Submitted By: **Submitted to:**

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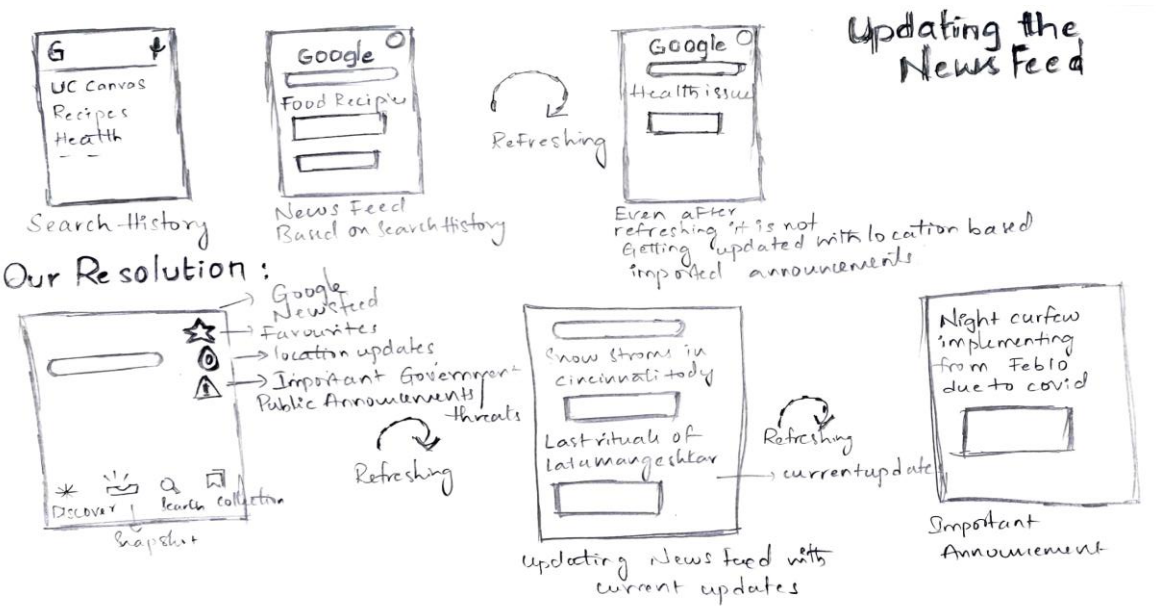
1. Your original “define” section from assignment 2

As news is very important and every individual needs to know atleast some basic news like weather updates or important government information. But now not every individual is provided with all the information. The mobile news applications which are playing the major role in making the news available have many constraints like advertisements and not making every news article available to every user. They are providing the premium services to paid users and unpaid users are provided with very few news updates. Another major problem is categorization of news. We have to improve and make news available to every individual in an categorized manner and make the frequency updates to the google feed in order to improve the user experience.

2. Your original solution sketches ideas from Assignment 2



3. **Approach: What approach did you take? (Option 1) continued with our own idea. 2) adapted another team's idea, 3) Combined multiple ideas)**

We have chosen to opt for the second option. We are interested in one of our student's ideas so we thought to develop the idea.

4. **If you took inspiration from another team's idea/s copy and paste those.**

We are inspired by one of our student team's ideas on the Double map that our University of Cincinnati is using for commute purpose. This mobile application is used by university students who are staying near campus.
Idea:

