T.C.

MANİSA CELAL BAYAR UNIVERSITY

ENGINERRING FACULTY

COMPUTER ENGINEERING DEPARTMENT

SNACK – A New Social Media Platform

Graduation Project I

PREPARED BY

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KABUL VE ONAY BELGESİ

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isimli lisans projesi çalışması, aşağıda oluşturulan jüri tarafından değerlendirilmiş ve
kabul edilmiştir.

Danışman : …………………………………………..

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Projenin Savunulduğu Tarih : ....

Bilgisayar Mühendisliği Bölüm Başkanı

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SIGN LIST

ABBREVIATIONS

HTML   Hypertext Markup Language

CSS   Cascading Style Sheets

SQL   Structured Query Language

Repo   Repository

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Figure 1.1 Motivations of Sharing

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ABSTRACT

SNACK - is a new type of social media website where shares are instant and temporary active. The reason behind the creation of this volatile sharing philosophy; Persistent / long-term permanent posts in existing social media applications undermine people's motivation to share on social media. That's why SNACK only focuses on sharing freely. It consists of a dynamic home page that is created by the live and instant transfer of the shares of the users to the common repository. These posts can be photos or text. Users can interact or comment on these posts. SNACK will be developed with "Python Django Web Framework".

Keywords: social media, website, sharing content, Django implementations

1. INTRO

This document is prepared to give information to jury about the project will be implemented by me within scope of "Graduation Project I" course. The project title is "SNACK – A New Social Media Platform" and this document will be it's the first report. The planned process of development, its purpose, structure, coverage, and functionality of the project, the technologies to be used in the project, reason of the development are going to be explained in detail.

The project will be about a new kind of social media platform which has functions that we already know from the today's wide online world's applications and websites, but also has a different approach to usage of social media. In addition, this social media product will be an effective combination of those, a bunch of pre-known features which popular applications have.

1.1 Reason for the Development of the Project

Today, we have numerous types of applications, websites, blogs, or any online platforms. We are very into social applications, with desired or not, and I am an active person on them. It is really a new type of socializing, and I spend time to investigate and observe people's behavior on these virtual environments with no reason. According to my observations, in fact, those products have different purposes, structures, and technologies, but their common purpose is "to share". Basically, they all want "you to share" any type of your data such as photos, videos, opinion, memories, friends, families, hobbies etc. in their platform. They want your profile and of course the data this profile brings. It's a fact that we also like to share our data to the world in this technology era. So, I focused on the sharing itself. I asked the couple of questions about it and searched for the correct answers which reflect in manner of society.

People share contents online with so many reasons and motivations. Each of us is a part of

this content network, actively or passively. In an extensive study done across New York, Chicago and San Francisco, The New York Times studied why people share what they share online and what motivates them. According to the study, we can zero down these reasons on five key motivations**:**
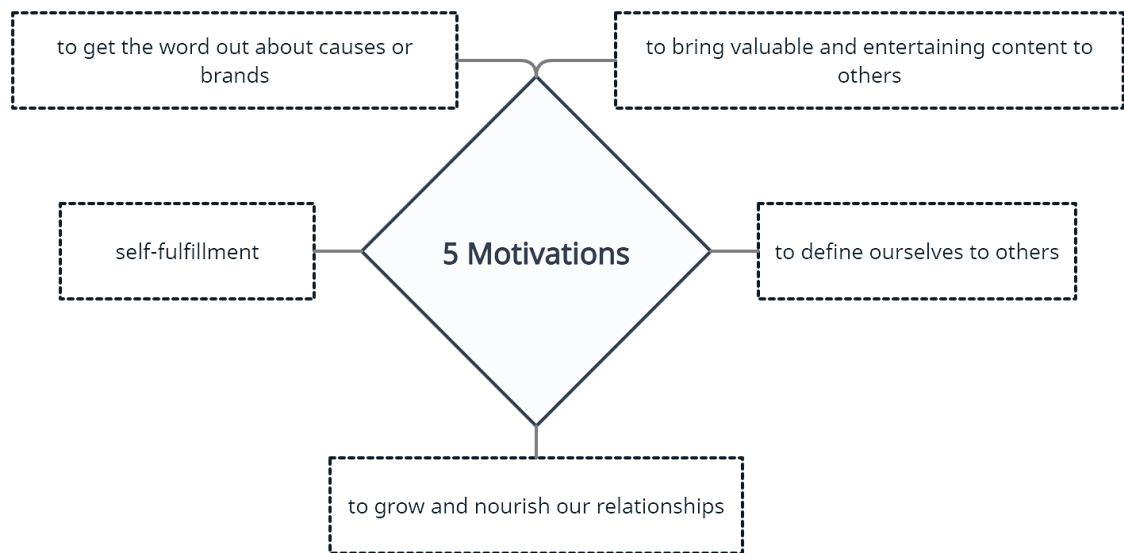

