|  |  |  |  |
| --- | --- | --- | --- |
| **MINUTES**  TEAM NAME : Mushroom | | | |
| DATE | 2023.03.22. | 09:30 ~ 11: 50 | |
| LOCATION | 국제관 608호 | TEAM LEADER | 정보경 |
| Ⅰ. Defining Problems  According to Korea Institute of Science & Technology Evaluation & Planning (KISTEP) and Korea Advanced Institute of Science and Technology(KAIST), the top 10 issues our society will suffer from for the next 10 years are as follows   1. Low birthrate and aging problem   2. Inequality problem  3. Instability of future generations' lives  4. Unemployment insecurity  5. Increased environmental impact between nations  6. Cybercrime  7. Energy and resource depletion  8. North Korea and security/unification problem  9. Climate change and natural disasters  10. Low growth and changes in growth strategy  Out of the 10 we decided to focus on the feasible problems.  1. Low birthrate and aging problem (Lated agreed to be unfeasible)  3. Instability of future generations' lives  4. Unemployment insecurity  6. Cybercrime | | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **MINUTES**  TEAM NAME : Mushroom | | | | | | | |
| DATE | | 2023.03.22. | | 09:30 ~ 11: 50 | | | |
| LOCATION | | 국제관 608호 | | TEAM LEADER | | 정보경 | |
| Ⅱ. Funneling the problems  1. Low birthrate and aging problem  Low birthrate and aging problem has been a serious problem in Korea for a long time. And to solve the problem, we must connect with the government and form a project in a large scale both in time and money. Therefore, our team decided that this problem is hard to solve due to feasibility.  \*Analysis Result   |  |  | | --- | --- | | Known | Unknown | | -The current seriousness of the problem  -Policies the government is using to solve the problem (출산지원금, 국민연금) | -What companies and individuals can do to solve the problem  -The main cause of the problem |   Importance(5) : Low birthrate and aging problem has been a serious problem in Korea for a long time. Need to continue our country.  Feasibility(0) : There needs to be a connection with the government or at least with the ministers. Also a large scale of both in time and money is needed.  ROI(3) : The immediate economic effect will decrease because of the large investment that is needed to solve the problem. However, in a long-term prospective, the economic effect will grow.  Risk(1) : Since it is hard to estimate the result of the application or the program we are planning to make. | | | | | | | |
| **MINUTES**  TEAM NAME : Mushroom | | | | | | |
| DATE | 2023.03.15. | | 09:30 ~ 11: 50 | | | |
| LOCATION | 국제관 608호 | | TEAM LEADER | | 정보경 | |
| 3. Instability of future generations' lives  The main reason our team thought the future generation feels instability of the future is because of lack of motivation. By designing an app that lets users set their own goal and rewarding the users for the achieving them, we think it may motivate the young generation step by step, resulting to an environment where all users will have a concrete target for their future.  \*Idea generation with brainstorming    \*Analysis Result   |  |  | | --- | --- | | Known | Unknown | | -The current seriousness of the problem  -What we can utilize to motivate young generations(money, SNS follower) | -How the existing motivation  applications rewards users without the problem of expedient activities |   Importance(5) : The instability of the future generations is important because of the low birthrate and aging problem continues in this nation.  Feasibility(4) : The three projects that we have proposed can be implemented with simple coding. However, 3D graphic in the metaverse or the information gathering can be tricky  ROI(5) : Even though the task of implementing the system is simple, the prospect is limitless. By cooperating with companies and making them fund the users, we can make a network that can fit in the current society.  Risk(3) : The only concern is how to draw attention at first, but other than that, there seems not much risk. | | | | | | |
| **MINUTES**  TEAM NAME : Mushroom | | | | | | |
| DATE | 2023.03.15. | | 09:30 ~ 11: 50 | | | |
| LOCATION | 국제관 608호 | | TEAM LEADER | | 정보경 | |
| 4. Unemployment insecurity  The information companies and the government provides today has very low accessibility. By designing an app that centralize the informations of job applications, more of the unemployed will be able to use the information to find an empty seat that suits them, thus solving the unemployment problem.  \*Idea generation with brainstorming    \*Analysis Result   |  |  | | --- | --- | | Known | Unknown | | -The existence of various supports people can use for employment  -How financial crisis affects  unemployment | -Wether giving informations will solve  unemployment problems  -How to centralize information from  different companies |   Importance(4) : Employment is very important to sustain our society.  Feasibility(5) : The only technologies needed are simple web design, data crawling, and simple AI analysis.  ROI(2) : Since the solutions that we came up only consists of giving information, it is hard to seek a high income from the system we designed.  Risk(5) : Because of the low ROI, the risk is also very low. | | | | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **MINUTES**  TEAM NAME : Mushroom | | | |
| DATE | 2023.03.15. | 09:30 ~ 11: 50 | |
| LOCATION | 국제관 608호 | TEAM LEADER | 정보경 |
| 6. Cybercrime  Starting from 2020, URL smishing problem has increased due to the rise of many non-contact services. Using the fact that malicious URL has low traffic, by analyzing the traffic and comparing it with usual web traffic activities, it will be able to filter out harmful URLs using simple artificial intelligence.  \*Idea generation with brainstorming    \*Analysis Result   |  |  | | --- | --- | | Known | Unknown | | -The traffic difference between normal URL and abnormal URL  -How to detect virus or worms | -How to deal with URLs with low traffic in the first place  -Getting the data for malicious data |   Importance(5) : URL smishing problem has increased due to the rise of many non-contact services and cause a large scale of damage to the society.  Feasibility(4) : Instead of data gathering the data, the projects only require simple security technology and AI structures.  ROI(2) : The projects’ aim is for public good, which means it my be hard to give a high price to the service.  Risk(3) : Because of the low ROI, the risk is also very low. However, since the hacking scheme changes though time, our service might not last long and will need frequent updates. | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **MINUTES**  TEAM NAME : Mushroom | | | |
| DATE | 2023.03.15. | 09:30 ~ 11: 00 | |
| LOCATION | 국제관 608호 | TEAM LEADER | 정보경 |
| Ⅱ-1. Summary of Problem Analysis   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Problem | Importance | Feasibility | ROI | Risk | Total | | Low birthrate and aging problem | 5 | 0 | 3 | 1 | 9 | | Instability of future generations' lives | 5 | 4 | 5 | 3 | 17 | | Unemployment insecurity | 4 | 5 | 2 | 5 | 16 | | Cybercrime | 5 | 4 | 2 | 3 | 14 |   Ⅲ. Capability  1. Motivation Application   |  |  | | --- | --- | | Name | Capability | | 정하은 | Game design (Construct 3D metaverse) | | 박서영 | User interface design | | 김민준 | User data maintenance using data analysis and AI | | 정보경 | Back-end design of the user interface | | 김동현 | Gathering user data using bigdata analysis |   2. Group Forming Application   |  |  | | --- | --- | | Name | Capability | | 정하은 | Application development using Java | | 박서영 | Javascript code for user interaction | | 김민준 | Unsupervised learning to cluster users | | 정보경 | Back-end system for user submission | | 김동현 | Searching financial support for groups from companies |   3. Online Information Hub   |  |  | | --- | --- | | Name | Capability | | 정하은 | Web design for the information hub | | 박서영 | Organizing information on the web using Javascript | | 김민준 | Data crawling using Java | | 정보경 | Information management in the back-end side | | 김동현 | Storing and analyzing data through cloud computing |   Ⅳ. Conclusion  Overall, considering our team’s interest and capability, our goal is to make a motivation application to solve instability of future generations' lives problem. | | | |