

GLASSLIFE

Finding Free Food on Campus

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ABSTRACT

Our project is an application that works in association with Google Glass. It reports all events occurring on campus, for example:

- Free food events
- Volunteer Opportunities
- Information Sessions
- Seminars
- Social occasions like: rush timings for fraternities & sororities

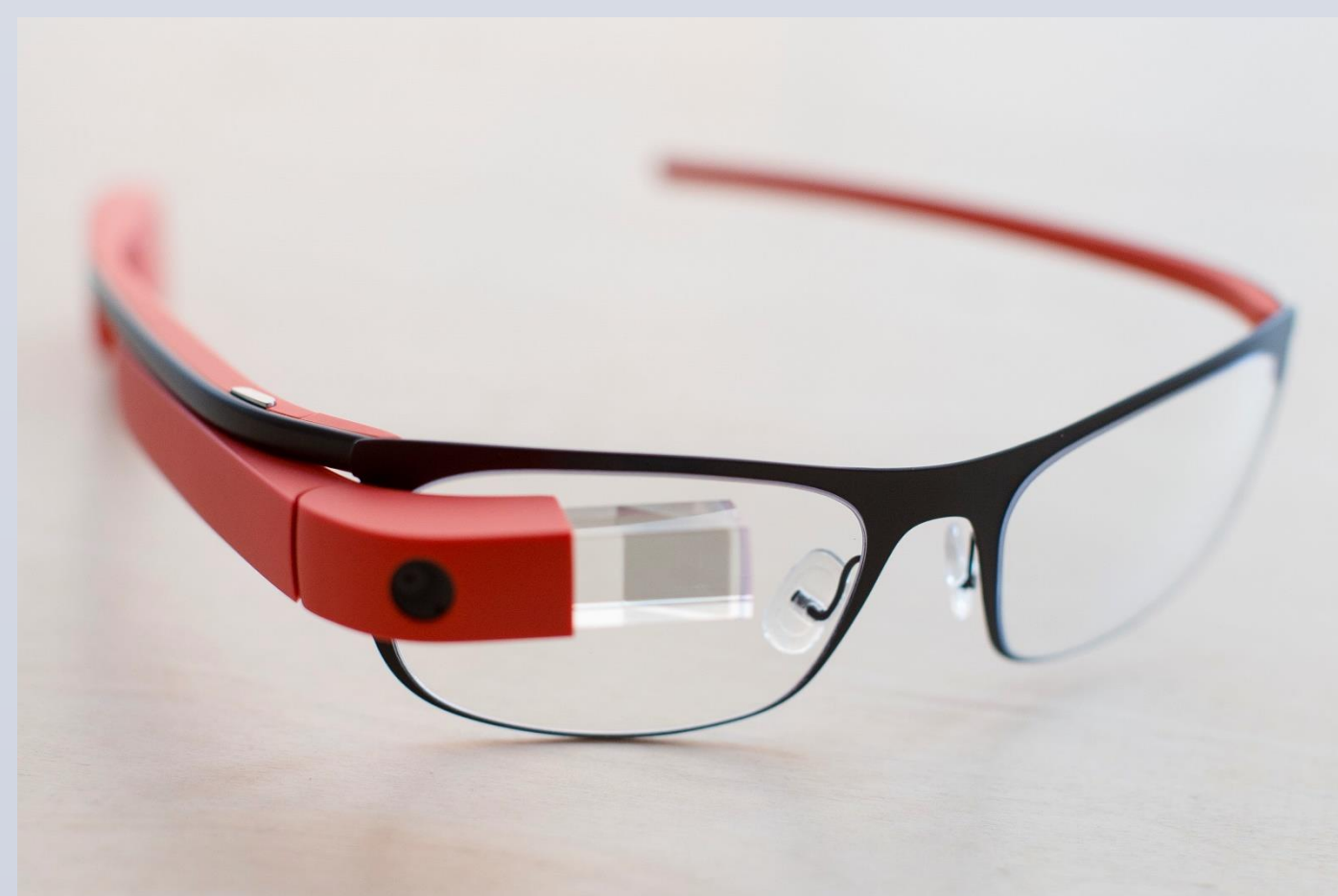
WHY CHOOSE OUR APPLICATION?