Figure 1.1 Motivations of Sharing

Online sharers want to enrich the lives of those around them. That's why they feel motivated to share valuable and entertaining content with their network on a day-to-day basis. 68% of people said that they share to give people a better sense of who they are and what they care about. It may come as a surprise, but one of the key motivations for people to share online is tied to building, growing, and nourishing their relationships with others. 78% of people share information online because it helps them stay connected to people they may otherwise not stay in touch with. 73%, on the other hand, share information because it helps them connect with others who share their interests. Sharing content online allows people to be more involved with the world—at least 69% of the survey participants agreed to it, and it makes them feel valuable.[1]

In the light of all this information, "sharing" is an action that people perform with one or more

motivations at the same time. This action also raises many concerns. Some people are very meticulous about what they will share on online platforms, even sensitive to the level of anxiety disorder. Although the effect of this sensitivity on psychology varies according to the age range of the users, adults are also quite vulnerable. In recent years, plastic surgeons have seen an uptick in requests from patients who want to look like their filtered Snapchat and Instagram photos. A New York Times article that ran in June 2018 features a newlywed couple who nearly separated after their honeymoon. The reason: the wife spent more time on the trip planning and posting selfies than she spent with her husband.[2] Researchers define addictive social media use as "being overly concerned about online activities, driven by an uncontrollable motivation to perform the behavior, and devoting so much time and effort to it that it impairs other important life areas."[3] To avoid this addiction, I imagined a volatile social media platform: "If the content is permanent enough (in level of minutes) to obtain benefit but also temporary not to have to be anxious about to share it would be good for the user". This is the main idea of "SNACK".

1.2 Planning

As a plan, my primary goal was to determine the scope of the project and which technologies I had mastered in this context. I interviewed experts or knowledgeable people in this field to decide in which language I would write the outline of my project. Due to my familiarity with the Python language, I decided to use Django, the Python Web Framework. But since I have no web business experience before, I didn't know which software languages and tools are used together, so I had to take training in other web tools together with Django. I also plan to learn and use some helpful tools such as the GIT version control system. First, I will learn the version control system and then I will complete the trainings on the Django. Finally, I will have completed my project by providing the frontend - backend together studying.

1.3   What Expected from the Project?

As an expectation that can be accepted as a priority and success criterion, we can say the following: The items mentioned in the reasons for the development of the project should match what the project offers to the user. In other words, the product we have at the end of the process should satisfy our needs that initially prompted us to develop this project. This expectation is the only and naturally the most primitive expectation we expect from the philosophy of the project. In addition, the project must be able to perform the functions given in its descriptions and must be "complete". Performance criteria that can be called "good" for the completed project will be determined and reported at the end of the project.

2. SNACK – A NEW SOCIAL MEDIA PLATFORM

2.1 Description

SNACK - is a brand-new type of social media platform (website and mobile app to access easily). Unlike what we have known so far, the purpose of this platform is to provide the opportunity to make and consume your shares instantly. This removes the fear of being judged in the community that hinders your urge to share.

You can instantly share your ideas or photos with anyone and communicate with people on different topics. You can follow people whose posts you like and prioritize their posts in your repo. Your profile stores a history of your posts for up to 1 day. However, depending on the repo's flow rate, your posts will only show in the public area for a few minutes. The most recently shared posts always stay at the top.

