

Talk Craft

Everything in your mind, Craft it by your words



Heo Jin-Soo, Maryam Sadat Daneshvarian, Na Hyun-Soo, Park Hyun-Ho

Abstract

<TalkCraft> is an app to make a new step on developing communication. We all know that human communications have evolved from a rather primitive, and likely effective for the time period, cave drawings, to a myriad of languages, and then to our present day highly sophisticated internet modalities. One might even say that YouTube is a greatly enhanced and accelerated cave drawing with sound. Here we are making an app that allows people get to know other people's opinion on quick simple issues neither critical and complicated subjects.

Motivation & problem:

Everyone has had experienced lake of power of decision among two choices. In these cases Knowing other's opinion may help you to do a better decision. Here we came up making an app that help people asking other's opinion on two choices. In other hand, sometimes there are some important and complicated issues that need to be debated about to get opinions of many people. But unfortunately, there are not any apps that satisfy this need properly, so we thought of making **<TalkCraft>**.

Related Work

There are three main types of sharing media - portal sites, community, and SNS. For instance, we know "Naver" as a portal site, "Dcinside" and "Naver café" as community and Facebook, Twitter, Instagram as SNS. These services are so different from each other, though they all commonly communicate through 'comment', and 'like'.

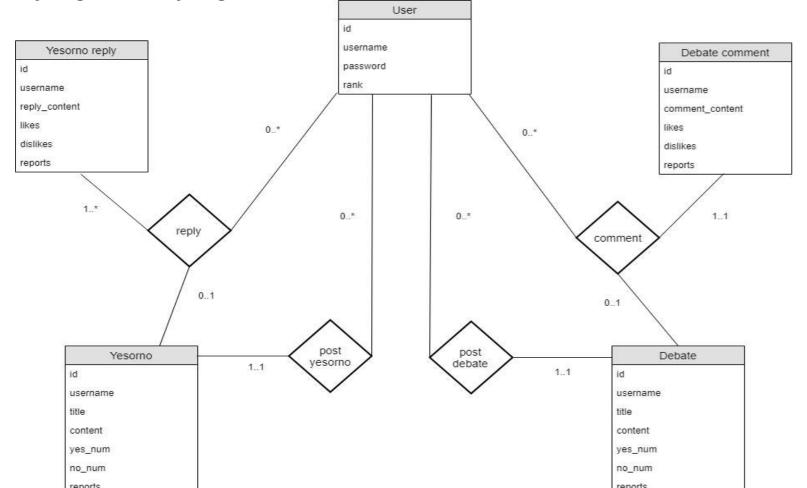
The "Comment + Like" method provides easy and fast feedback. Users do not have to choose their own position in the commenting process. This is the biggest difference between <**TalkCraft>** service and existing opinion sharing sites. It is a service for people to share their opinions more clearly and easy.

In existing services, people are not deeply involved in each discussion. However, in the <TalkCraft> 'Debate' service, each user belongs to one opinion team, so they can interact with the people of their team and engage in a deeper discussion.

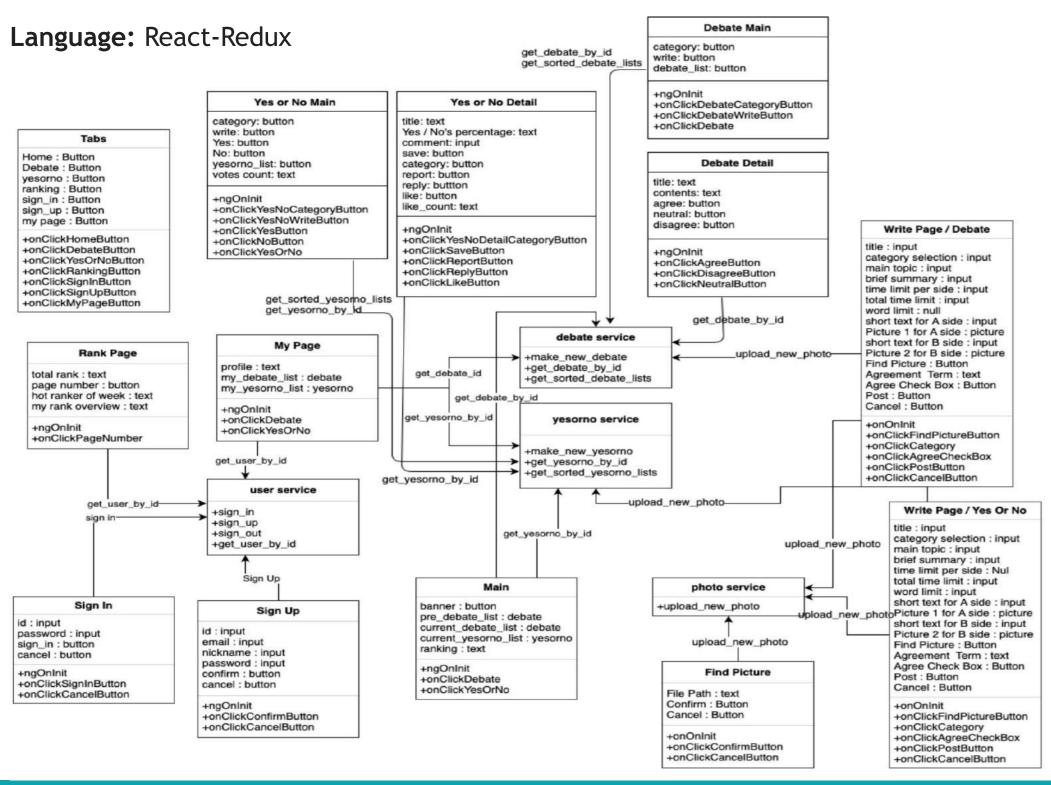
In addition, <TalkCraft> 'Yes/No' Service make it more different than other services. This service is provided for people to get a quick answer on daily simple decisions.

Backend

Language: Django and Django Rest Framework



Frontend



Contact

marmary@snu.ac.kr hjs9768424@snu.ac.kr hunsoo51@snu.ac.kr

Features

<TalkCraft> has two main functions, Yes/No and Debate.

- 1. All Users are anonymous
- 2. Yes/No
 - 1. A user can post a Yes/No content by writing two choices and adding description or images
 - 2. Only users can vote on the posts
 - 3. After voting users can see result and can comment down the post

3. Debate

- 1. A user can post a question and decide on debate start time
- 2. Only users can participate in Debate at start time
- 3. The users will decide to participate in the debate or be only a viewer
- 4. Viewers only can comment down the debate main chatroom
- 5. Debater's number is limited, so after debaters are assigned the others will be assigned to viewer.
- 6. Debaters on each side will have a separate chatroom together
- 7. Every debate room will have 5 leader
- 3. Debate leaders commit their opinions on leader's chatroom and the commit who takes more like by other leaders get committed to the debate main room.
- 9. All users can report any other user for copy right, violence, hate speech or spam comments. If a user get more than a specific amount of reports, then will be blocked for a while according to the type and number of reports.

