

Social Engineering Concept Proposal

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1. Application: Name: Social Engineering

2. Abstract:

Social Engineering will be an application that allows groups of individuals to connect in person using online resources. The application will allow users to input their desired 'meet up' location and at a set time, prior to the event, all users can vote on their favorite location, and then the top 2 will be voted on. The application will also track history of meet ups, allow for a 'random location', and provide settings to alter voting weight. For example, a user who doesn't normally come out with the group may have a higher weight on their vote because they join in less often, or locations that are more frequently visited have a lower priority than new locations. The application will have different timings in place; Start of suggestion phase, end of suggestion phase/start of first round voting phase, end of first round voting phase/start of final voting phase.

This application is meant to allow co-workers, students, or friends who are not easily connected during the day or week to create plans with each other and all have an input into where to meet up and what to do when they meet up. The hope is that this application can be used to bring people together offline by use of technology. Too many social applications only focus on the online interactions of users and don't help to facilitate physical gatherings.

3. Design Goals;

- Easily usable from any Web connected Device
- Sync with location to help suggest locations to meet up
- Ease of Use
- Application meets user needs
- Sustainable with remote patches

4. Envisioned Architecture

For the initial development, the application will run on a 2-tier architecture with a web application and a database. Future development should include a 3-tier architecture to increase security and allow for additional functionality for users. Ideally, the front end will be developed in HTML5 to easily allow access from a phone, desktop, or tablet. The backend should be MySQL to keep cost down and allow for easy database management.

5. Common Good Computing Considerations

In developing this application, the main goal is to bring people closer together. The goal is to facilitate physical meet ups between groups of individuals. Many times, it feels impossible to get a group of people together to meet up when some distance separates them. The hope is this app will make it easy for people to express ideas, allow them to vote on a destination, and give every user a notification as to where the meet up will happen and when. The goal is to get people off of their devices and interact with each other instead.

6. Other details as necessary

Reach/Future Goals:

- The application will have the ability to receive zip code information and provide locations within a specific area range.
- The application will send emails to users to notify them of each voting phase and the final result.
- The application will allow users to link a menu or website for meet up locations.
- The application will allow users to 'check-in' when they reach the location and provide an Estimated Time of Arrival.