2.2 Functions

You can register on this platform using your personal information along with your e-mail address and password. After creating your profile, the application greets you directly with a repo without connecting with anyone. You can spend time just by reading the posts or comment on the posts in the live sharing tunnel. You can also share your own posts. You can leave positive interaction on posts you like, and vice versa. If there are profiles whose posts you want to follow regularly, you can add them to your favorites and view the posts of your favorites in your personal repo. Your posts will appear on your profile longer, but you can remove them if you want. Favorites cannot view your post history on your profile. The purpose of the application is mass communication rather than bilateral socialization, so there is no private messaging area with other users. Our goal is to encourage users to share to the repo, otherwise a static repo is not desirable.

2.3 Brief Look

Some mock-ups were created to show the intended appearance, logo and website structure. These models are detailed in the appendices.

2.4 Technologies to be Used

The development language of this project will be Python. It will be implemented with Django, a Python web framework, and will be followed by the GIT version control system. It will be written in the Visual Studio Code environment and the Object-Oriented Programming philosophy will be followed. PostgreSQL will be used as a database system together with web tools such as HTML and CSS.

REFERENCES

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APPENDIX
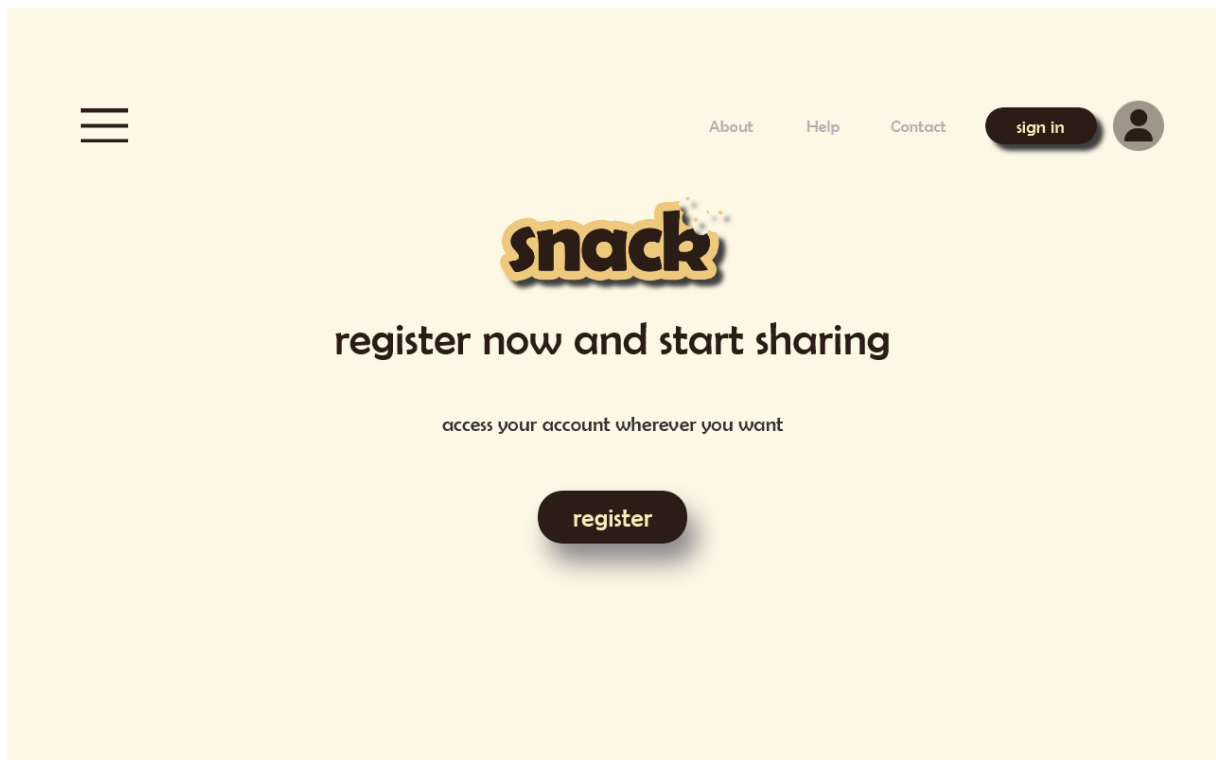
Promo Site Look

