

Proposal Cross Platforming App “ShareBook”

Team constellation

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Project idea

In following paragraphs the project idea gets elaborated based upon several aspects like the purpose and motivation which are building the foundation of the app. Furthermore, user stories with corresponding use cases are presented which demonstrate the main usage und principles of the app.

Purpose

The main purpose of the app is to enable registered users to trade books. Books are made to be read - with our app we carry this mentality to our users. These users are able to give away their old books and get another one in return from another user. As a enormous positive side effect this also tackles the wastage problem, as more and more books are simply thrown away (Morgan, 2009).

Motivation

The motivation behind this app is to enable an exchange of knowledge, in consequence reduce wastage and to carry our interpreted spirit behind books, which are made to be read, on. In addition, we pursue or idea to enliven bookshelves to be more dynamic instead of serving just as a nice decoration.

User stories and use cases

Have you ever wondered how many books you own? Maybe in the course of a house moving you recognise how many books you possess which you certainly do not need anymore. With our app users are able to give away books which are of no use to them. They

can decide if they just give them away for free or obtain books from another user which may be interesting in books from them. Therefore the user simply enters the ISBN-number of the book and the app takes care of further information like the title, author, abstract, etc. and puts the book on the app's market. If two users got a 'match' (when two users are able to exchange desired books) the app calculates an Point of Interest via Google Maps API in between of their locations and affected users can agree on an appointment to exchange their books.

Financial model

To generate money, users can sign up to use the app and get personalized advertisements, for example from 'McDonalds' if their exchange-appointment takes Money, money, moneyplace near a McDonalds store. In addition we offer a premium account, which is "ad-free" version of the app - similar to Spotify.

Target platforms

To cover the majority of end users Tremp, Bruderer und Hess, 2016 recommend based upon their survey to offer an app for leading mobile operating systems Android and iOS.

Technology stack

The app should be built with the Ionic-Framework, which integrates other popular frameworks like Apache Cordova and Google's AngularJS. With usage of these established libraries the app can be deployed both on Android and iOS and is exceeds at performance. Furthermore, Ionic serves different predefined designs like Google's Material Design so users can stick to known user interfaces which are optimized for Usability and User Experience so the user is able interact with the app in an intuitive way (Nielsen und Budiu, 2013).

References

Morgan, S. (2009). Waste, Recycling and Reuse. Evans.

Tremp, H., Bruderer, T. & Hess, D. (2016). *Mobile Computing und Business: Überblick zu mobilen Netzwerken, Endgeräten, Betriebssystemen, App-Entwicklung, Enterprise Mobile Management, Security, Business Modelle und Learning*. BoD – Books on Demand

Nielsen, J. & Budiu, R. (2013). *Mobile Usability*. MITP-Verlags GmbH & Co. KG

