

# **Applied Technology Project**

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## **Abstract**

The following Applied Technology Project document has been developed with the aim of showing evidence of all the planning that is necessary and the research that must be conducted in order to reach the desired goals, milestones and the final mission that is to deliver a fully working application build from scratch that delivers a solution to a problem.

## **Acknowledgments**

I would like to express my gratitude towards Graham for once again in another year, giving me an elaborate task so to prepare myself for the possibility of a future where I may need to showcase my researching, presenting skills in a well-written and orderly timed manner, with a well-defined goal.

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## Chapter 1: Introduction

Culture by definition is the social behaviour of a particular people and their customs and ideas within a society. With that in mind, people are most likely to be influenced to behave in certain manners based on where they were born, which affects the way they interact to one another, the food they eat, how they greet each other, and etc.

When travelling abroad, knowing what is socially acceptable can be quite challenging to know depending how familiar you are with their culture. But that is part of what makes getting to know different cultures so exciting. Not only that but as well as getting to a country's forms of entertainment in tourism such as places to go, its historical sites, museums and also its traditional regional dishes.

With the easy access to modern devices such as Smartphones, life nowadays can be made much easier with the development of Mobile Applications that aims to solve everyday life problems or even facilitate our lives overall.

The following document shall explain further the concept of my project proposal keeping all those concepts mentioned above with the **purpose of delivering a mobile application that aims to facilitate the easy access to various useful information to users in regards to one specific country at first, with the possibility of further expanding the scope of my project.**

### Chapter 1.1: Problem

As previously mentioned, when travelling abroad there are challenging situations you may come across when trying to be a mindful traveller that won't make any potential fatal mistakes, **abiding by the rules** of the countries you visit in order to have a pleasant stay.

Taking the country of South Korea and Turkey for example, when you travel you may come across the custom of taking your shoes off before getting inside civilian houses, as this is a must-do. Also some establishments require you to do the same, such as several restaurants.

A perfect example is Ireland. Many fellow European countries have laws that allow public drinking, only to come to Ireland and realise that they are committing acts against the law when having a night out.

So that's why I believe it is extremely useful to have an **application built for giving you the most important data** about a place when visiting countries.

## **Chapter 1.2: Solutions Out there**

When using applications available for downloading for free to gain information to countries, those feature all kinds of info in regards to several different **restaurants and establishments** such as historical sites and museums based on **users reviews** of said places.

**TripAdvisor, Yelp and Zomato** are perfectly good examples that show how many people influence one another on giving valuable advice of where to go and what to do exactly, but the main problem is, those lack a well-defined user-interface that gathers the main points that I am interested in showing and adding to an application, not focusing only on establishments but as well as on their countries **behaviours, customs and cultural aspects**.

There is only one Application called CultureMee that displayed similar functions that I was looking to deliver in an application focusing more in fascinating aspects that would be useful for a traveller, but the application itself lacks a well-designed aesthetic UI, and most useful features require premium privileges (paid).

## **Chapter 1.3: My Approach**

### **Motivation**

My main interest in the development this application is personal-growth as someone that never really challenged myself much in the subject of programming languages. So I decided to take upon the challenge of delivering an application fully-built by myself within a subject that I am truly interested about. In this particular project I will be focusing solely in the country of **South Korea**.

### **Application Features**

I will be mainly concerned in devising an application that will focus primarily in aspects that most App's out there didn't really scratch on, cultural norms, and habits. But I won't also lack on any information in regards to the country itself in various aspects, creating tabs divided by:

- Summarized **DO's and DONT's**, most behavioral norms you must keep in mind when in public to not go through embarrassing situations, as well as some laws to abide by that the usual traveler may not be aware of.
  - **Country overview**, with detailed information of its Capital, Area, Language, Currency, Population and Time Zone;
  - **Historical Sites and Museums** with possible location
  - **Traditional dishes**, with most known ones;
  - **Fun-facts**, general fascinating details about such countries culture or its people.
- Must find a way around to get such information in a dynamic way;

As the application is further developed, if time allows me to, I shall implement many more features that could be considered useful for tourists.

## **Chapter 1.4: Scope**

In 2018 alone “A total of 15.34 million foreigners visited South Korea” (Korea Bizwire, 2019), this goes to show that there is plenty of users that could potentially use applications that provide information such as the one I intend to develop.

But it is expected that most of those won't be interested in this considering this application is supposed to be in English. But rest assured, as there is enough market out there for this specific niche, since out of the top 12 nationalities of international visitors for all purposes in South Korea, US citizens came in ranked 4 with over 967,992 visitors in 2018. (Visitkorea.or.kr, 2018)

Therefore, the target users I expect for my application shall be tourists visiting South Korea regardless of the purpose of their visit, but mostly the ones that speak English.

## **Chapter 1.5: Technologies**

**Front-end** – React Native, Redux;

**Back-end** – NodeJs, Firebase

**Database** – Firebase(NoSQL)

## **Chapter 1.6: Timeline**

### **Semester 1:**

5 Weeks( From 11/11/19 to 15/12/19)

- \*Learn React-native;
- \*Define core functionality of Application
- \*Work On Project Document – Introduction, Research, Planning
- \*Fill-out Weekly Reflective Journal

### **Holidays:**

4 weeks( From 16/12/19 to 12/01/20)

- \*Continue Learning React-Native

### **Exams:**

2 weeks( From 13/01/20 to 24/01/20)

- \* No further progress

### **Semester 1 Resuming Project:**

3 Weeks ( From 27/01/20 to 16/02/20)

- \*Work on the development of Application's Layout(Front End)
- \*Learn react-redux
- \*Learn to add Firebase

## **Semester 2:**

13 Weeks(From 17/02/20 to 18/05/20)

First 4 Weeks:

\* I assume Front-End won't be finished, I will require to further develop it

Last 7 weeks:

\*Initially work on Back-end, starting the project Deployment as well as sparing at least 3 weeks for the Final Document Report

## **Chapter 1.7: Considerations**

The main reason why I decided to develop an Application was to challenge myself to be able to fully develop a working application with languages I did not know well enough, using an idea that I would be excited about. I may not be finding a conclusive solution to a definite problem as there are other applications out there, but I wanted to be able to increase my set of skills in IT and be able to show-case this project in the future.

There are definitely formidable hurdles considering programming was always my weakness, but that just proves the point that I must work on it myself.

## **Chapter 1.8: References**

### **Chapter 3 – Scope**

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