

## DECO3500 Acknowledgement of Original Work Declaration

We, the members of MR44 declare that this assignment (Design Prototype), submitted for assessment in DECO3500, Social & Mobile Computing, is the original work of the team. We affirm that we have undertaken the necessary research, analysis, and writing required for the completion of this assignment. Any external sources of information used in the creation of the prototype and its accompanying documentation have been appropriately acknowledged, cited and referenced, including any use of generative AI tools (e.g. ChatGPT).

Each team member understands that plagiarism, the act of using someone else's work or ideas (or a computational tool's output) without proper acknowledgment, is serious academic misconduct and in breach of UQ's student code of conduct.

We acknowledge that if we are discovered to have engaged in plagiarism, we may face disciplinary actions as outlined in the university's policy.

By signing below, we, the members of MR44 affirm we are committed to upholding the principles of academic integrity in this course.

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Signature: ..... Date: ..... 27/10/2023 .....

Student's Full Name: ..... Student Number: 47374911.

Signature: ..... Date: ..... 27/10/2023 .....

Student's Full Name: ..... Student Number: 47140170.

Signature: ..... Date: ..... 27/10/2023 .....

Student's Full Name: ..... Student Number: 44070753.

Signature: ..... Date: ..... 27/10/2023 .....

Student's Full Name: ..... Student Number: 47301038.



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## Welcome to the MR44 wiki!

### Team Members

- Xianwei Lu (UQvegetable)
- Jinfeng Li (pilotLL)
- Haoliang Zhang (ZHLeon0404)
- Zhenyu Wang (ZWang47140170)
- Zihao Wang (VictorZihaoWang)

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## A. Ethical Disclaimer

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### THE CURRENT SITUATION IS...

Our web page asks for the user's school number and password for authentication purposes and also records the user's name, age, hobbies, and other information. The user's location information is also requested when participating in an activity.

### THE STAKEHOLDERS ARE...

With regards to this website, there are several stakeholders involved here, which can be categorised as follows:

1. Users: these are the end users of the website, both individuals and groups, who use the website to book sports activities, view timetables, etc.
2. Sports Venue/Venue Managers: These are the people who are responsible for the provision of venues for sports activities, such as sports centres, courts, swimming pools, etc. They can use the website to manage the booking and scheduling of venues. They can use the website to manage venue bookings and scheduling and get more guests.
3. Website Owner/Operator: The website's owner or manager is responsible for the day-to-day operation, maintenance, marketing and profitability.
4. Sponsors: The Website may co-operate with sports brands, sporting goods shops or other partners to promote events or offer special deals.
5. Community and social media: a website's reputation and presence may be influenced by social media users and online communities, so they can also be considered stakeholders.

### OUR DESIGN INTENTIONS ARE...

We want to bring users with the same interests together through our event booking system. We're streamlining the process of organising a multiplayer campaign and encouraging more users to join a group campaign.

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THE CURRENT SITUATION IS...

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WE DO NOT TAKE RESPONSIBILITY FOR...

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### UNETHICAL SITUATIONS WITH OUR DESIGN...

Overcollection of data: The personal information we collect from our users may contain information that is not used, and only data that is necessary to provide the service or complete the activity should be collected.

Requesting real-time user location: Our processes require users' real-time location, but some users may not want to provide us with real-time location.

Viewing information about strangers: Our users' information is available to everyone, but users should have the right to choose whether or not to disclose their information to others.

## **WE TAKE RESPONSIBILITY FOR...**

---

User Privacy Protection: We need to ensure that user data is protected from disclosure due to access by unauthorised persons.

Data security: school numbers and passwords must be stored and transmitted securely. This means we can work with schools to enable users to log in via SSO.

Right to know: users should clearly understand why we need their information and how we will use it. At the same time, they should have the power to agree or refuse to provide this information.

Transparency: We should make our data collection and usage policies clear to users.

## **WE DO NOT TAKE RESPONSIBILITY FOR...**

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Voluntary provision of information: If users voluntarily provide their data and the process is transparent, then using that information is not our responsibility.

Publicly available information: If some information about a user is publicly available and there is no particular emphasis on privacy protection, then using this information is not our responsibility.

Legitimate Use: If the data is collected and used for legitimate purposes and privacy safeguards have been implemented, this will not be our responsibility.

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## B. Privacy

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### Access to Personal Information

#### Purpose

In this case, the primary objective of accessing user information is to offer efficient services. Depending on the nature of the services, having access to user-specific details like their name, age, and interests might be crucial for delivering a personalised user experience.

