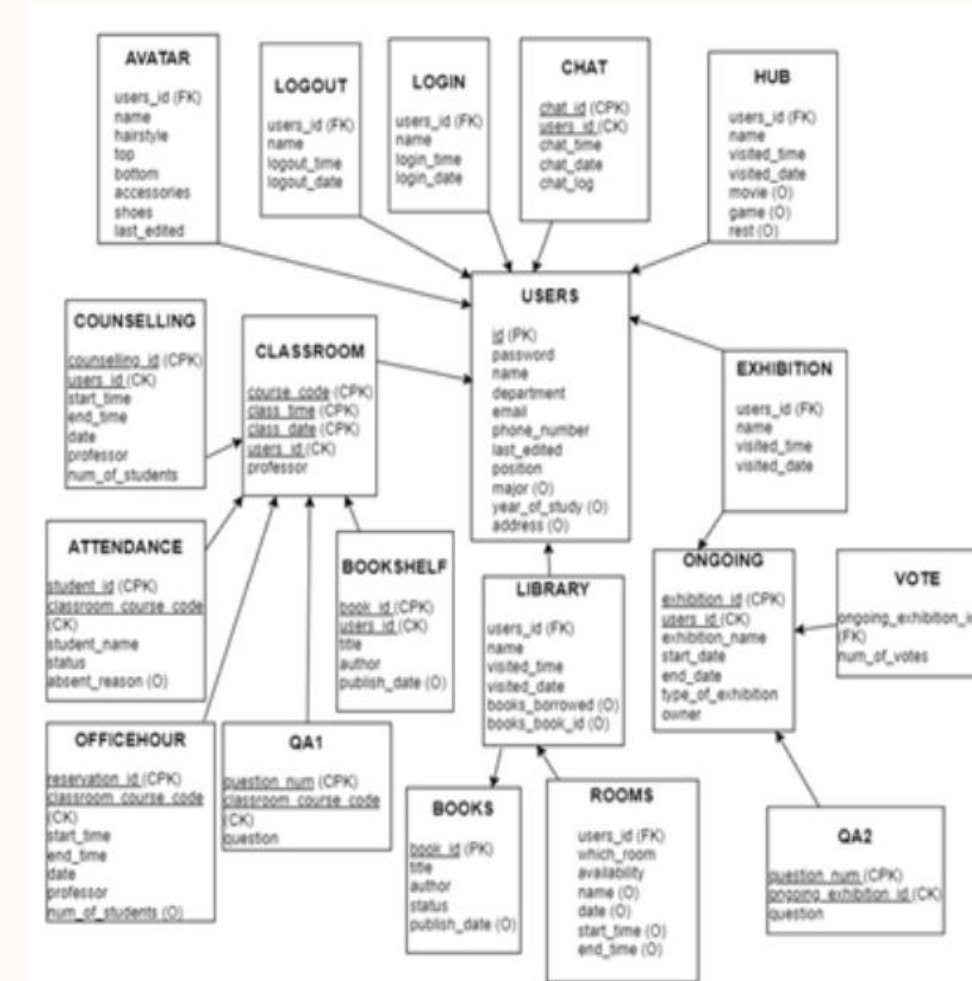
Attribute	Detail	
Success Code	200 OK	
Failure Code	HTTP error code = 404 (Not Found)	
Success Response Body	message	Success message
Failure Response Body	message	Fail message

