COSC 419F Social Computing Assignment 1

For this assignment, you are required to design an online social meeting space to serve a particular group (for example, your classmates, friends who enjoy a particular sport, friends who play the same games, hostel mates) for a particular purpose (for example, sharing ideas, scheduling games, discussing topics, or ridesharing) or to solve a problem using the AOF method. Your idea should be new and relevant to current trends. It should fill a need that you have identified. Within your submission, include a storyboard showing the dynamics of its use from beginning to end (i.e. how one logs in, how transitions occur, etc.) and a report that addresses the following requirements.

Requirements:

1. Describe the motivation for creating this space and the problem it will likely solve or the void it will fill.
2. Describe the intended audience.
3. Based on the AOF method, what is the primary activity, what are the social objects, and what are the core features?
   1. Activity:
   2. Object(s):
   3. Features:
4. Describe the main engagement strategies you plan to apply and why you think they would work.
5. In the storyboard, show the usage flow for each functionality from beginning to end. You can use pen and paper to draw the storyboard as long as it is clear and legible. You can also use any tool you have experience with.

Brainstorming:

Idea 1: social webstore/thrift shopping where users can create a shopper and or clerk profile to shop for and sell used items. Users can interact with other users to make friends, wishlists, comment on item listings, review sellers, bargain and barter with sellers, and accept or make payments. Users can choose to shop regionally, nationally, or worldwide. Shipping etc is updated depending where the user is shopping.