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CSC Thesis

Five Ideas

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UDeliver - Mobile app for Bi-Partisan Delivery Agreement

      UDeliver would be a mobile app designed for guaranteed satisfaction of the delivery of a product in a highly populated area or college campus. The main idea is generating a system in which neither party (Deliverer or requester) can get cheated out of money during a delivery transaction. **This would require a huge amount of programming and partnerships with banks and credit / debit card companies, database management, and a potentially patentable programming process for online transactions**. See the attached image for an explanation of the concept. Basically it involved linking a bank account with a user account within the app, similar to Venmo. When someone posts a delivery request they will have to have the money within their app user account to even post it. If they have the money the amount gets held in a neutral location similar to a hold on any transaction but within the app. If another user sees the request and decides they want to deliver it, the two users are linked and then can chat etc.. The deliverer will go to pick up or buy the goods with their own money. This will ensure that both parties are investing in the transaction. If the delivery person shows up with the goods and the user is there, they both pull up the app and accept the transaction, if the user isn't at the location or decides not to follow through with the transaction, the money in the held location goes to the delivery person and the order is cleared.

Bi-Partisan Delivery Solution

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① If someone wants something but doesn't want to go get it, they look for delivery.

Problem: There isn't always delivery or someone to delivery quickly

Solution: Network of people who are both users and deliverers at the same time.

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② If someone wants to get something delivered and doesn't want to lose money & Vice Versa

Problem: There's no guarantee that each side is safe from exploitation

Solution:

1. Venmo style app with a "Venmo Balance" linked to bank account

   a. A user can only submit / post and order if they have that amount of money within their account.

2. The value of the order is taken out of their balance and put into a temporary holding

3. Any other user can see this posting on a feed and see that they can make $x for delivering

4. If someone wants to deliver they tap on the order within the feed and are linked with the user into a chat and they can also see the users data and reviews etc..

5. The user who posted is notified similar to Uber

6. The Deliverer will go to the location to buy the product(s) with THEIR OWN money.

   a. Possibly a scan of the receipt is necessary for the deliverer, this will get posted into the transaction page only between the two users.

7. The Deliverer will present the product to the user, both will tap a button within app the confirm the transaction. The money in the holding will go directly to the deliverers account. The transaction will be recorded within both their user profiles / History. The Users may rate each other at this point.

   a. If the Deliverer doesn't deliver, the money returns from the holding into the Users' account

   b. If the User is not at the location, the product is then the deliverers and the money also goes to the deliverer

This project was somewhat inspired by Venmo as mentioned. **https://venmo.com/** They are an online payment system by which you can send money to friends and family. In the app you have a "Venmo Balance" see the image above for an explanation of this. Second, The app will have a feature similar to Uber so you can see how far away the delivery person is. **https://www.uber.com/** .

UDeliver is different from both of those companies / ideas mentioned in a number of very clear to see ways. It is also different from something like grubhub or Uber food. This app would allow users to request anything at all to be delivered to their location. It isn't strictly limited to food or any single item. Additionally, similar to most new business ventures, this isn't some kind of revolutionary business that is being started by a 20 year old student in their required thesis class. This is simply something I think would be fun to develop and see how it works in the real world. It isnt brand new and it isn't wildly different from certain apps. It is however slightly different from, to my understanding, what is already out there. As much as I wish that I had an idea that I could execute, was brand new, and would make me millions, I don't think any of these five ideas including this one are that.

Vantage - Perspective Learning Web App

A network based web app that connects professors of sorts and students who want to learn certain things. Professors can get paid within the app for posting their content and users viewing and paying them. Sort of like Youtube, but all videos are limited to 5 mins and are walkthroughs, write-alongs, or general educational video about a topic. Professors get the option to create a brand based on what they teach, e.g. Ruby on Rails Professional who posts videos showing people how to do certain things with the framework. **This would involved a heavy amount of coding and creating a new concept of paying someone for a service or product online. It involves: Networking, Search algorithms, video code, data storage and management... and much much more. Would be a big mouthful for a semester no doubt, but would be awesome in the end and could be shown as just a proof of concept for the end of the year as a thesis.**

This idea is similar to Youtube **https://www.youtube.com/** as well as a number of other online learning platforms such as **https://www.udemy.com/**. It would be a place for the people who want to be 'professors' to dump out some of their knowledge and post it in video or graphical form.

Youtube does this very well and it is clearly a Goliath kind of competition. The differences come in when you look at that fact that we also allow other types of information not just strictly video. All videos have to be less than or equal to 5 minutes, infographics are encouraged, you can pay other users directly, and suggestions for content creators would be heavily integrated .

InTune - Mobile app to track health habits

Mobile app that allows users to track daily habits and sensations or day to day health and feelings in order to create a detailed record to learn from how eating, exercise, etc.. habits effect their own health. Everybody is their own person and sometimes you have to find your own solutions. Also this could give doctors a great database of their patients' daily habits and cause and effect situations to in order to make a judgement on treatment paths. This would involve: **Database management, networking, custom code and suggestions via AI in order to tell users how to improve their health.**

https://www.fitbit.com/home, https://www.myfitnesspal.com/, and Loop, are all apps or platforms combines with hardware that track your habits, exercise, and eating. This app would be focused more on easily allowing users to actually input data in the easiest way possible via UX and UI concepts.

This app would be more focus on people who either have health problems already or think they do. Since they are concerned already it would be easy and almost necessity for them to enter in what they are doing throughout the day in order to help them find a solution or provide good information to their doctors.

AroundU - Location based event finder mobile app

This would be a mobile app for college campuses or densely populated areas to begin with. The idea is that in a network of users anybody can create and even either for something in the future or currently happening with an array of details about it. They can they give certain permissions to the event such as who can view and share the event. There would be a password that the creator would generate for one option and you could only view details about the event if you correctly typed in the password. There would be a chat involved with each party for anybody involved, all encrypted. **This would involved: Database management, and encryption among other things. It seems clear that this is a project that would also take a good bit of time to develop well and without any huge vulnerabilities etc..**

Didn't do any research for this one. Didn't seem like there would be scholarly articles about this sort of thing. Again, it was just inspired by the functionality in other apps that already exist that use location to allow users to see certain things.

This idea is to my understanding decently fresh or just hasn't been implemented properly since I haven't heard anything about it and with some googling didn't see anything decent. It may even be impractical, in theory it seems like something that might work. How many people would use it? Depends on the execution of the UX, UI, and marketing.

Omada - Tinder for groups

As simple as it sounds, This would allows users to make a group of their close friends or really anyone they associate themselves with. They could then match with other "omadas" aka groups and be able to me or talk via in app chat. This could be anything from two sports teams on a campus easily being able to chat with one another or groups of people who want to meet and get together in a social situation. **This would involved: Database management, encryption, search algorithms, etc. It seems clear that this is a project that would also take a good bit of time to develop well and without any huge vulnerabilities etc..**

https://www.gotinder.com/ is the obvious related work for this one. It isn't necessarily related work but more inspiration for the idea.

This is different from tinder because it involved groups not just single users. The idea is that social pressure and anxiety especially for women could be lessened by being in a group rather than alone when meeting or conversing. Everything socially seems to be easier when you have your good friends with you.