IHART

Interactive Hallways for Attraction and Retention in Technology

Pavlina Lejskova — Mount Holyoke College '15 Faculty Advisor: Audrey St. John

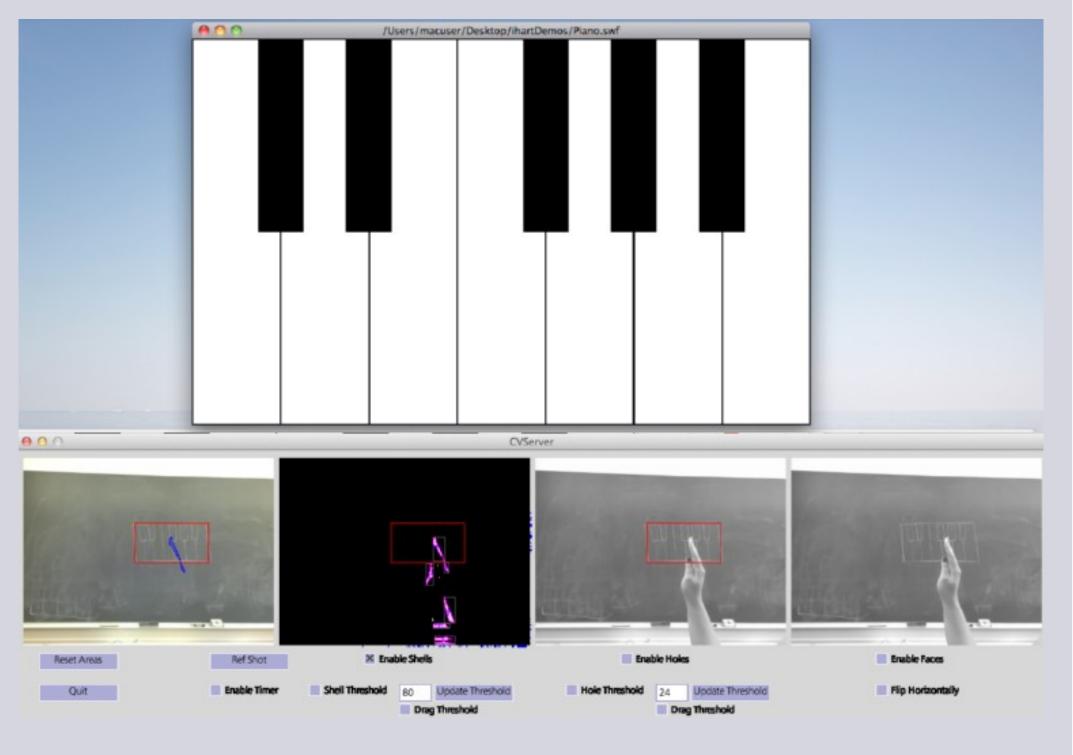
Abstract

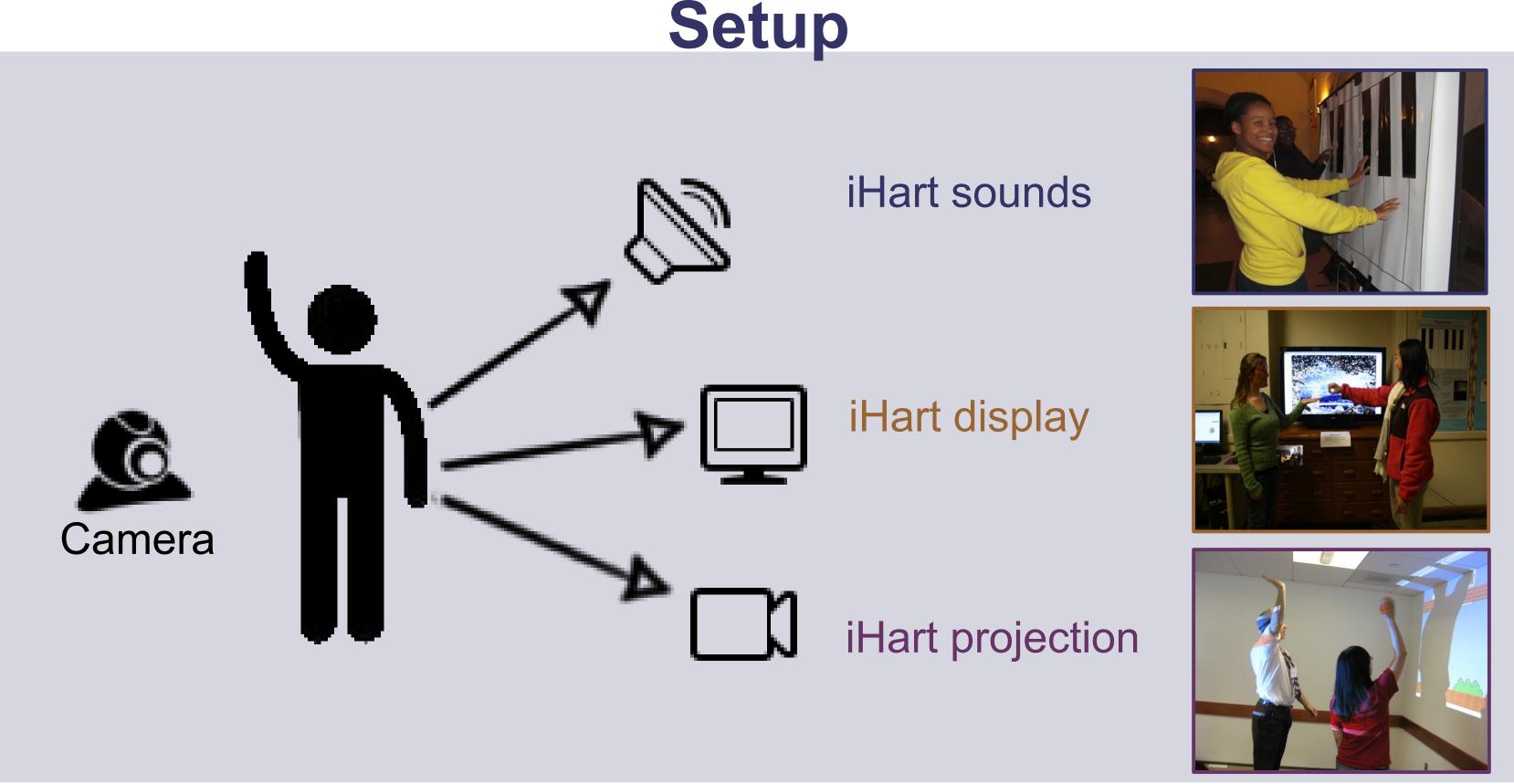
The main goal of the iHart project is to inspire women to pursue degrees in computer science and technology. The project aims to go beyond creating interactive hallways that are fun and interesting to walk through. Its goal is to attract the attention of the students who pass by and to increase their interest in computer science and technology. The project also provides inexperienced programmers with the opportunity to be able to create dynamic applications with rewarding graphics and functionality. Students who have only just started to learn more about computer science can easily get involved with the iHart project and see their work result in visually attractive and interesting public installation. The project strengths lie in its intuitive development environment and its easy and inexpensive installation into the hallway.

Motivation In middle school, 74% of girls 0.3% Women today represent 12% of all 12% express interest in Science, (STEM), but when choosing a college major, just 0.3% of high school girls select computer 3/25

Figures reproduced from Girls Who Code website www.girlswhocode.com

iHart Interface





Levels of Interaction

User

- Consumer with minimal tech comfort (e.g. a high school science teacher)
- Usage of pre-compiled software

