

CIS 129 Final Project

“Connect”

Christiana Huss

Introduction

- Society seems to be getting burnt out with the incessant use of social media and apps
 - Dating app fatigue
 - Concerns about interpersonal development of Gen-Z - do young people know how to interact in the real-world?
 - Large body of research is looking into this burn-out, its causes, and its long-term effects
- At the same time, we are eager for connection, especially post-covid
- Idea: create an app that is used to connect people in real life with tangible social and volunteer opportunities

Summary of Findings - Existing Solutions

Meetup



- “The people platform”
- Calendar of local events and groups for users to join
- Categories include “Travel and Outdoor”, “Social Activities”, “Hobbies and Passion”, and more
- Very similar to what I’m envisioning
- This doesn’t seem to be popular in mainstream use; how do we improve upon it?

Summary of Findings - Existing Solutions

VolunteerMatch

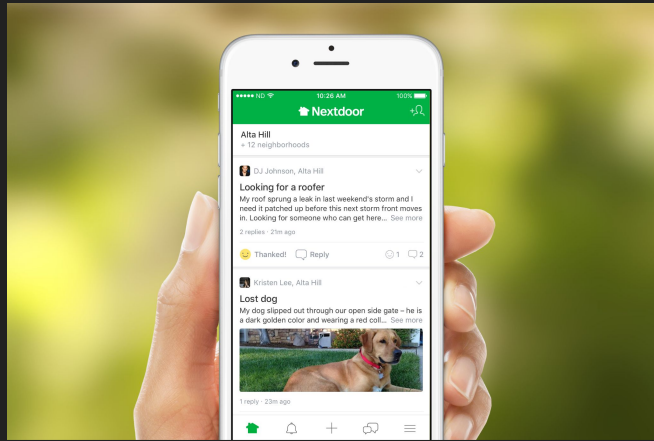


- Website dedicated to connecting users with volunteer opportunities in their community
- Both single event and ongoing opportunities
- Could be a valuable facet to add to the program proposed

VolunteerMatch

Summary of Findings - Existing Solutions

NextDoor



- Social networking service for neighborhoods
- Is used for users to connect with those in their immediate vicinity
- Promotes communication and mutual safety enforcement
- These would be valuable features to add to the proposed program to further strengthen connection in the community

Real-World Application: “Connect”

- A web and mobile-based app to promote the creation of more meaningful and lasting connections within your community in real life
- Would merge features of Meetup, NextDoor, and VolunteerMatch
- Features:
 - Host categories similar to Meetup that conglomerate information from users and websites to display ongoing sport teams, clubs, volunteer opportunities, etc.
 - Connect users with others in their area with similar interests
 - Enable users to message those in their communities to promote connection and safety

Design Approach

- Very simple design; after users entered their profile information, they would be taken to a main page with a menu
- Then each category would enable you to scroll through postings or create your own
- Messenger and support would appear as standard messaging



Design Approach - Psuedocode

```
import tkinter // standard GUI library to more easily create interactive app with widgets
import random // random function to facilitate user matching
import socket // for messenger function
import threading // for messenger function
import urlopen // for linking website information
import Request // for linking website information
import folium // to use location services for connecting users
import django // for user profile location
```

```
Initialize geolocator from folium
    Create map centered around first address
    Add markers for subsequent addresses
    For loop to draw lines between locations
```

```
Class profile to create user profile model
    Name, Location, Age
```

```
Create signal to create/update profile
    Define function to create profile
    Define function to save profile
```

```
Frame // rectangular region around the screen and group widgets
Menubutton // widget for user drop-down; define categories for users to choose from
    LabelFrame // border sub-widget
        Button (text = "Sports") // create a button for each category outlined below
        ScrollBar // allow users to scroll through sub-categories
        Checkbutton // allow users to join given subcategories
            Specify url // import data from other websites to populate
                Call Request on the URL
                Send the request and catch response
        Label // allow user to create their own sub-category
        Text // users to add more information, provide URL link, etc.
        Message // indicate to user when they have successfully joined or created a
            Subcategory
```

```
Separator // partition tkinter widgets for more aesthetic design
```

```
(Repeat the above for all other Program sub-categories)
```

```
LabelFrame // border sub-widget
    Button (text = "Let's Make Friends!") // to connect users with similar interests
        if statements to assign integers to users based on their Program selections
        random function to match users with same integers
        seed random function to match a new user every day
```

```
LabelFrame // border sub-widget
    Button (text = "Messenger")
        Define function to handle client connections with socket & threading
        Define function to broadcast messages to clients
```

```
LabelFrame // border sub-widget
    Button (text = "Support")
        Messenger capability as above but messages go straight to admin
```