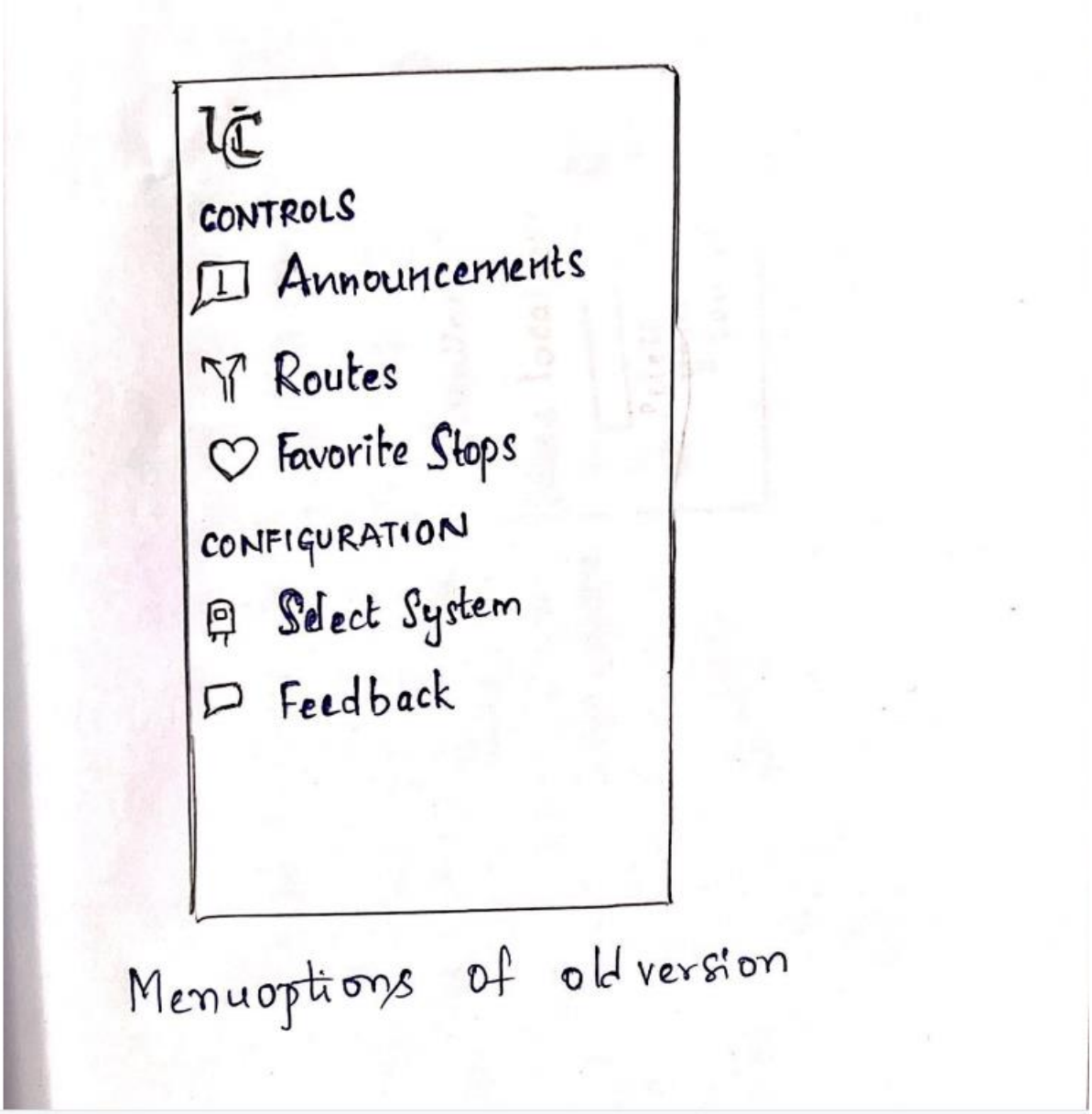
- Asking for the user's destination and current location
- Suggesting the nearest stops from the current location and the destination
- It can also give the total commute time so that the user can estimate the time he would reach the destination.
- Also suggesting the fastest shuttle.
- Sending a notification to the user to get down at the desired stop.

