

UID Projects

1. Intranet platform for universities – *desktop and mobile solution*

This project aims to analyse an integrated solution for the management of teaching activities within a university, from the perspective of both the students and the teaching staff. In this project the team needs to analyse the dynamics of the teaching staff – secretariat – student triangle and to propose increased efficiency solutions.

2. Platform for public engagement in City budgeting – *desktop and mobile solution*

Public engagement in City budgeting is a new approach meant to increase the levels of involvement and responsibility of the citizens in the decisions taken to develop the Smart City they are living in. This project will make a comprehensive analysis on the challenges faced both by the citizens who want to get involved and by the local administration employees, in implementing this public engagement approach. Innovative solutions to deal with the identified problems will be discussed and the most promising ones will be showcased through a prototype.

3. Gamification in teaching activities at university level

This project aims to stimulate the participation of students to the educational process and to propose solutions for an increased awareness on their part. The approach of this project is to include principles from the gamification theory in the recurring teaching activities and to propose simple and efficient management instruments by the teaching staff and the students as well.

4. Detailed financial micromanagement for families

Monitoring and planning family finances can represent a challenge for people who are lacking specialized knowledge or people with undergraduate degree. This project aims to develop a solution that allows the detailed micromanagement (with only +/- 10 RON error per month) of a family's income, savings and spending.

5. Management of resources, activities and teams in co-working spaces

Shared working spaces have been largely adopted by business incubators and big companies to improve the use of the resources required in their activity. This project aims to identify the inherent problems faced by the administrators of these spaces and by the occupants, and to propose efficient solutions to these problems.

6. News feed and notifications with feedback for universities

This project aims at identifying the main communication challenges that people involved in higher education activities (teachers, students and administrators) must face. Staying informed on social and scientific events, news related to the University, last minute changes in teaching activities or problems generated by administrative issues, could provide a better working environment that greatly improves the academic activities.

7. Design, plan and monitor a family house that consumes only solar energy

Building an energy efficient (even 'passive') house represents a development guideline that is largely supported worldwide, including at national and European levels. The objective of this project is to create an application that helps the beneficiaries lacking specialised knowledge, to gather and check related information as future occupants of this type of houses. Assistance in house design and subsequent monitoring of the entire house are among the essential challenges that this solution needs to address.

8. Using crowd-sourcing to identify and solve community problems

The citizens' participation to the 'life' of a city is crucial for building a smart society and, in the end, a smart city. To increase participation, it is essential to facilitate the involvement of citizens by asking them to make a minimal effort, while encouraging the stakeholders to assume more activities and responsibilities. This project aims to explore this interaction space and to identify the challenges for the passive, who prefer a minimal involvement, and for the active, who wish to get more involved.

9. Social network based on sports activities: organization and participation in sports events in Cluj-Napoca

This project proposes to find solutions that allow the people who are passionate about sports to organize and participate in various sports events. Restrictions related, among other things, to location, required equipment and the participants' performance level need to be considered.

10. e-Health solution for the monitoring of patients and the interaction with medical staff

This project aims to develop a minimally invasive solution for the full monitoring of patients, while addressing the challenges for both the patients and the medical staff designated to monitor their health functions.

11. Social platform for contracting services from individuals

Correctly identifying the required skills in solving a specific problem, particularly in household-related or personal issues, such as a power blackout at home or repairing a broken pipe, repair the stove etc., may be a major challenge to many people. This project aims to recommend solutions by addressing the problems faced by both the provider of services/skills and the beneficiary.

12. Digital platform for monitoring the beneficiaries of social welfare services

Securing optimal assistance to persons with special needs is one of the challenges of modern societies. This project should propose solutions regarding the combined efforts of the local administration, NGOs and volunteers in ensuring the necessary services to people from vulnerable social categories.

13. The management of an owners' association and related issues

This project aims to achieve an integrated solution for the management of all cohabitation-related aspects in the framework of an association of property owners. The project is expected to identify the challenges faced equally by the association administrators and the residents.