Students:

- Students remain unaware of a large portion of events on campus. Our application hopes to compile all event information in a central database.
- Information is presented in concise manner.
- Live updates for events based on current geographic location

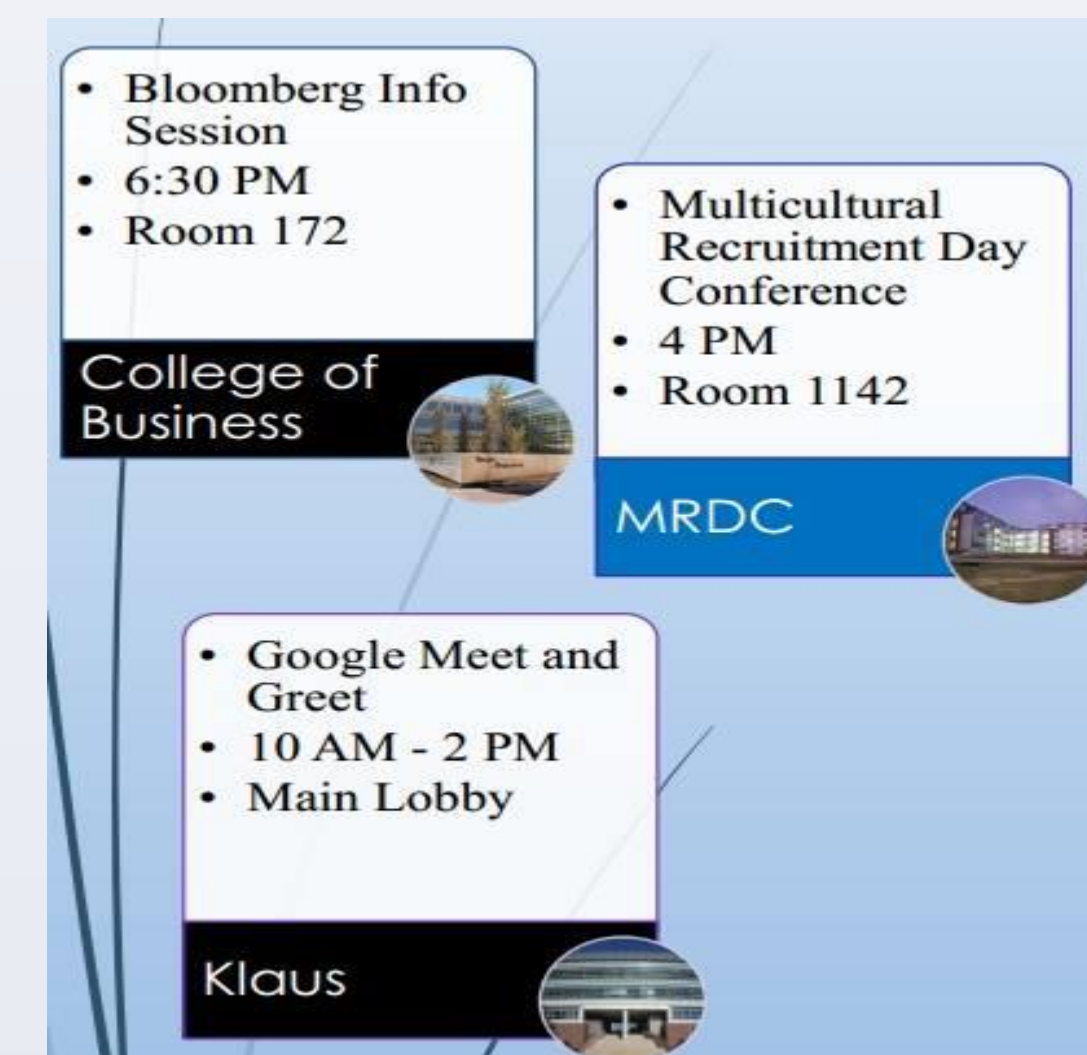
Faculty and Staff:

