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 unfamiliar sports enthusiasts. The goal is to create a prototype application that suggests social interaction between people that frequently come across each other while doing sports. These individuals are called familiar strangers. The prototype can then be used to research the interaction between these familiar strangers.

2 Goals

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

3 Material

My material is based on a literature review of similar projects, such as 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 potential users of the application. Usage data of the application will also benefit this research, if enough of it is available by the end of this course.

4 Methods

I will go through the 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 papers. That is the method for the literature review of my thesis.

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

Creating the prototype requires 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 I have to be prepared to cut features that aren't necessary for creating a successful research paper.

6 Resources

David McGookin will guide this project. We agreed to meet weekly with David and review the progress I have made. 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-ended questions that try to figure out, whether people are interested in this kind of interaction with strangers and how do they normally behave while doing sports.

7 Schedule

We are planning to meet with my thesis supervisor weekly at least in the beginning and adjust the frequency later as we see best.

Phase	Hours spent
Research plan	6 hours (1.2-7.2)
Interviews	10 hours (8.2-14.2)
Designing the application	20 hours (15.2-21.2)
Creating the prototype application	74 hours (22.2-17.04)
Overall writing	160 hours (1.2-17.04)
Total	270 hours

8 Presentation

The planned structure for my thesis is:

1. Introduction
2. Related work
3. Open-ended interviews
   - 3.1. Method for the interviews
   - 3.2. Results
4. Prototype
   - 4.1. Design
   - 4.2. Implementation
5. Discussion
   - 5.1. Results of the study
   - 5.2. Future studies
6. Conclusion