# CPSC 599 L01 - (Fall 2017) - Special Topics in Computer Science



COURSE HOME CONTENT CALENDAR COMMUNICATION ASSESSMENTS MY TOOLS

**EDIT COURSE** 

| Ma               | nage Groups  |         |         |              | Help   |  |  |  |
|------------------|--|---------|---------|--------------|--------|--|--|--|
| Nev              | w Category   |         |         |              |        |  |  |  |
| Categories       |  |         |         |              |        |  |  |  |
| View             | View Categories  |         |         |              |        |  |  |  |
| Client Sign Up 💠 |  |         |         |              |        |  |  |  |
|                  | <b>⊑</b> Email <b>n</b> Delete   |         |         |              |        |  |  |  |
|                  | Groups   | Members | Dropbox | Discussions  | Locker |  |  |  |
|                  | ☐ Client Sign Up (15) ▼  |         |         |              |        |  |  |  |
|                  | 01. Lucida   | 0       |         |              |        |  |  |  |
| Н                | lome CPSC 599 L01 - (Fall 201  |         |         | Christian Ja | cob    |  |  |  |
|                  | I would like to create a semantic Bot that helps photographers create better photos. The Bot will interact with the photography through voice and Augmented Reality. |         |         |              |        |  |  |  |
|                  | Contact: Brad Wrobleski (bswroble@ucalgary.ca)   |         |         |              |        |  |  |  |
|                  | 02. Cancer-Connect   | 0       |         |              |        |  |  |  |

### **Cancer-Connect**

Evidence from research shows cancer patients receiving a lack of care in emotional support from healthcare services. Physical resource centers are available for patients to receive emotional support, but lack in efficiency in terms of patients being unable to form private personal connections or long travel times. Cancer is one of the leading causes of death in Canada. In 2016, an estimated 202,400 new cases of cancer were reported and 78,000 deaths occurred from cancer in Canada (Canadian Cancer Society). Patient support will need to evolve and accommodate the growing number of cases. There is a clear need for a peer-peer platform that can help connect cancer patients to aid in emotional support. We purpose to develop a mobile app designed to inform, support, and

empower patients, families and caregivers, by helping them to address the fear, isolation, disruption and practical problems which cancer can bring into their lives.

#### Contacts:

- Hena Qureshi (hqureshi111@qmail.com)
- Dr. Rizwan Qureshi (rizmedical@gmail.com)
- Eric Eidelberg (eric@eidelberglee.com)

|     | _ |      |     | _ |    |
|-----|---|------|-----|---|----|
| _   |   | ). e | v   |   | ~~ |
| - 1 |   | , ,  | А I |   |    |
|     |   |      |     |   |    |

0

### **eXDee**

Work with an exciting startup company with great ambitions.

#### Contact:

- Richard LeBlanc (richard@exdee.ai)
- Brad Prince (brad@exdee.ai)
- Sasha Ivanov (sasha@exdee.ai)

04. C-Food

0

#### **C-Food**

Have you ever looked in a fridge full of food and still could not decide what to eat? What if there was an app that could take a picture of the contents of your fridge and generate a list of recipes to choose from. C Food is that app.

This application will be designed to assist users in using existing ingredients that they already have in their home to create different recipes to choose from. Having a program that generates various recipes will allow the consumer to be creative in the recipes they want to make. The process of creating food ideas with multiple recipes to choose from will reduce food waste and contribute to a culture of monitoring consumption at a household level.

Contact: Susan Wessels (scwessel@ucalgary.ca)

05. CareFind

0

### **CareFind**

#### **Access to Child Care at Your Fingertips**

To connect parents to real-time vacancy spots posted by accredited daycares for full, part-time and drop-in requests. Parents can search nearby child care centres, register online, schedule tours, make payments, and read and write reviews. Daycares can post their real-time vacancies, receive payments and have access to their online registration documents.