Solution Design Proposal

- User Profile - used to connect users
 - Name, age, location, interests
- Program Categories - for users to add to their profiles and see opportunities
 - Sports
 - Arts & Culture
 - Outdoors
 - Volunteer
 - Animals
 - Games
 - Social
 - Neighborhood
- Other Categories
 - Let's Make Friends - connect similar users
 - Messenger
 - Support

Open Questions

- Design solution: how to we create a more robust plan for program design?
 - The pseudocode exercise helped me get a better grasp of general ideas that would go into creating this software, but it still needs substantial development. How exactly this would be done is one open questions.
- Safety: how will users will be kept safe?
 - How to prevent events like mass shootings from targeting these gatherings?
 - How to prevent people from maliciously using the program to stalk, harass, or harm individuals?
- Marketability: how do we responsibly and most effectively get this product into use?
 - Should we be marketing it to all populations or just certain?
 - (e.g. should children be allowed to use the tool?)

Citations

- Atobiloye, Olayinka. "Importing Data from the Web into Python." DEV Community, April 29, 2021. <https://dev.to/olayinkaatobiloye/importing-data-from-the-web-into-python-3h0n>.
- Atobiloye, Olayinka. "Importing Data from the Web into Python." DEV Community, April 29, 2021. <https://dev.to/olayinkaatobiloye/importing-data-from-the-web-into-python-3h0n>.
- "Build Software Better, Together." GitHub. Accessed August 7, 2024. <https://github.com/topics/python-chat-application>.
- "Django User Profile." Python Tutorial - Master Python Programming For Beginners from Scratch, August 17, 2023. <https://www.pythontutorial.net/django-tutorial/django-user-profile/>.
- Fadheli, Abdeladim. "How to Make a Chat Application in Python - the Python Code." Python Code, October 13, 2020. <https://thepythoncode.com/article/make-a-chat-room-application-in-python>.
- GeeksforGeeks. "GPS Tracker Using Python." GeeksforGeeks, February 5, 2024. <https://www.geeksforgeeks.org/gps-tracker-using-python/>.
- GeeksforGeeks. "How to Write a Pseudo Code?" GeeksforGeeks, November 23, 2023. <https://www.geeksforgeeks.org/how-to-write-a-pseudo-code/>.
- GeeksforGeeks. "Tkinter Cheat Sheet: Your Ultimate Guide to Python's Gui." GeeksforGeeks, July 19, 2023. <https://www.geeksforgeeks.org/tkinter-cheat-sheet/>.
- Potarca, Gina, and Julia Sauter. "Chapter 21: The mental health cost of swiping: is dating app use linked to greater stress and depressive symptoms?". In Research Handbook on Digital Sociology, (Cheltenham, UK: Edward Elgar Publishing, 2023) accessed Aug 4, 2024, <https://doi.org/10.4337/9781789906769.00031>
- "Tkinter - Python Interface to TCL/TK." Python documentation. Accessed August 6, 2024. <https://docs.python.org/3/library/tkinter.html>.
- Tolstikova, Irina, Olga Ignatjeva, Konstantin Kondratenko, and Alexander Pletnev. "Generation Z Social Capital as a Result of Digital Socialization." In IMS, pp. 179-188. 2021.
- Wang, Xueqin, Yiik Dieuw Wong, and Kum Fai Yuen. 2021. "Rise of 'Lonely' Consumers in the Post-COVID-19 Era: A Synthesised Review on Psychological, Commercial and Social Implications" International Journal of Environmental Research and Public Health 18, no. 2: 404.