Sign up Look

Signed in User Look

snack

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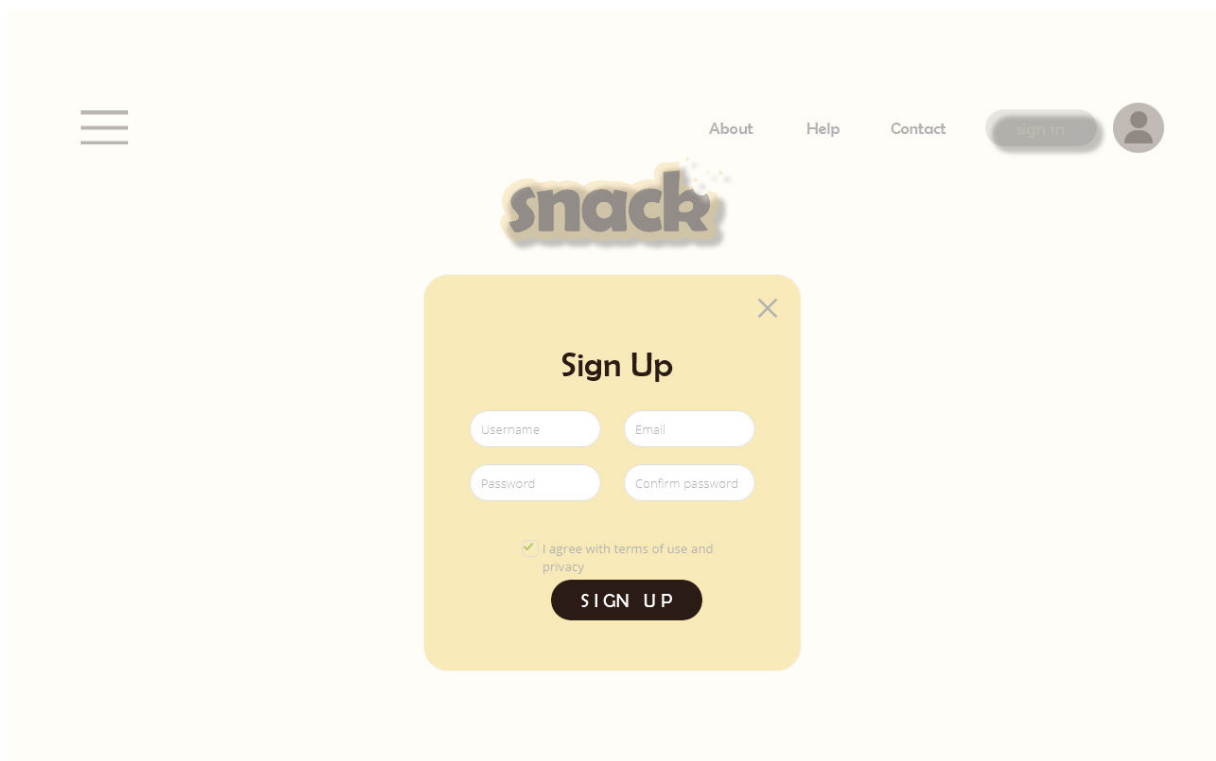
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Sarah C. Flow   2 mins ago

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I love this showw!! Who's your favorite character? Let me know.

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Comment Section Look

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Education

2017 September - today	Celal Bayar University Engineering Faculty Computer Science and Engineering Department (English)
2013 September – 2017 June	Ankara Highschool (Anatolian)

Experience

2021 July – 2021 August	Securify Information Technologies and Security Corporation - Ankara Teknopark

Skills

Java (Good)

Python (Good)

SQL

MS Office

Adobe Photoshop (Advanced)

Interests

Drawing (digital drawing, charcoal), cooking, art history, cinema.