

DECO3500 - Social & Mobile Computing
SEMESTER 2 2016

Project Proposal:

Speak2Me

By TrashFilter

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Project Speak2Me by TrashFilter

Introduction:

With news transitioning to a digital medium, the majority of news is read or watched from a screen. However, there are many times in daily life where visual information would be distracting or unavailable. This is where radio and podcasts have been successful as an audio medium for distributing information to the masses. This project aims to deliver relevant narrated news articles to those who cannot otherwise read or watch a screen.

Concept:

Speak2Me is a project to develop a system of contributors narrating, tagging and uploading news articles for consumption by the main users of the product. There will be a community-driven reputation system in order to maintain the quality of the media. The contributor will choose a news article, narrate it and upload the narration with appropriate tags and a link to the original article. The system will then deliver a curated stream/podcast of news articles to the user who has indicated their interests with appropriate tags.

Target users/audience:

- Car commuters, who wish to consume relevant news but are unable to view a screen.
- Bus or train commuters, who wish to consume relevant news without the eye-strain or motion sickness usually associated with viewing a screen whilst moving.
- People walking or travelling, who wish for a quick digest of news but would rather wear headphones and not have their phone out.
- Anyone who wants a curated stream of news, but are happy to listen to it as opposed to reading or watching it.

Use-case diagram of the proposed solution:

Narrator/contributor side	User side
<ol style="list-style-type: none">1. A news article is published.2. A contributor considers the article newsworthy, and decides to narrate it and upload it to 'Speak2Me'.3. The contributor narrates the article and uploads it to the 'Speak2Me' database through a website, providing a link to the source article.4. They select the appropriate tags for the article.5. The article is upvoted by the user, which affects the contributor's total score (encouraging to upload again or to improve their narration).	<ol style="list-style-type: none">1. The user installs the phone app, and performs initial setup.2. They select their interests, presented in the form of pre-chosen tags.3. They press play and listen.4. The app, filtering uploaded articles for the user's tags, plays a stream of recent high-ranking recordings.5. The user likes the way the article is narrated, so 'upvotes' the article.

Team:

Members of the DECO3500 course, team 'TrashFilter':

Aidan Davis

Diego Robles

George Williams

Shelby Pye

Team responsibilities:

Team Leader and Manager - Aidan Davis

Back-end - George Williams

Design - Diego Robles

Content - Shelby Pye

How will decisions be made:

Decisions will be made collectively as a group ensuring every team member's ideas are taken into account. In case of discrepancies, the decision will be based on a voting system; in the case of a tied vote, the team leader will have the final say.

How will the team handle poor performance and resolve conflicts:

The team will conduct an intervention with the poor performer in order to address their lack of contribution to the group. The remainder of the group will decide if their reason/excuse is legitimate or understandable. If so, the conflict is resolved. If not, the team will reassign the work and course staff will be notified of the incident.

Communication:

Where and when will your team meet and how will you all communicate?

The team will communicate over a private Facebook group and meet during the weekly workshop meeting. Communication with the course will utilise the DECO3500 Slack channel.

Where will files be stored and shared?

Github will be used as a code repository. Google Drive will be used for all other documents and files. When anything of value is uploaded, the uploader will inform the team using the Facebook group.

What are the file naming conventions?

Files will be clearly so that they can give context as to what they are about.

Identify the social platform/s your team has adopted and explain the choice.

Facebook group messaging, as it easily facilitates group conversations.

How will it facilitate communication and / or file sharing?

Files should be uploaded to either the github or the google drive and referenced on the facebook group chat. No files should be placed on the facebook group as they can get lost and forgotten.

Project Plan:

Project phases:

Phase 1: Research

Identify the key audiences and what features they would want to use.

Duration: 2 weeks (02/09/19 - 15/09/16)

Phase 2: Requirements

Establish the requirements needed for the project and assign to team members.

Duration: 1 week (16/09/16 - 22/09/16)

Phase 3: Design

Design the prototype, trial and error with what can work and what cannot.

Duration: 3 weeks (23/09/16 - 13/10/16)

Key deliverables:

- Backend logic design.
- User interface design.

Phase 4: Build

Build the prototype.

Duration: 3-4 weeks (Commencing 14/10/16)

Key deliverables:

- Functional selection of the order in which to play narrations appropriate to each user.
- Functional playback of narrations in the correct order.
- Community voting system operational and influencing the ordering of articles.

Android Developer Studio will be used to develop the application. The Android platform was selected as it is free and provides useful open source libraries.

Tags:

Five key concepts relating to the social and mobile lectures:

1. Collaborative Virtual Environment
2. Communication
3. Asynchronous
4. Shared Information Space
5. Social Translucence

Two key words relating to journalism and news:

1. Curated podcast
2. Online news