

Software Engineering 2 Project Proposal

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September 4, 2024

LETU Campus Tour Headsets

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Introduction

LETU campus tours are an important experience for upcoming college students, parents, grandparents, and alumni alike. The campus tour is often the first experience interested parties have at LETU, so it is important that campus tours are comfortable for the audience. Campus tours are around 30 to 60 minutes long, and are lead by a student. During preview events, held several times each year, the headcount on a single tour can vary from 20 to 50 people.

The Problem

For large groups, especially in hallways where the tour may be compressed into a long line, it can be difficult for individuals in the back of the tour to hear the tour guide. It is important to LETU that everyone to hear what the guide says. Mishearing the guide can be frustrating for the listener, and can result in a more negative experience of the school.

By addressing this problem, the audience can much better understand the guide, which generally improves the comfortability of the individual during the tour. This can lead to an overall positive first impression of LETU. Of course, a more comfortable experience will, in general, bring in more students, which improves the life of the stakeholders, but also brings in more peers to improve the life of the student.

Using an in-house built tool (as opposed to a paid service) shows the audience the competence of the students about their studies at LETU. It shows the community that we don't just study here, but LETU students develop real solutions that work.

The Proposed Summarized Solution

Almost everyone has a smartphone. These devices have the 3 key things needs to address this problem: a wireless connection, a microphone, and a speaker/headphone speaker. Audience members can access the service on their smartphone, select their guide from a menu, and listen. Guides can also access the service on their smartphone, but with elevating permission levels to host a tour which connects to a microphone on the guide's person. At a particular tour stop, the guide could enable question asking from the audience, where the audience could unmute and ask a question heard by both the guide and audience.