#### Types of Information Collected: The service seeks

- ① Personal identifiers like name.
- ② Demographics such as age.
- ③ Behavioural data, such as user interests.

#### Location Information

Alongside the primary personal details, location data might also be collected. This data is often used for location-specific services, ad targeting, or customisation.

### Privacy Policy Form & Consent

#### Consent Mechanism

Users are not unthinkingly roped into sharing their details. They must go through a Privacy Policy Form and give explicit consent by ticking a box.

#### Opt-Out Option

The policy is designed so that users can choose. If a user decides not to consent, the repercussions are clear: they won't have access to certain service features.

#### Sensitive Information

The statement clarifies that the service will abstain from asking for sensitive information without consent.

### Implications and Considerations

#### Transparency

The privacy description lays out what data is needed and why. This transparency helps build trust with users, ensuring they know how their data will be used.

#### User Empowerment

By allowing users the option not to provide consent, it offers them control over their data. However, the trade-off is that they may be unable to use all service features.

#### Regulatory Compliance

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Depending on the region or country, different regulations might govern user data collection and privacy. The mentioned consent mechanism suggests compliance with prevalent standards, but ensuring the policy meets specific regional or industry requirements is essential.

## Conclusion

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This privacy description emphasises the importance of user data in delivering personalised services, offers transparency about what data is being collected, and ensures users have control over their information by making consent a prerequisite for feature access.

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## C. Security

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1. Since our web page contains user information, to prevent information leakage, we will use some **encryption algorithms** to encrypt the information in the database and, at the same time, add some **obfuscation algorithms** to prevent the attacker from obtaining all the user's data through some specific information.
2. Since our web page needs to get the user's location in real-time, it is possible for miscreants to find the user through the location and threaten the user's safety, so **we only provide the user with information about their friends before the user arrives at the venue**, and to get information about strangers, they have to **really come** at the venue nearby, call the **location function** to determine and join the venue before they can get the information, this will effectively protect the users from hackers from far away.

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# I. Design Process

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## Poster



### Domain / Problem Space

The Domain of this project is sport and venue management, which mainly Provide real-time user location and venue information for UQ students, offering them more opportunities to participate in group sports.

**Reservation for multi-person sports:** A portion of the students who love group sports would like to participate in group sports, but cannot find a partner as well as a place to participate. They need a platform to help them plan, coordinate and invite other students to participate.

**Venue Feedback:** Students may want to share their experiences and feedback about different athletic venues on campus to help other students make better choices.

### Intended Audience

The primary target audience is **UQ students** who wish to book multi-player sport events and provide venue feedback.

### Design Opportunities

Design a website to help students easily book **multi-player sports appointments** while also allowing them to **share and view feedback** on the sports venue.

### Solution

**Chat & Share & Feedback & Booking:** Users can **converse** and **interact** with each other through Chat, Share, Feedback and Booking, invite friends to join them based on their **presence** for a workout and rate their partners and venues after the workout for other users to refer to.

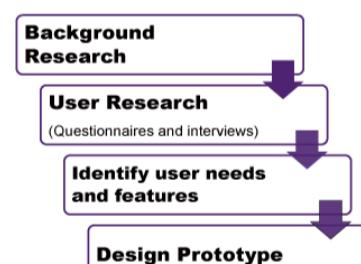
**Location: Activity traces** can be used to locate and share with other users to let them know who is exercising there, as well as identify the user's location through the **location-aware** feature, which allows the user to see what strangers are in the vicinity of the venue once they arrive, protecting the **privacy** of all users.

### CONCEPT

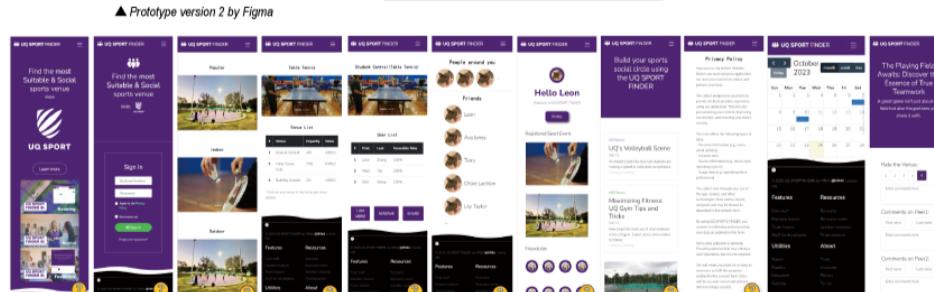
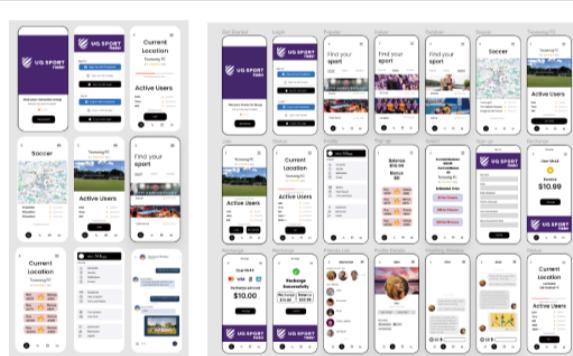
The concept of this website is a **campus multi-player sport booking** and **venue feedback platform**. It will provide the following features:



### Design Process



This website provides a convenient platform for UQ students to book multi-player sport events, interact with other students, and share feedback on sports venues. It helps promote social interaction on campus and provides useful information about the venue.



Scan Me



## Prototype

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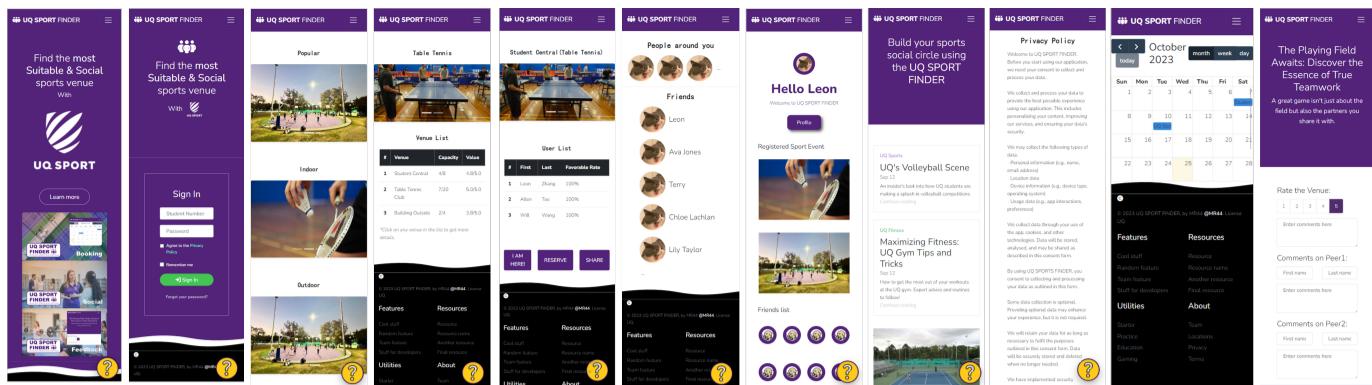
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- Website: <https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/index.html>

#### • Instructions

- Login(<https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/login.html>)
  - Credentials (Student number:**s1234567** Password:**123456**)
- Sports Selection (<https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/sports.html>)
  - Click the image of your favourite sport.
- Venue Selection (<https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/venue.html>)
  - Click your favourite venue on the table.
- I Am Here! ([https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/I\\_am\\_here.html](https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/I_am_here.html))
  - Click [I AM HERE!] to let the system get your real-time location.
  - Click [RESERVE] to reserve a space.
  - Click [SHARE] to share the venue with your friend.
  - Click users in the table to see their profiles.
- Join (<https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/join.html>)
  - Click [JOIN] to join the team and see the strangers.
  - Click [SHARE] to share the venue with your friend.
  - Click users in the table to see their profiles.
- Exit (<https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/exit.html>)
  - Click [EXIT] to exit the venue and jump to the feedback page.
  - Click [SHARE] to share the venue with your friend.
  - Click users in the table to see their profiles.
- Feedback (<https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/evaluations.html>)
  - Click [Submit] to submit your experience.
- Profile of Myself ([https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/user\\_profile2.html](https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/user_profile2.html))
  - Click [Profile] to change the nickname.
  - Click the avatar in the friend list to chat with your friend.
- Profile of Other Users ([https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/user\\_profile3.html](https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/user_profile3.html) & [https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/user\\_profile.html](https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/user_profile.html))
  - Click [Profile] to change the nickname.
  - Click the avatar in the friend list to see others' profiles.
- Reservation (<https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/appointment.html>)
  - Click event to cancel your reservation.
- Blog (<https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/blog.html>)
  - See some news here.
- Privacy Policy (<https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/privacy.html>)

- See our privacy policy here.
- Chat ([https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/chat\\_1\\_1.html](https://uqdeco3500.github.io/MR44/Stand-up%20Two/MR44/chat_1_1.html))
  - Reply [good] or [bad] or [table tennis] with Allen, then he will talk to you. Click img to join Allen!

