

ITI41120 Applied Computer Science Project

Topic: Development of innovative features for content sharing and crowd engagement in an existing App-based platform for culture and tourism.

The project work could be scoped and assigned **up to 4 student groups**.

Research areas:

- Software engineering
 - o app development
 - o security - GDPR
 - o user-interaction and gamification

Required skills:

- App programming (e.g. Flutter)

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Description: Develop a prototype app that allows users to interact with cultural events (e.g. a concert that the user has ticket for) in new ways prior to, during, or after the event occurs.

This is an explorative study, and examples include:

1. Identify the different kinds of phone sensors (accelerometer, g-sensor, light, proximity, magnetism, gyro, GPS, barometer, temperature, ...) in modern phones and assess its potential application for user engagement.
2. Use phone camera in creative way to create interests and engagement like toonify or artify selfies or other pictures from event to be shared with others at event
3. Use phone microphone in creative way to capture mood
4. Use phone accelerometer in creative way to give feedback to the artist
5. Assessment of potential security and GDPR risks
6. Demonstrate the usability of the prototype app using an example

Project will be executed in collaboration with Eventwood AS, and the industrial responsible is Giulio Gola (CTO).