- Ease of access
- No space restrictions
- Free advertisement



PREVIOUS DESIGN ALTERNATIVES

Design 1: Live PopUp option



- When the user walks past an area where an event is occurring or going to occur in the near future, the application pops up a notification giving details about the event.

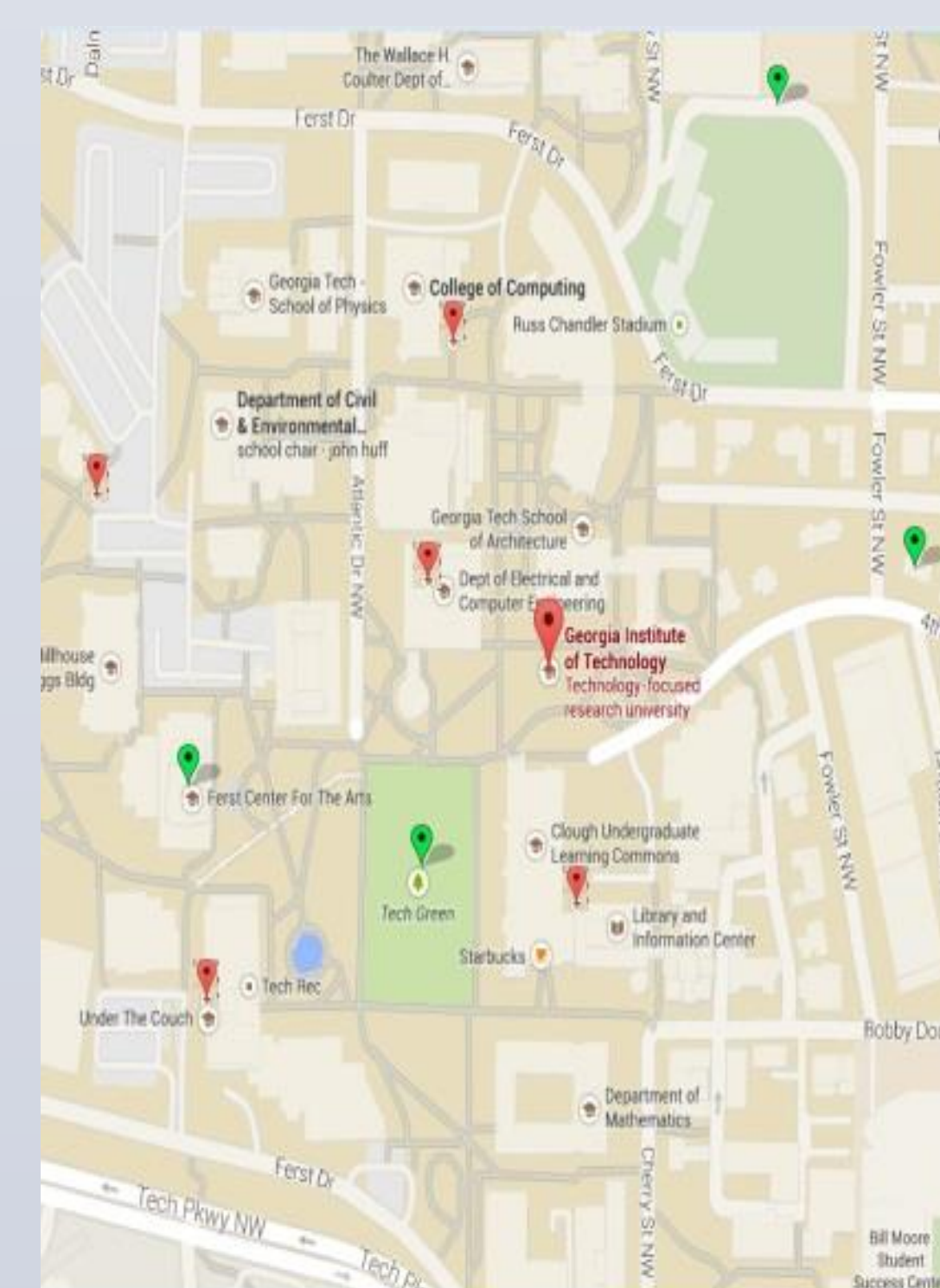
- Limited info: where? when? what?