● Request

[Table 34] Table of update work request

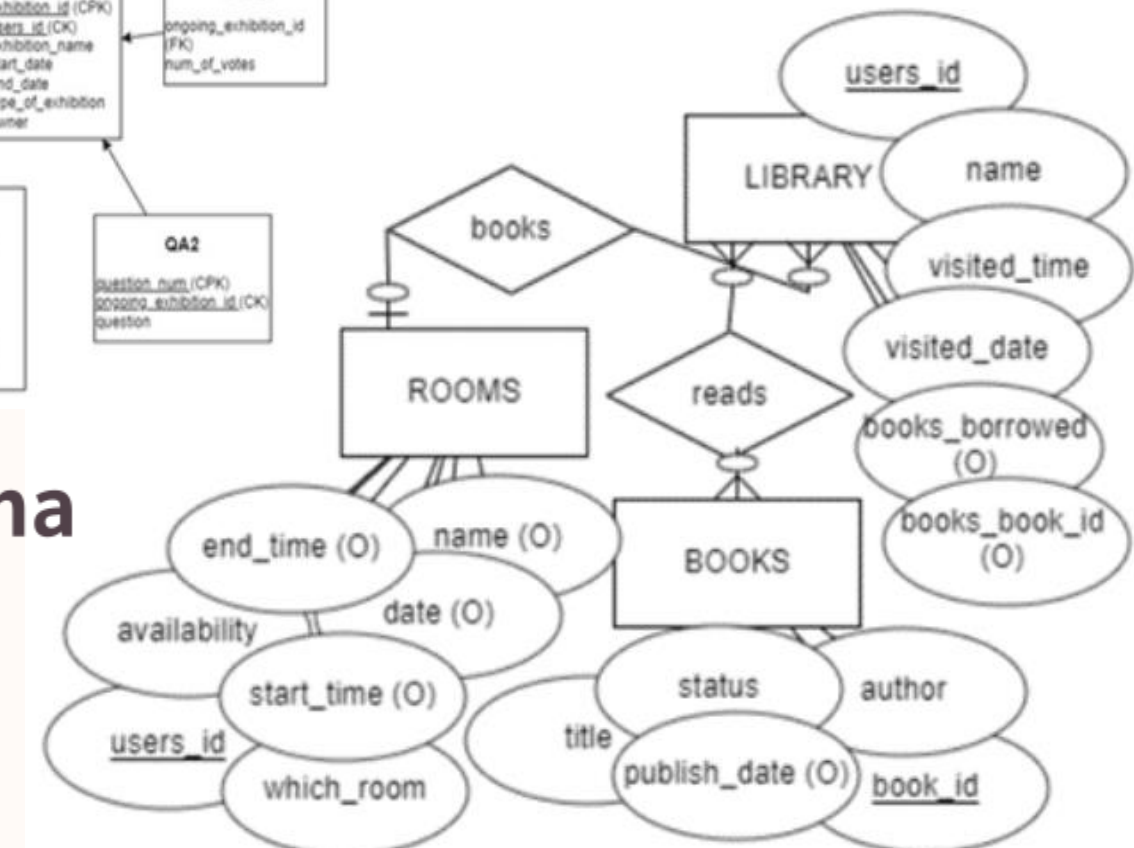
Attribute	Detail	
Method	PUT	
URI	/api/exhibition/{exhibition name}/{id}	
Request Body	Title	Title of work (Information to change)
	Content	Content of work (Information to change)
Header	Authorization	User authentication

Database Design



ER diagram

Relational Schema



03

Implementation result

<HUB>

01

Space
Movement

02

Game

03

Movie

04

Beanbag

Classroom

03

Implementation result

01

Attendance

02

Screen board

03

Desk

04

Automatic
Class enter

05

Reservation

06

Office
Hour

07

Counseling

08

Bookshelf

Library

03

Implementation result

01

Elevator

02

Bookshelves

03

Posting
Space

04

Reading
Room

05

Study
Room

Exhibition Hall

01

Voting

02

QnA

03

Event

04

Demonstration video

Effect



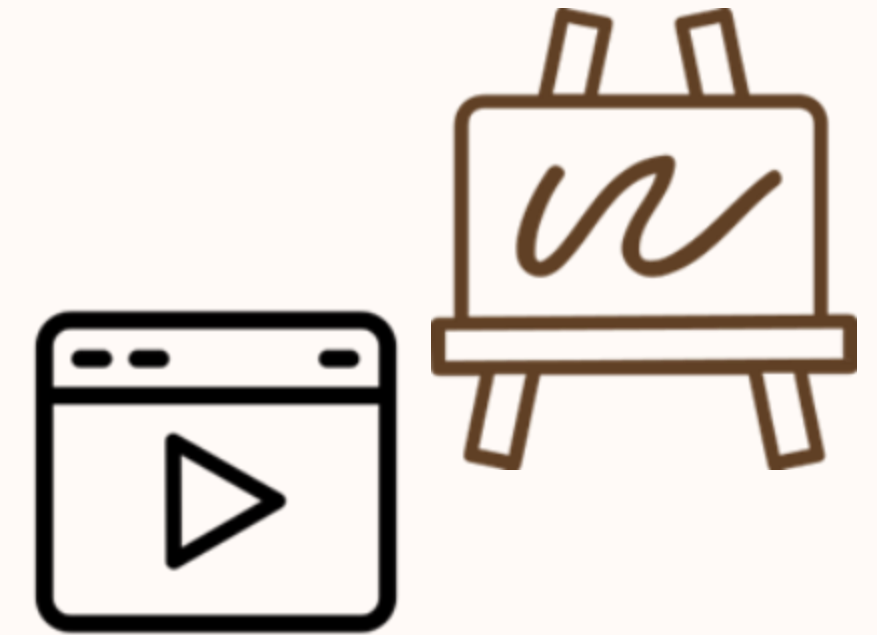
Socializing

It can be a social network service for SKKU members ourselves which is more active and more realistic than any other communities.



Improve learning environment

The proximity of the classroom and the library will increase the study efficiency. Also, active Q&A time about lectures and assignments are guaranteed by our service.



Enjoy the cultural life

Members can enjoy their cultural life through visiting Metaverse DVD rooms, senior project exhibition and club exhibition such as drawing or photograph.

Thank you

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