## Summary

- Problem/Opportunity Space

Design a website to help students quickly book multi-player sports appointments while also allowing them to share and view feedback on the sports venue.

- Solution

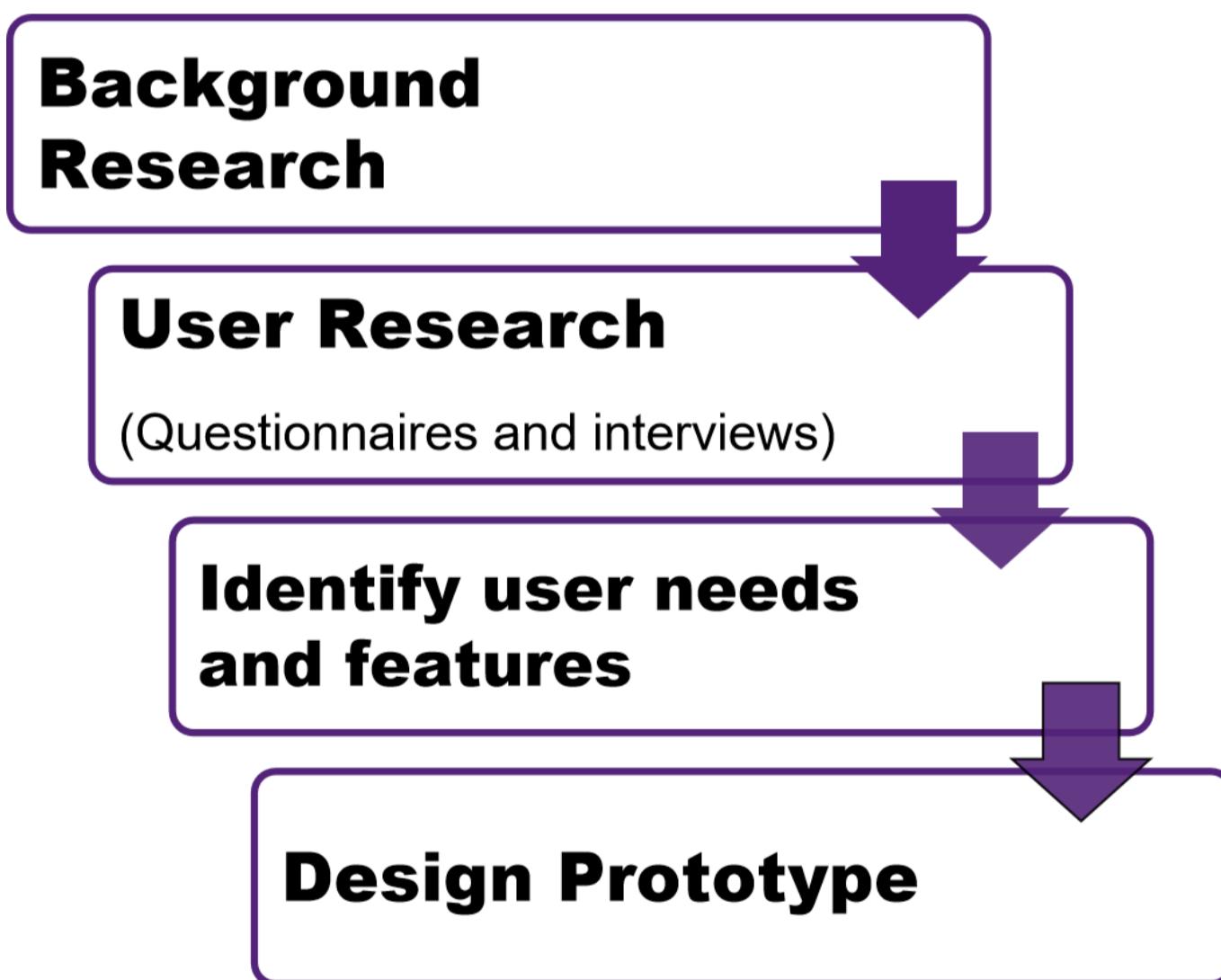
Chat & Share & Feedback & Booking

Users can **converse** and **interact** with each other through Chat, Share, Feedback and Booking, invite friends to join them based on their **presence** for a workout and rate their partners and venues after the workout for other users to refer to.

