Befrend

Developers: Thomas Jones-Moore, Megan Hong, Garrett Claeys, Trevor Yokoyama

https://befrend.herokuapp.com

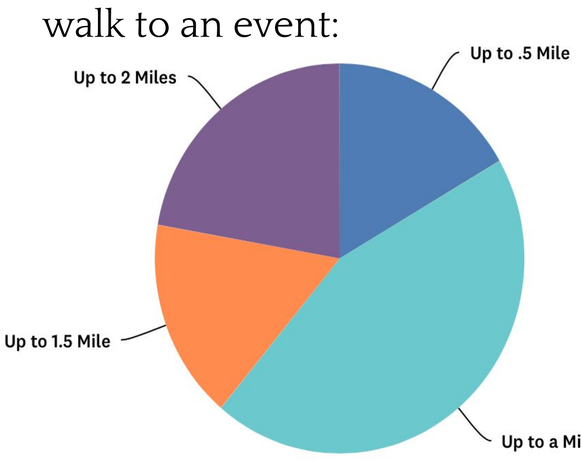
Research Question

We explored what safety features we would need for users to feel safe meeting random groups of people. Through our surveys, we figured out what categories of events to present and the max distance of nearby events to display. Our research also provided insight into information people want about each event. The survey results guided many design and implementation details to provide a better user experience.

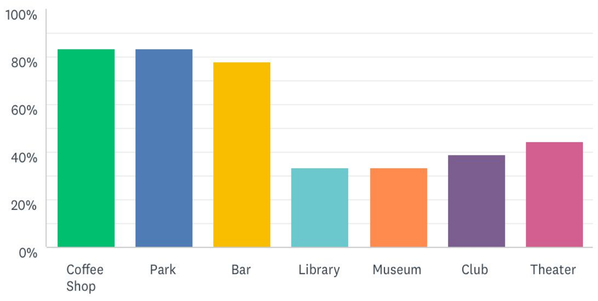
Motivation

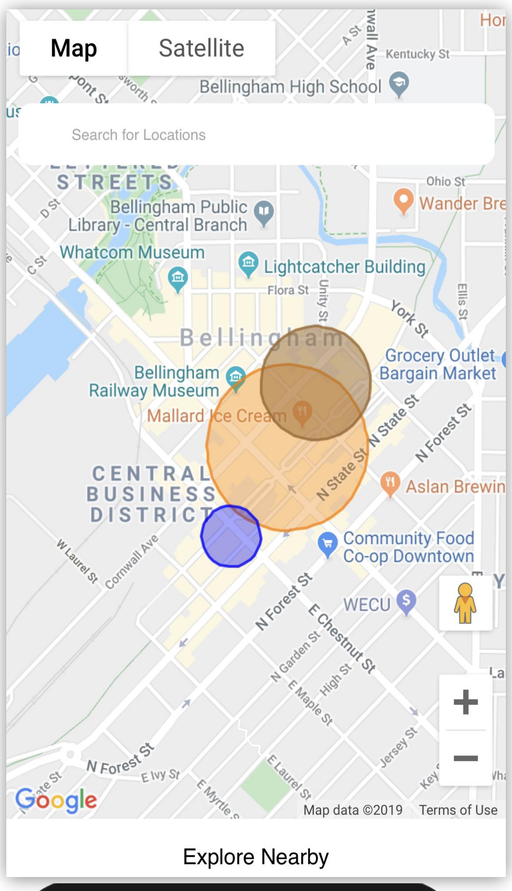
The goal of the project is to create a centralized program that allows users to discover new places and meet new people. The website and smartphone apps seek to create face to face meetups so that users may grow both their interests as well as their personal network. Through the integration of social media and Google Maps, our apps help users to create events at comfortable venues and meet with new friends of shared interests.

Maximum Distance Users would walk to an event:



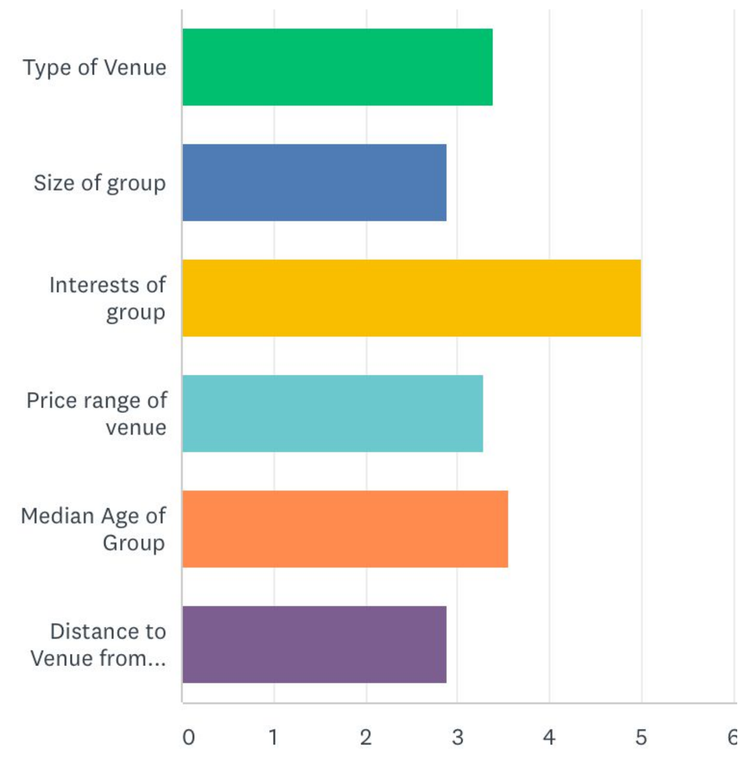
Most popular type of venue for user created Events:





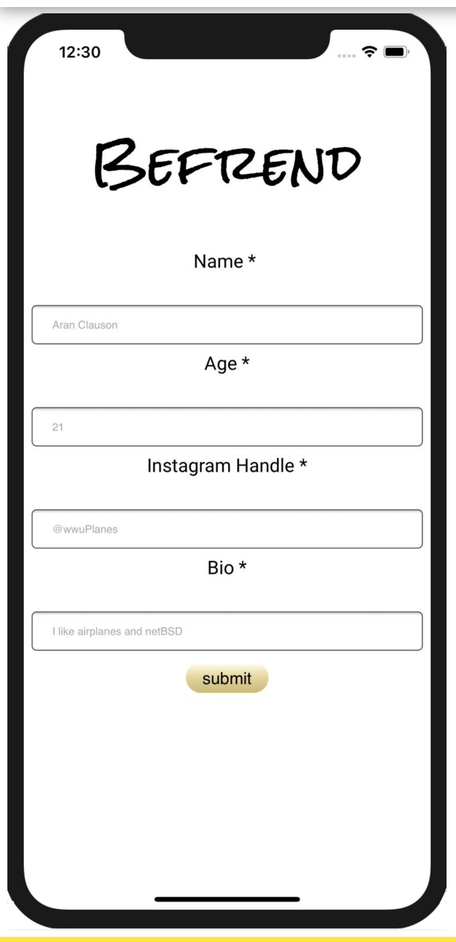
Explore Nearby

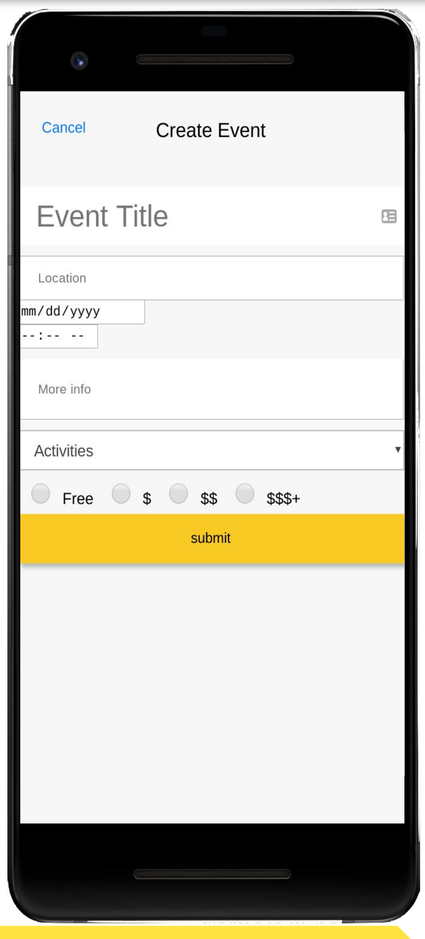
The most important factors when going to an event (Scale from 1-10):



Design Process

- Idea formed
- Surveyed prospective users
- Sketched initial prototype using **Figma** based on survey results
- Setup database and website hosting service
- Created front end and back end
- Built Android and iOS wrapper apps
- Conducted user evaluations
- Revised design based on user feedback





Implementation

- **Node.js** and **Express.js** used for framework
- **MongoDB** back end
- Hosted on **Heroku**
- Main Google Maps functionality done with **Maps JS API**
- Search bar functionality uses **Places API**
- Marker positioning done with **Geocoding API**
- **Android** and **iOS** app wrapper
- **HTML** and **CSS** for styling
- **JSON**, **AJAX**, and **JQuery** used for data fetch

Intial User Advice

- Social Media must be part of the profiles
- Users look for “Clean” and “Easy to Use” interfaces
- All features must be available across all platforms

Limitations and Future Plans

- No Account Login
- Mobile Web App
- App logic handled by website

- Dynamic Events
- Full Native App Support
- Google Maps Routing
- Clickable markers

Subjects in the Survey: College Students aged 18-22 from a variety of Universities and Majors. 20 Total Participants were surveyed.

Thomas Jones-Moore: thomasjonesmoore@gmail.com
Megan Hong: megs.hong@gmail.com
Garrett Claeys: grclaeys@gmail.com
Trevor Yokoyama: trevoryokoyama@gmail.com

Project Created for CSCI 426-597H HCI Fall 2019