#### Contacts:

- Erica Hughes (erica.hughes2@ucalgary.ca)
- Kathy Bui (kathybui04@gmail.com)

06. Air Receipt

0

## **Air Receipt**

We want to change the way the world receives and manages receipts by creating an environmentally sustainable platform that seamlessly integrates into users' everyday lives. Air Receipt has partnered with a local technology company in Calgary to develop a system that allows you to tap your phone on a hardware device and receive your receipt on our mobile application. The application also allows customers to sort and organize their receipts based on date, store name, and category. We highlight our "Air Share" feature that allows customers to share their receipts for ease of expense reimbursement. Customers, say goodbye to receipts cluttering your house and overflowing in your wallet. Businesses, say goodbye to garbage bins full of receipts and crashing printers. This is your chance to save time, save money, organize, and take information to a whole new level.

Welcome to the next generation of electronic receipts. Welcome to Air Receipt.

#### Contacts:

- Celina Pablo (celina.pablo@ucalgary.ca)
- Sanchit Uppal (sanchit.uppal@ucalgary.ca)
- Cole Godin (cole.godin@ucalgary.ca)
- Maryam Soleimani (cole.godin@ucalgary.ca)

07. JobJar 0

### **JobJar**

The app developed by you will be used in conjunction with our powerful, mobile responsive platform. With our clear path on what we need it to look like and your creative mind, we can work together on building a very user friendly app where our users; Homeowners and Skilled Doers (construction trades) can connect, interact, and complete any construction related jobs.

Some of the basic functionalities would include the following:

- Post jobs
- Invite selected SD
- Quotation tool for SD
- Chat system
- Geo-location
- Video system
- Transaction integration for payment
- Multimedia managing tools
- And any other tools we might find useful to make the connection simpler.

Simplicity on all aspects of the app would be the mantra. That's where the excitement and magic happens when using our creative minds to run a smooth front end where they can interact and close the transaction using the application.

Contact: Wuilder Torres (wuilder.torres@jobjar.ca)

08. Re-able 0

### Re-able: The Move

Technology to help motivate stroke survivors with their physical rehab

Re-able is building 'The Move': a fitness tracker for stroke recovery. Stroke survivors develop physical impairment, often focused on one side of the body, due to dead neural connections. Neuro-rehab aims to train a person's brain to relearn how to move their body, but rehab time with therapists is limited. Patients can do rehab on their own, but it all starts with the motivation to recover. The biggest aspect of motivation is the effort and mindfulness needed to involve an impaired limb in daily life. We want to encourage patients to use their affected limbs more, since this promotes recovery. We're going to do that with a wearable motion tracker and app that measures and displays the wearer's activity level and motivates them to beat their activity level by using their impaired limb more. We plan to expand the app to include goal setting, exercise reminders and progress tracking.

#### Contacts:

- Riley Booth (rsbooth@ucalgary.ca)
- Jacob George (jacob.george1@ucalgary.ca)

O9. Enable 0

#### **Enable**

#### **Our Mission**

Enable is a for-profit social enterprise that works to overcome the barriers to community access that people with disabilities and their families experience. We make personalized matches between people with disabilities and post-secondary student support workers. These matches are based on shared interests, scheduling needs, and expertise. The app we are looking for will act as a time keeper for support workers to sign in and out for their shifts, keep track of the activities that they completed with the client, and record the success of the shift. This will significantly decrease the amount of time spent completing payroll as support workers will no longer submit invoices, hours will be live, and the information can be evaluated for successes as they relationship grows.

Contact: Sue Crawford (sue@enablecommunity.ca)

10. JustCrate

#### **JustCrate**

Isn't it hard to decide on a meal to cook for the evening? Some of us may try to go on Pinterest for ideas or browse our local grocery store to do things on the fly. It's clear that people are shopping for groceries with meals in mind. JustCrate solves the root problem by sourcing community developed meal kits and delivering groceries in 1 hour to be cooked at home.

This project has high potential for personal and technical growth through various programs we are pursuing or collaborating with such as: The Hunter Hub, 150startups, Innovate Calgary, Next36 and NextAi.

Contact: Jesse Roy-Cote (jesseroyc@gmail.com)

11. Paddle Station

0

#### The Paddle Station

As a mobile kayak and raft rental company, we have dedicated rental stations located along the shores of the Bow River. Our riverside locations create a hassle free experience for anyone looking to reconnect with nature, discover a new perspective, or experience a sustainable outdoor activity.