Location

**Activity traces** can be used to locate and share with other users to let them know who is exercising there, as well as identify the user's location through the **location-aware** feature, which allows the user to see what strangers are in the vicinity of the venue once they arrive, protecting the **privacy** of all users.

## Process



Initially, we are targeting users who are eager to find exercise partners characterised by a love of group exercise and dedicated exercise time. The main goal of our app is to simplify the organisation of multi-person sports and encourage broader participation. It works with stadium providers to display available venues and related information. Users can view other people's involvement, invite each other and share costs within the app. Discounts are available for users who participate more and use the venue longer. To ensure genuine participation, the app verifies users' presence and activity by requiring them to sign in at the venue and wear a motion-recognition device. Not only does this approach help users find like-minded sports partners and reduce costs, but it also benefits venue providers by offering discounts to attract users at less busy times, thereby increasing venue utilisation and profitability.

In week 8 of the studio, we got some great advice from Tutor Rosti. First of all, our target group is too vague and broad, which is not favourable for us to do user surveys and research. Secondly, the feature of getting coupons and top-ups will make the user movement not pure, which will happen to be problematic. For example, they are more inclined to get coupons than to participate in multi-player campaigns.

After thoughtful discussion and research within our team, we have iteratively upgraded our product. Our domain/problem space remains unchanged. We have named our product 'UQ SPORT Finder', which acts as a supplementary social sports app for UQ sports. We have refined our intended audience to UQ students who wish to book multi-player sports events and provide venue feedback. This refinement makes our user research and evaluation more specific and comprehensive. Additionally, we have decided to eliminate features such as recharge and discount coupons, transitioning towards a free implementation of in-school sports venue reservations.

Since week 9, we have been working on implementing our high-fidelity model into a website, utilising SCSS. We have meticulously divided the work within our group. To ensure that users are genuine UQ students, logging into our app using a school account is mandatory. This aspect involves account security, necessitating collaboration with official entities, so we created a mock-up using a fake account for modelling purposes. We also contemplated ways to motivate students to exercise more and, as a result, designed an interactive friend chat feature. Users can extend exercise invitations via the chat interface, fostering a sense of motivation and encouragement among peers. Concurrently, we devised an interface allowing users to rate the sports venues, facilitating the collection of students' feedback and suggestions for venue improvements. We are confident that students will be proactive in providing valuable insights. Crucially, to ensure that every user acknowledges our privacy policy, we incorporated a checkbox on the login screen. Users must tick this box to confirm that they have read and understood our privacy policy before logging in.

## Limitation

The limitation of our design is that not all students will join the sport through our website, so the real-time number of people in the venues shown on the website may be incorrect. To solve this problem, it might be possible for users who have already arrived at the venues to submit to the system the real number of people participating in the sport, so that it can be updated in real time. In the meantime, as we don't really have a connection with the school venues, the data in the software is not directly extracted from the database, only simulated.

## Team Collaboration

name	contribution
Xianwei Lu (UQvegetable)	<ul style="list-style-type: none"><li>• Sports, Venue Selection, Joining, etc. in Figma v1.0 &amp; v2.0</li><li>• Sports, venue selection, join, exit, location, chat, etc. in HTML v1.0</li><li>• Wiki maintenance</li></ul>
Jinfeng Li (pilotLL)	<ul style="list-style-type: none"><li>• Project demonstrations and presentations</li><li>• Partial user interviews</li><li>• Friends List, User Profile, Chat box in Figma v2.0, Page maintenance in HTML</li></ul>
Haoliang Zhang (ZHLeon0404)	<ul style="list-style-type: none"><li>• Low Prototype</li><li>• Chat prototype in Figma</li><li>• Realization of mobile rendering website</li><li>• Functionality improvement of the login screen</li></ul>
Zhenyu Wang (ZWang47140170)	<ul style="list-style-type: none"><li>• blog, contact, evaluations, index, privacy, login (frame and layout) pages and navbar</li><li>• Continuous page layout optimisation based on user experience</li></ul>
Zihao Wang (VictorZihaoWang)	<ul style="list-style-type: none"><li>• Project proposal ppt production</li><li>• The prototype design of the registration interface and recharge interface is in figma</li><li>• HTML, CSS for user profile interface</li><li>• Create illustrations for websites, Design posters and flyer, video clips</li></ul>