Overview
1. Design an app for a new social media mobile app/website/desktop app.
2. Moneymaking/altruistic/experimental/fun
    a. No coding needed, just planning
3. Create a portfolio with related information as to why the project would work.
4. Every group gets a mentor who guides through us through the process. Won't tell us what to do but give us encouragement.
    a. Won't need the mentor to get started.

To do:
1. Create a blog to discuss motivations, requirements, design documents, technical details, rhetoric about ethics, society, how we see piece fitting in the ecology of the web.
2. Create:
    a. A name
    b. Blog admin
    c. Ideas

Examples
1. http://blog.soton.ac.uk/connectted/
2.

Deadline: Friday 1st May

The Assessment of the project will be in three parts:

- Portfolio (32% of the total mark)
    - 24 Marks for Portfolio Blog (the blogs will be assessed based on their content on the handin date)
    - 8 Marks for the Dragon's Den Pitch
- Reflective Summary (8% of the total mark)

We expect teams to use the blog system to record their progress **as they go** and to gradually build up a digital portfolio of their design and development work. There is no fixed set of activities or blog entries that we want you to undertake - deciding on that is part of the project - however below you will find some suggestions for elements that we might expect to see as the project progresses.

- Welcome and project brief
- Analysis of existing similar tools
- Related academic work
- Links to related news items in the tech media
- Interviews with potential users
- Surveys and focus groups

- Mockups and Ideas
- Scenarios and Personas
- Web maps and Storyboards
- Tech demos
- UML diagrams
- Overview of standards and protocols
- Social / Ethical considerations
- Economic context
- Overview of pitch to dragons den panel

Our group
bk8g11, fasv1g14, mkak1g14, mmar1e14, nsrf1g12

General Ideas
- Tracking football tweets to see if winners are happier or losers are more sombre, and whether this lasts for the next 24 hours.
- Combining DojoApp with Tindr in that you swipe left or right and the app builds up a profile of the type of food you like then recommends places or meals.
- Game (Name ideas: MeScape, ScapeMe, LandQuest?)
    - RuneScape meets the real world: visit certain locations and scan receipts to unlock content within the game.
    - Build up an avatar with items from the locations, eg a UoS mortar board from visiting the uni.
    - Visit certain locations to gain experience or level up.
    - Share the locations with friends, compete against them.
    - Have an in-game currency that you earn by visiting these locations, but can also buy extra money using real-world money.
    - Company sponsorships to promote their company/shop.
    - Take rankings/rank places based on opinions from social media.