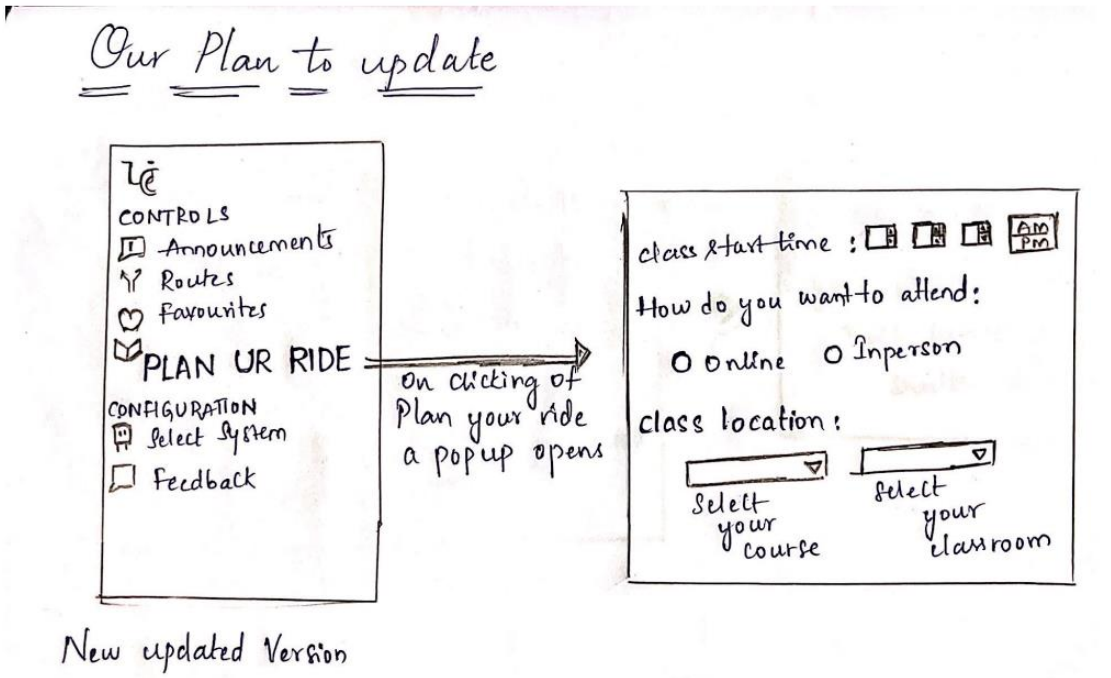
5. **Your new idea description**

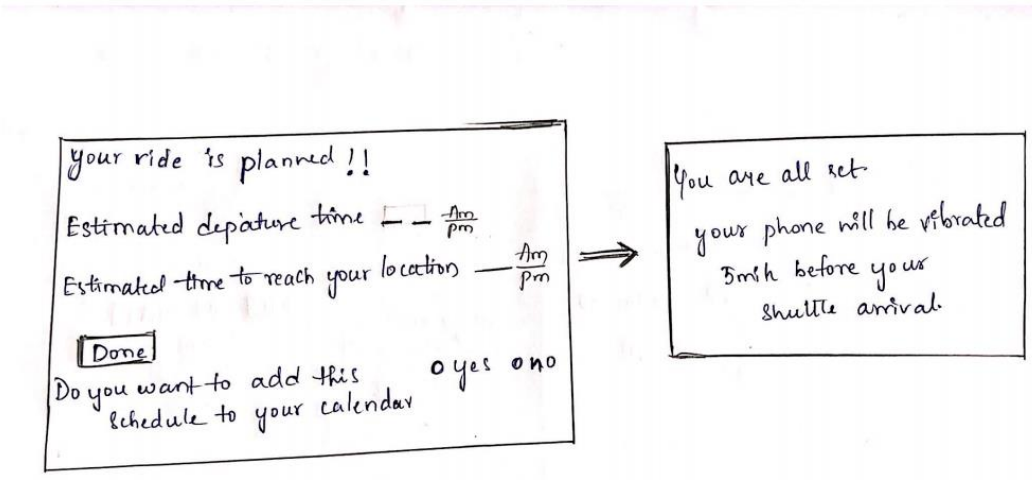
Previously, there is no total estimated time in the application and we are planning to update it. Our idea is to add a "PLAN UR RIDE" option in the app and this will allow the users to enter the class start time and it will give an option to choose if the user is interested to choose the online class or In-person class. There is also a Class location dropdown to choose from if the user chooses the class location then we can use it to show the nearest drop location.

After receiving the input, we can show the estimated start time that the user has to start and we can make sure the student reaches the nearest class location before the class time. We also planned to implement a vibrate phone option when the shuttle is 3 minutes near the pickup location so that it can make the user more convenient.

6. Conceptual model sketches that enable interaction.







7. Describe the types of interactions enabled in the concept – 5 points

The types of interactions that are enabled in our concept involve: Instructing, Exploring and Responding.

Instructing: We choose to implement the selecting class timings and locations so as to not miss any class or event. Also, based on that we will give the estimated reach time
Exploring: This is one of the challenging interaction type since we are combining the idea we are dealing with adding the events to a calendar. This is to make sure that the time is saved when we try to attend the class recurringly every week
Responding: This interaction type explains our improvised conceptual model for cautioning, depicting, and informing the user of a notion of relevance or significance to the scenario in which the user finds themselves. As previously said, there aren't many default options where a user can get a relevant response from the other end by selecting one of the options provided.

8. **Can you think of a metaphor to explain your concept? If so explain**

Our entire concept depends upon the metaphor, Programming Application Interface.
Explanation: This application interface, also known for daily commuting, allows a person to travel to his or her destination according to their schedules. This will ensure that they do not miss any important classes or events. The information is transmitted by the given inputs and calculates the amount of time it takes to get from Point X to Point Y by considering the difference between two timestamps and also by calculating the average speed using the information we've gathered. As a result, the user can begin interacting with the application, which acts as a client.