Beginner Developer

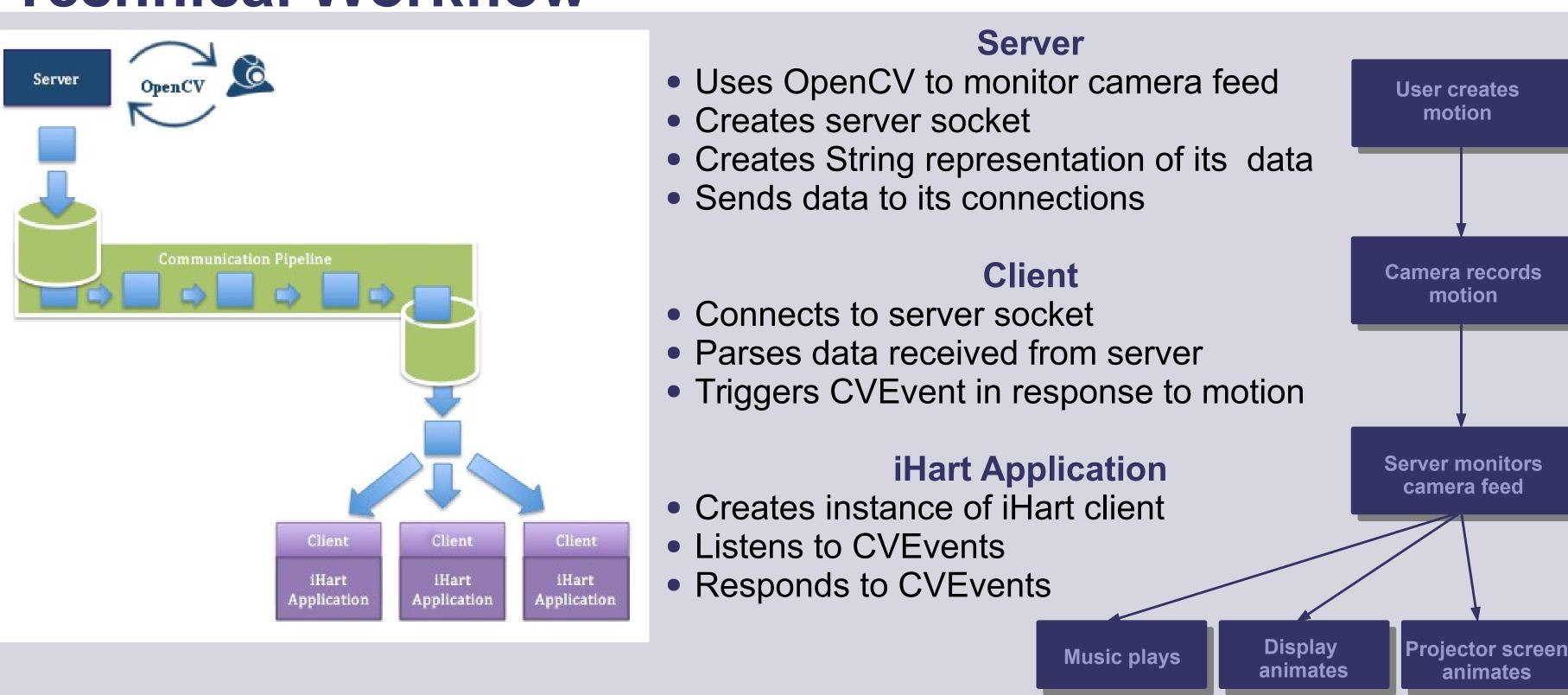
- Undergraduate student with intro CS class
- Application development

Developer

Application Development

- Undergraduate student majoring in CS
- iHart software development

Technical Workflow

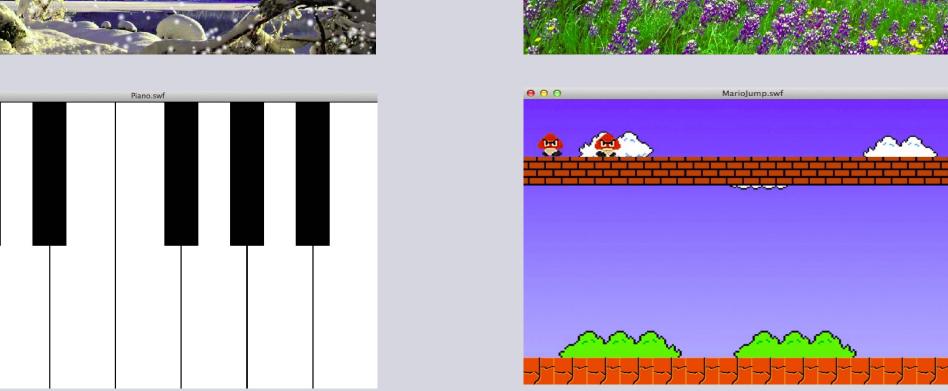


Strengths

- Inexpensive and easy installation
- Intuitive development environment
- Accessible to beginner programmers API which uses event architecture
- Open source SDK that offers access to latest computer vision technology using the OpenCV library

Future Goals

- Large scale projection in public space (library)
- Assessment of the impact on students
- Publicity and distribution plan







Current status

Average application development time: 2 weeks

- User accessibility (public website, user manuals)
- Application development
- Expansion of features (motion tracking)
- Team of six students (beginner to advanced)

Resources

- http://ihart-mhc.github.io/
- http://opencv.org/
- http://www.binarytides.com/java-socket-programming-tutorial/
- http://www.tutorialspoint.com/python/python networking.htm

