**ASAP Project Planning**

**Sam’s Projects**

**Bangor Hydro: Kiosk App**

Summer 2012 – Present

Status: Developing

Description

Using digital kiosks and web portals, Bangor Hydro plans to communicate the greater efficiency and cost-effectiveness of air-source and geothermal heat pumps over traditional oil and gas systems. ASAP has divided the project into three phases (“Educational Kiosk”, “Web Application”, and “Permanent Kiosk”) and plans to complete each in order of priority (i.e. Phase 1 -> Phase 2 -> Phase 3). Heat pump technology research, either collected by ASAP or provided by Bangor Hydro, will be the foundation of each phase.

Team

* Sam Foster
* Tim Baker
* Benjamin Carlson
* Ross Trundy

Details

Languages: HTML5, CSS3

Libraries: None yet

Production Server: Unknown

Project Files: Unknown

Plan

* Give Kiosk Proposal draft to Bangor Hydro and receive feedback
* Determine who leads Research Efforts (ASAP or Bangor Hydro)
* Research air source and geothermal heat pump technologies OR get that information from Bangor Hydro
* Determine what activities Bangor Hydro wants included in the kiosk
* Begin contacting homeowners that utilize air source heat pumps currently (if BH wants video interviews on the kiosk)
* Conceptualize the proposed activities that will be included in the kiosk (animations, simulations, models, etc.)
* Design workflow
* Design interfaces
* Develop interfaces, layouts, videos, and multi-touch activities
* Integrate each of the developed components into one kiosk
* Begin testing phase (develop, feedback, re-design, develop, feedback…)
* During the kiosk testing phase, begin researching comparison data and equations for the website application
* Conceptualize comparison tool functionality
* Design interface
* Develop interface and comparison tool functionality
* Begin testing phase
* **What to do about the permanent kiosk plan?**

**Bangor Hydro: Life of a Meter**

Summer 2012 – Present

Status: Developing

Description

Bangor Hydro Electric Company wants to develop a model that illustrates the connection between departments and employees throughout the process of designing, installing, and retiring a Smart Meter. Using a combination of visual representations and textual descriptions, Bangor Hydro plans to demonstrate the impact that these departments and employees have on the process as a whole. This system will allow Bangor Hydro employees to see the impact they have on the Smart Meter life cycle, instilling a better sense of collaboration within the company and among their fellow employees. Bangor Hydro has approached ASAP Media Services (ASAP) as a potential creative collaborator who brings fresh ideas to its proposed project.

Team

* Sam Foster
* Tim Baker

Details

Languages: HTML5, CSS3, XML **or** SQL, PHP

Libraries: None yet

Production Server: Unknown

Project Files: Unknown

Plan

* Present general idea to Bangor Hydro employee board for feedback (after the week of July 4th)
* Develop simple database to store employee, job, department information
* Develop simple content management system to allow heads of departments to maintain web app content
* Design node structure for content and functionality
* Design layout of nodes and description box
* Develop node visualization system with dummy content
* Test node visualizer

**SIMULTANEOUSLY**

* Design initial graphical interface illustrating the departmental connections
* Develop graphical interface
* Combine graphical interface and node visualization
* Pull content from simple database using the simple content manager

**Maine Journal Project: Content**

Summer 2012 – Present

Status: Developing

Description

To prepare for the coming academic year and the completion of the Maine Journal Project iPad app, ASAP must begin refining its methods of capturing content. This involves researching what makes a piece of content exciting and impactful, both through **what** is presented and **how** it is presented. After a foundation is established, ASAP will seek projects and research happening on campus during the summer of 2012 in the hopes of finding potential undergraduate work for the next issue of the Maine Journal Project.

Team

* Sam Foster
* Pip Kolmar
* Will Hofaker
* Andrew Robbins
* Harry Grillo

Details

Collection Methods: Video, Audio, Images, and Text

Storage Server: Kenai

Project Files: Stored in relevant folders in Kenai

Plan

* Continue researching unique ways in which content is gathered and presented
* Familiarize ourselves with equipment (cameras, audio recorders) and content editing software (Final Cut, compression software)
* Come up with “standard” attributes for completed content (how to compress, file types and sizes, naming conventions)
* Allocate an organized area on the server (to prepare for the upcoming academic year) that sorts all content into relevant folders
* Begin exploring campus to find current work being produced that will continue into the academic year (for potential student showcases)

**SIMULTANEOUSLY**

* Research other interesting content types (Panoramas, models, code, etc.)

**Maine Journal Project: iPad App**

Summer 2012 – Present

Status: Developing

Description

ASAP will begin conceptualizing, designing, and developing the Maine Journal Project iPad app which will serve as the primary showcase tool. Although the app should be downloadable by anyone, ASAP will focus initially on designing for University students and faculty. The app should be easy to pick up and use but should also include functionality and content that is innovative.

Team

* Sam Foster
* Will Hofaker
* Pip Kolmar

Details

Languages: Objective-C, MySQLite?

Libraries: Test Flight, open source content views (not necessarily libraries, but similar idea)

Production Server: Kenai

Project Files: Test Flight, github -> MJ iPad App

Plan

* Research existing journals, news apps, content apps, etc. Find strengths and weaknesses of each and get inspired
* Create coded models and prototypes that can be shown during weekly meetings (rapid prototyping)
* Begin establishing which models and layouts are most effective and create more serious prototypes. Make sure prototypes are developed as modules
* Test prototypes with dummy content
* Combine prototypes to create first iteration of iPad app
* Connect app to a database and begin pulling actual content
* Begin developing content standards (format, type, naming conventions, etc.) that will make pulling from database consistent

**ASAP Website**

Summer 2012 – Present

Status: Developing

Description

Team

Details

Plan

**Alumni Kiosk**

Summer 2012 – Present

Status: Developing

Description

Team

Details

Plan