Our locations are key access points to the Bow River (Shouldice and St. Patrick's Island). We make it easy for you, the Urban Paddler, to enjoy our city with an environmentally conscious activity.

In a city where a beautiful river flows from mountain glacier through glowing metropolis, the time has come for everyone to be able to easily access the Bow River with ease, comfort, and safety. With the Paddle Station, you can enjoy a hassle-free float all while reconnecting with yourself, your family, and of course the outdoors.

Contact: Ravi Thaker (ravi.thaker@ucalgary.ca)

12. UnCommon Content

0

#### **UnCommon Content**

Content production is one of the most important aspects of marketing in today's day and age. Our vision is to allow local content producers to collaborate internationally and seamlessly with others by bidding for projects. Through our online decentralized cloud storage, our content creators will have the ability to directly connect and collaborate with the client and others through our app. We give each client the choice to determine and see exactly what is done and what goes into every single piece of content produced for the client.

Contact: Steven Iovan (steveniovan@icloud.com)

13. The Social

0

### The Social

Throughout my university education my friends and I constantly ran into the same question every weekend. "What are my friends doing tonight?" and "Where are my friends going out tonight?" In order to stay connected and find out where their friends are going, millennials currently tend to communicate through group text messaging,

Snapchat, and other forms of social media and messaging platforms. This process is extremely time consuming and inefficient as it requires individually contacting friends or friend groups, one by one, in order to see where they are going or what they are doing. Now, these young socialites will be able to see where all of their friends are going on any given night and alert their friends of where they plan on going, all in the palm of their hands.

The Social is a mobile application that enables users to make a public post informing their friends of the venue that they plan on attending on a given night. Subsequently, users will also have the ability to see posts made by their friends, informing them of what venue they plan on attending on a given night. By posting an "appearance" at a given venue earlier in the day, users will stay more connected to the lives of their friends, as this gives their friends an opportunity to reach out to them and make a plan where they may not have done so in the past. On the other hand, this also gives the user the chance to assess where certain friends are going on a given night and select what venue they would like to attend, based off where their friends are going.

What takes The Social a step beyond the conventional methods of making plans for an evening (Text messaging and Snapchating) is that now, users will be able to know where their close friends are going, but they will also be able to see where their acquaintances are going. And as a result, their acquaintances will also be able to see where they are going. Because of this, users will now be able to expand their friend groups, have more event options, and step up their social lives. Giving the user the ability to track where their friends and acquaintances are going on a given night is valuable and applicable in many different facets of life and different social scenarios. This creates a platform by which users can contact and make plans with their acquaintances without it being awkward or intrusive. For example, if a guy meets and girl and likes her, he may not initially be in a position to ask her where she is going that night. With the power of The Social, he will be able to see what bar she is planning on attending and plan his night accordingly. Another example, if a guy meets another guy in class and wants to pursue a friendship with this person but does not know how to instigate a plan outside of the classroom that is not awkward or intrusive. Now, more friendships will be formed, as users will have the opportunity to expand their friend groups. The Social will make this communication fun and casual, just like a party.

Contact: Adam Rea (Adam@cups2go.ca)

14. Swinicide

0

### **Swinicide**

Swinicide is a multiplayer game that combines elements from strategy games and tower defence games. In a short 20 minute round, two players compete with each other - one player plays as the hungry orcs that try to steal pigs and make bacon out of them, while the other player attempts to build towers to defend the pigs. Students that will join this project can expect to get a mostly complete source code for the game (based on the course of 2016-2017) and work on updating the source to work in the more modern version of x-code. Together with Eidelberg Lee, the students will update the game design doc and receive new art assets to integrate into the game.

Our goal is to lunch this game into the app-store around May. If the project is successful, long term cooperation with the students is possible.

#### Contacts:

- Eric Eidelberg (eric@eidelberglee.com)
- Paul Lee (paul@eidelberglee.com)

| Z. The Undecided | 0 |
|------------------|---|
| 🔄 Email 👖 Delete |   |