

# TIK.kand research plan:

## Ad-hoc social interaction for sports

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**Topic:** Ad-hoc social interaction for sports

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## 1 Abstract

This thesis covers the use of proximity technologies to create social interaction between so called familiar strangers. The goal is to create a prototype application that suggests social interaction between people that come accross each other often while doing sports.

## 2 Goals

I'm interested in finding out are people willing to get to know strangers and start doing sports activities with them. A question also arises about how willing people are to share their information to strangers who they come accross often. The ultimate goal is to find out, whether it is possible to create new relationships with the prototype application I am going to build.

## 3 Material

My thesis will base on a literature review of similar projects. Similar projects include creating ad-hoc social networks with proximity technologies and different kinds of location aware applications for sports. In addition to the literature review, I will perform a series of interviews to possible users of the application. Usage data of the application will also benefit this research, if enough data available.

## 4 Methods

I will go through material related to my thesis subject and highlight lines that are relevant to my topic. After that I will follow references that are presented in those lines and read if there is anything relevant in the referenced research paper. That will be the basis for the literature review for my thesis.

For the interviews, I will create a set of questions that I will present to every interviewee. I will present that data with number or quotes, based on what is relevant to the current subject.

Creating the prototype application will result in a few steps. Firstly, I will design the application based on methods that are proven in other research papers and my interviews. Secondly, I will code the application. Lastly, I will write about the implementation of each stage in the process to my thesis.

If I have time to gather any data related to the usage of the application, I will present them and draw conclusions based on the data.

## 5 Challenges

It's hard to estimate how long creating the prototype application will take. There is always a lot of uncertainty when creating software. Therefore, it's a risk that my thesis will fall under the time required to create the prototype application. It's going to be hard to design the application so that I have time to create it and cut features that aren't necessary for creating a successful research project.

## 6 Resources

David McGookin will guide this project. We agreed to meet weekly with David and review the progress I have made for the thesis. In addition to meeting weekly, David will provide good resources for conducting my research.

I will also come up with questions for an interview and conduct hopefully around five or six interviews. The interview will consist of multiple open questions that try to figure out, whether people are interested in this kind of interaction with strangers.

## 7 Schedule

## 8 Presentation

## References