Software Architecture, advance project 1 for IT44

Science and Engineering Faculty

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Health Activity Challenges

By

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**Title**

Health Activity Challenges is in category of game application to motivate people to use mobile devices to record accuracy health data from their health activity in daily life instead of using others tool which can be discontinuing record data.

**Introduction**

Technology has become a part of people’s life day to day. People have more works and less time to relax meanwhile, their health is under control. According to less time to take care of health, developers aim to create health applications to support people daily life by recording their behavior such as exercising, eating and relaxing. On the other hand, there is several health applications have been published to a public with the same features by collecting data of user’s behavior or activity to summarize into graph. Obviously, methodology to collect data is sensitively and complexity. There are some people stumbles upon these tools after they start to collect data shortly. They figure it out and switch to another application which on their expectation to be easier to use. For example, people have compared tools between health application and Google spread sheet. It seems to be simplify to use Google spread sheet to record an actual data but then when people need to record their activities which will take times then they will lost their chance to collect data and stop improving their health. This becomes a main problem to identify personal behavior information. According to user behavior with health application, it has been explored the idea to create the health application which will be interacted with a smart watch to motivate people by using a strategies of social health awareness. This project focuses on people who have less experience of technology to record their personal informatics in a complexity form. The application will automated record data by using a system driven when user invite another person to do a challenge activity. Lastly, this project is in a field of research how to use technology to promoting health challenge application and keep people of long term use of recording their personal informatics.

**Purpose and aims**

This project will focus on social sharing health information to friend list. Users aim to invite friend to complete health activity challenges such as walking a hundred steps within one day or eating good foods by taking a photo and post to friend list invitation to challenge to another person. In today’s technology, social network become more powerful of sharing data, people can post their activity such as image or statement to their friends list and listen to a feedback. Social activity is an essential methodology to motivate people to continuing use the application. Move to the next point, the main parameter is a number of calorie burning. The application will use this data to analyze how often people interact with their health activity, at the end of a stage the data will convert into a score to show every day ranking. Lastly, the application aim to use a strategy of system driven to motivate people of collecting data and support them to answer themselves about health questions and also keep people use an application longer by using social sharing and game strategy to make an application to be more simple to use.

**Significance**

Currently, previous health application that published online, there are several applications which does not generate appropriate information needs. After that people decide to begin with another tool and face another problem with a different data format. This project expects to develop a distinction of health application that already provided in public. Create a simple interface for user to collect data in long term use to generate appropriate information needs for user and promoting physical activity and use social sharing to interact more people to complete a daily challenges.

**Project approach or design**

Health information needs are important variable to predict and help people. This can be called “self-knowledge”. Health application will be effective and powerful collect tools in a future as a part of human daily life.

Specific data needs:

There are two main data to collect, calories burning and time. These two data will be collect at the same while people start the activity challenge application will calculate calories burning depend on what type of physical activity they are prefer. At the same time, the application will collect a time whenever people start the activity. In terms of Calories burning , the application will display current calories burning up to date every day and also it will provides a ranking of friend list to see who reach a top rank. This tool is simple to understand, it can motivate people to complete a challenge to keep exercising and stay healthy. In time record, the application can generate a graph to analyses how long people complete this challenge and how much calories burning per day.

Participants needs:

This project will focuses two types of personal behavior. Firstly, healthy people will be volunteers to test an application with their daily exercise. The expectation of health people is to focus on their estimation burning calories. Secondly, working people will be another group volunteer to test this application. The objective is to motivate working people to start to take care of their health after they leave their job.

There are several previous research documents and paper related to this topic, it shows about user information needs, significance variable to achieve and risk management in within the broader disciplinary field. These are essential information needs to prepare before and learn before implement a first prototype application.

According to an ethical impact to this project, this project is a positive perspective thinking, being healthy and self-knowledge. The main purpose is to help people stay healthy. This is less ethical impact than other application that relevant sensitive information such as short cut to earn money, inappropriate images and game addiction. In addition, this prototype can be an developed in the future by adding more useful feature related to user information to export data as an information needs.

**Project Plan**

Tools and Environment Setup

Tools:

Android studio version 1.0

Devices:

Mobile phones with an android operation system not lower version 4.4.

Smart watch Motorola 360

Programming skills required:

Java, PHP, parsing XML, HTML, SQLite, MySQL

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| Week1 | Week2 | Week3 | Week4 | Week5 | Week6 | Week7 | Week8 | Week9 | Week10 | Week11 | Week12 | Week13 | Week14 |
| Discuss with supervisor to identify main target users and goals of the project approach. After that start writing a project plan | | |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  | Submit Project Plan |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  | Implementation Application | | | | | |  |  |  |  |
|  |  |  |  |  |  |  |  | Unit Testing | |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  | Start to collect data from volunteers to record their feedback.  Use their feedback to analyze then start writing a report | |  |  |
|  |  |  |  |  |  |  |  |  |  |  | | Start to prepare for an oral presentation 2nd and 4th June. Submit a report at 23rd June | |

**Risk Assessment**