Design 2: Tabular representation option



- This view lists in chronological order all the events taking place on campus in the vicinity of the user.
- User can click on a particular event to receive more information.

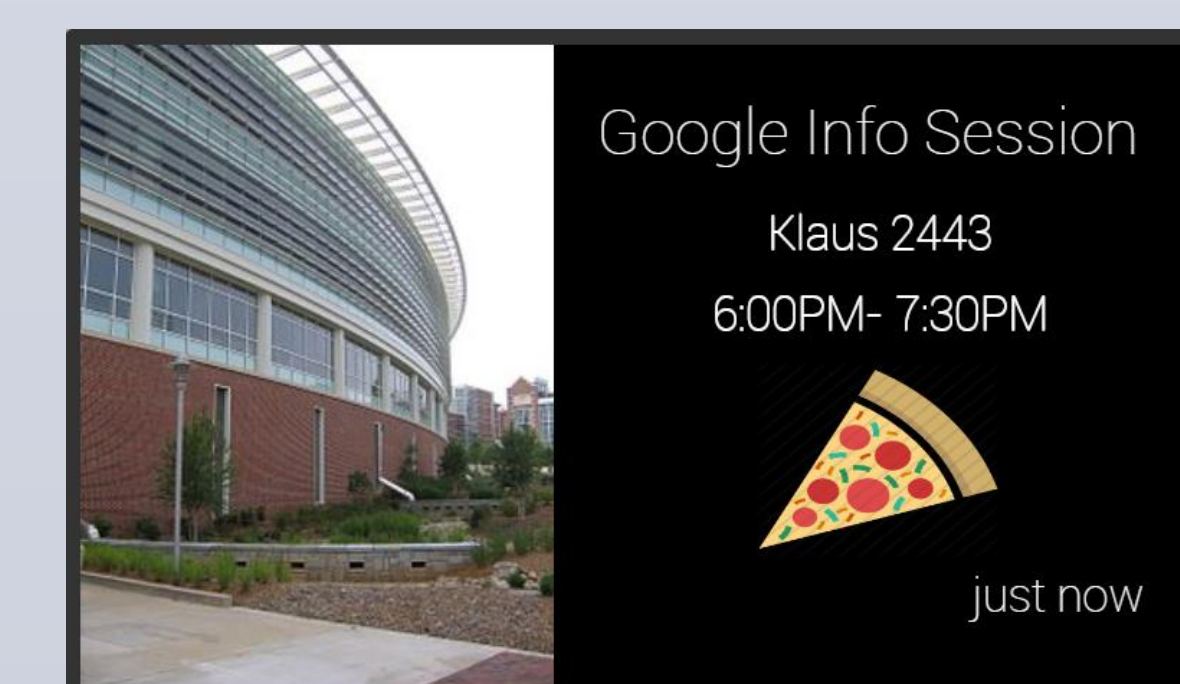
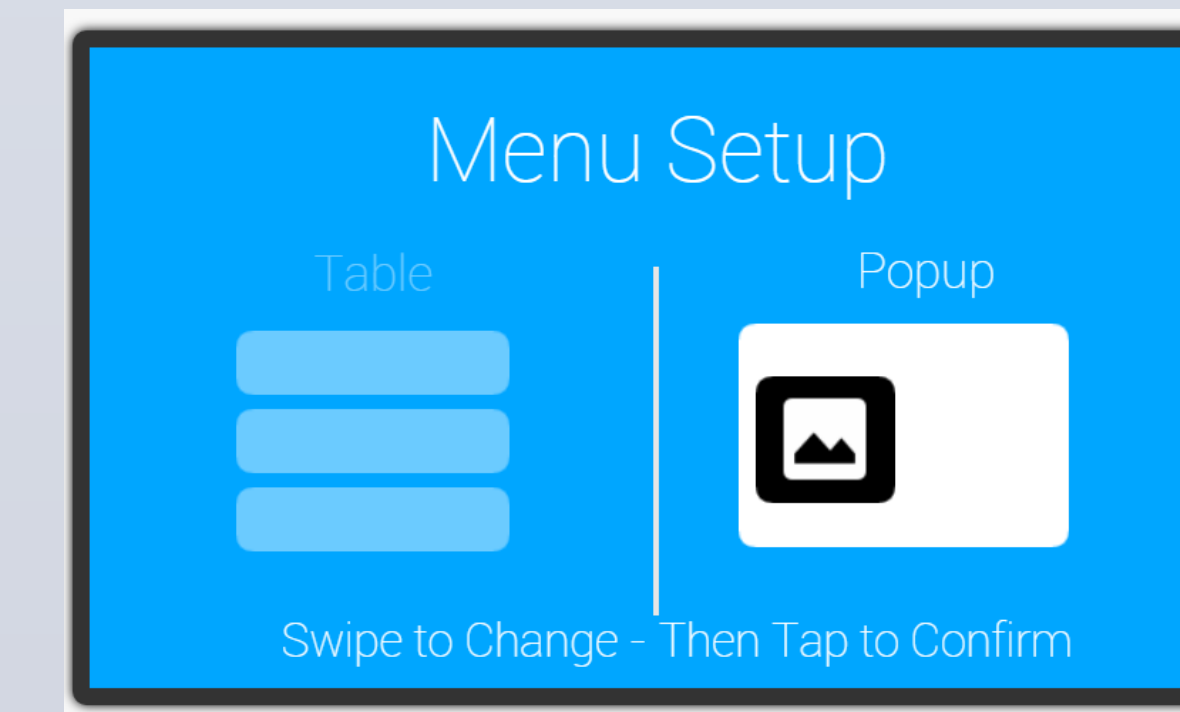
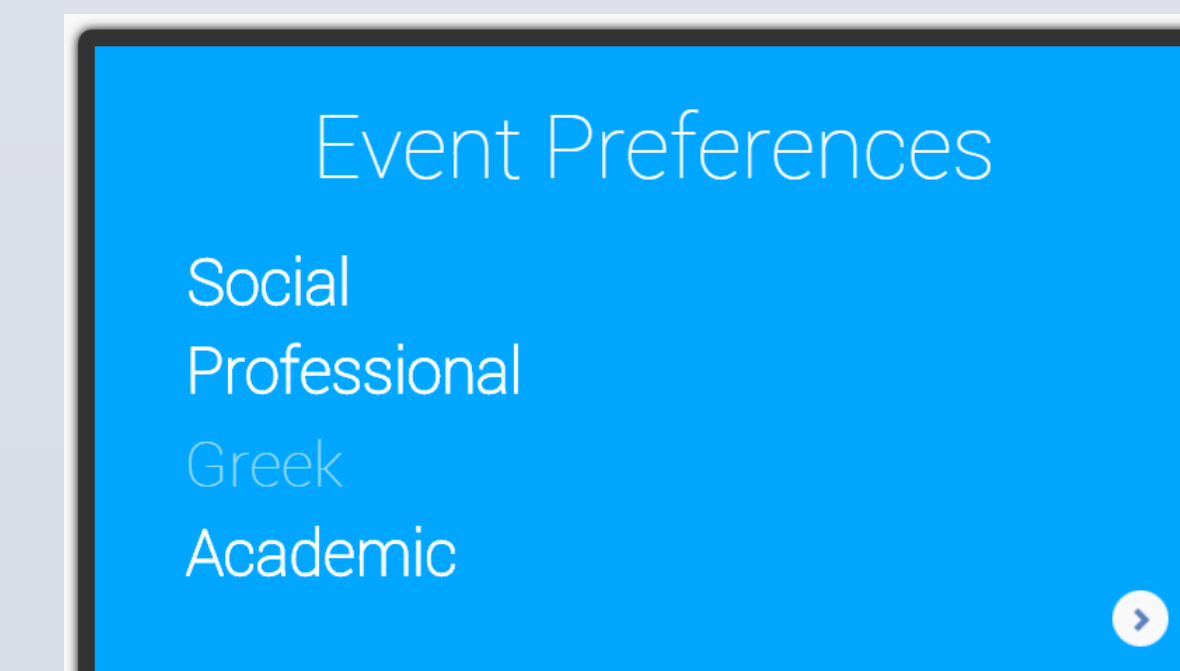
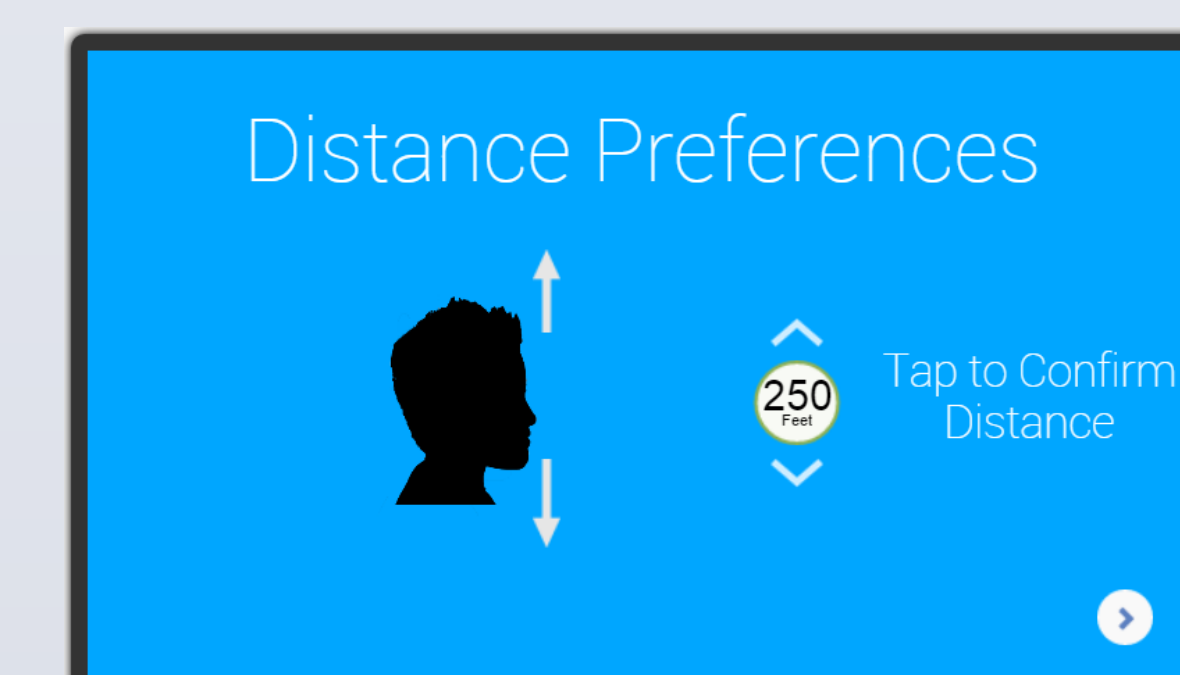
