

Spot.me

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Motivation

- Message in a bottle; bathroom graffiti
- Sharing and capturing meaningful or interesting stories in an environment asynchronously

Audience

- Gamers
 - Competition-motivated
- Explorers
 - Search-motivated

Questions Addressed

- How can we model ‘message-in-a-bottle’ signalling using current technology?
- What types of signals does this implementation promote?
- How can we motivate the varied target audience?

Design

- Modelling of Signals
 - Spot creation
 - Signalling through clues, images, and stories
 - Spot uncovering
 - Signalling through images, stories, and comment text
- Motivation through User Interface
 - Incomplete list of spots
 - Number of spots unlocked

Implementation

- Android Application
 - Java
 - node.js
 - MySQL Database



abc

....

Sign In

Or

Create account





where amazing happened

598 class room



Send

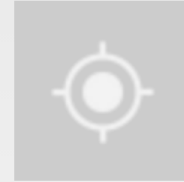
Back

40.11554279, -88.22197649





where amazibg happened





Verified!



yay! found my first spot!

kw2013 2013-12-10T10:23:31.000



Send

Back





kw2013

Unlocked Spots: 1

[Log out](#)

Recent Found Spots:



Demo

<http://youtu.be/9ctwXioSRtU>

Questions Revisited

- How can we model ‘message-in-a-bottle’ signalling using current technology?
 - Limit interactions by allowing just one comment
- What types of signals does this implementation promote?
- How can we motivate the varied target audience?
 - Checklist
 - Ease-of-use, Bandwagon

Future Work

- Interface reworking
- Understand the effect social media integration
- Incomplete list of spots
- Integration of more social interactions
 - Spot list view and exchange
- Leaderboard

Thanks!