Problem Solving (A3) Report Topic: **Book Recommender** Date: 2023/01/30

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| 1. Identifying a Problem | **PLAN** |
| - There are countless books in the world and it is hard to decide which one to read.  - Buying a new book can feel risky as they cannot be refunded in the case of not liking it.  - People cannot know if they will like a book before they read it. | |

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| 2. Set the Target | **PLAN** |
| - Reduce time spent looking for new books.  - Reduce the odds of disliking a recently purchased book.  - | |

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| 3. Analyze the Causes | **PLAN** |
| - Book covers do not convey enough information to the reader.  - People do not have a reliable way of searching for books that might interest them  - Readers often buy a book based on superficial knowledge of the book. | |

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| 4. Propose and Implement Countermeasures | **PLAN/DO** |
| - Create an algorithm that recommends new books based on a set of liked books.  - Create an application that implements said algorithm.  - Have the algorithm take information about books from the internet (genre, themes, length, etc) | |

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| 5. Check/Evaluate | **CHECK** |
| - Project success is determined by the satisfaction of the users in terms of an increased ease in finding books that they enjoy.  - Process failure is determined if the use of the application provides none or little increase in ease in finding books the users enjoy. | |

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| 6. Act and/or standardize | **ACT** |
| - Improve ease-of-use based on user experience.  - Increase accuracy based on reviews from users.  - Improve algorithm based on results on whether the users enjoyed the recommended books. | |