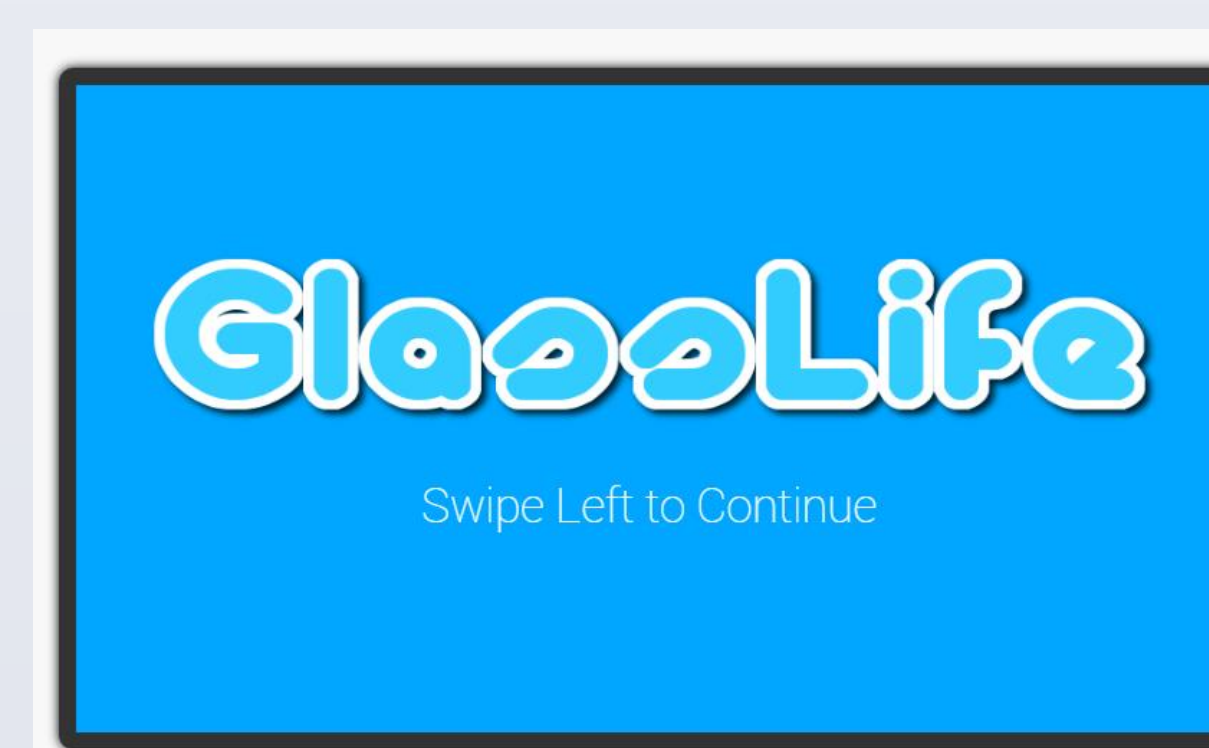
Design 3: Geographical representation option



- This view is going to look similar to that of Google Maps.
- The user will be able to see the map of the university campus and be able to see pins scattered across the map that represents Event locations.
- “Pin” is color coded to denote food availability.

PROTOTYPE DESIGN

- Gave user control in application settings
 - Distance
 - Type of view
- Chose prototype platform that allows for maximum visualization
- Simulate Glass environment through gesture commands
- Created both pop-up and table interface



FINAL DESIGN

- Moved off of Google Glass to Mobile App due to poor google glass prototype support framework
- Added a progress bar to indicate to users their progress in the setup process
- Removed extraneous screens in the beginning that confused users and didn't add value
- Made arrows more consistent to prevent confusion
- Made everything more fluid and smooth
 - Changed swiping functionality to tap to increase reliability
 - Made tap locations surface area larger to reduce errors

