

DEP 303

WEEK 3

Ideation

Interactions in

Insti

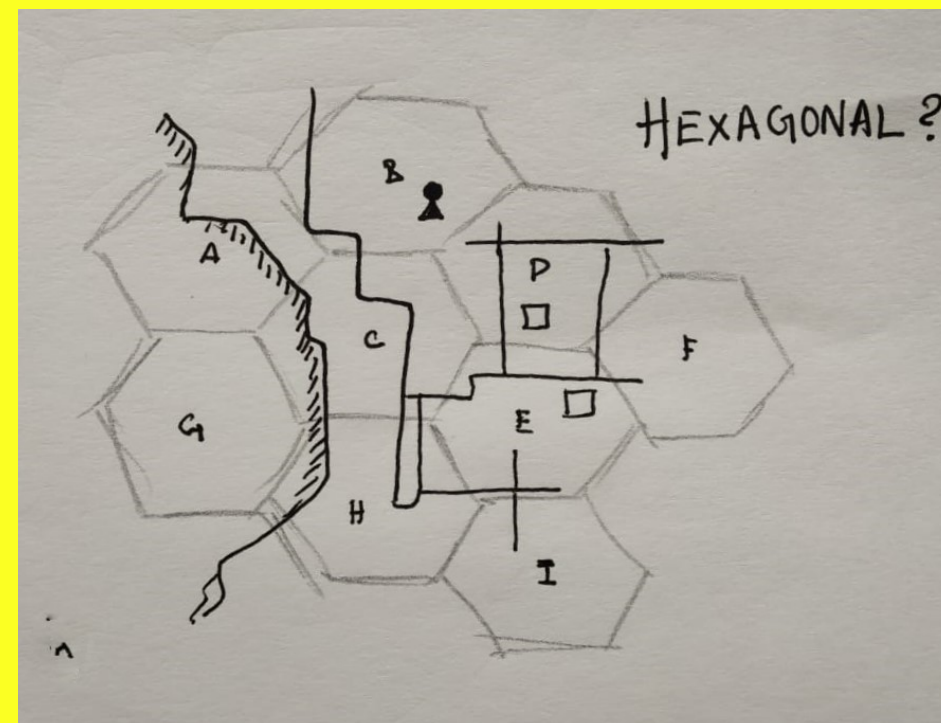
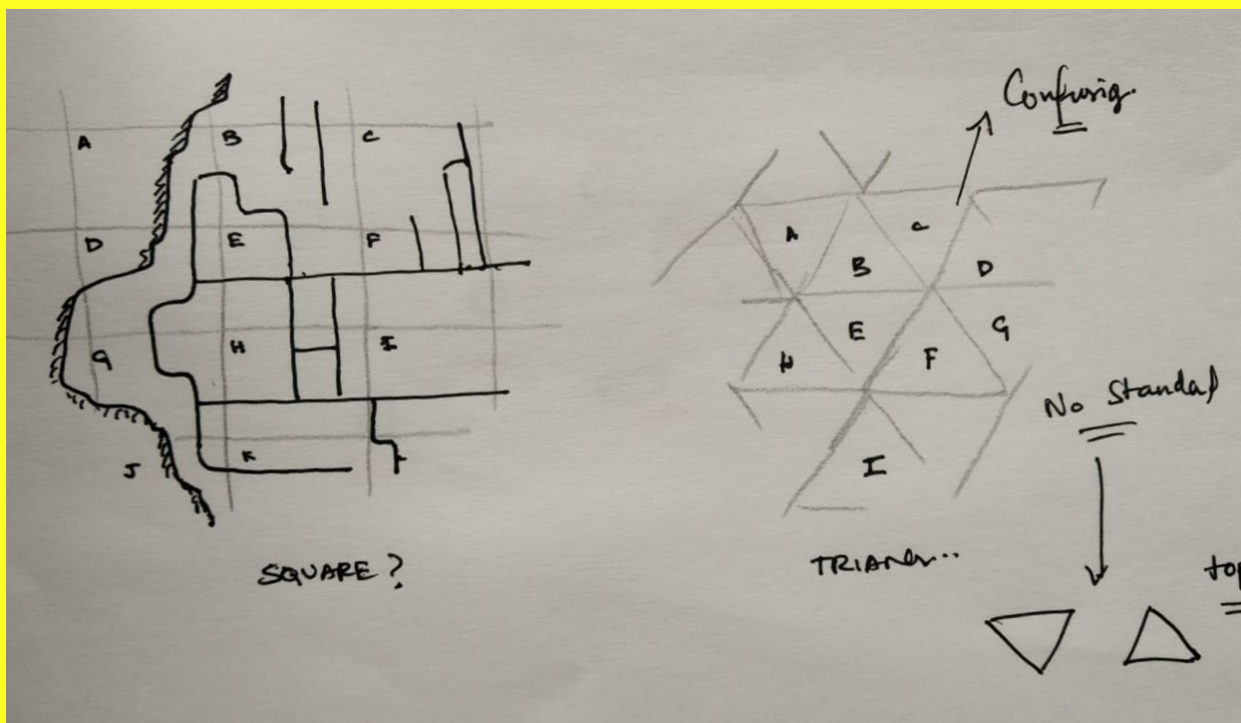
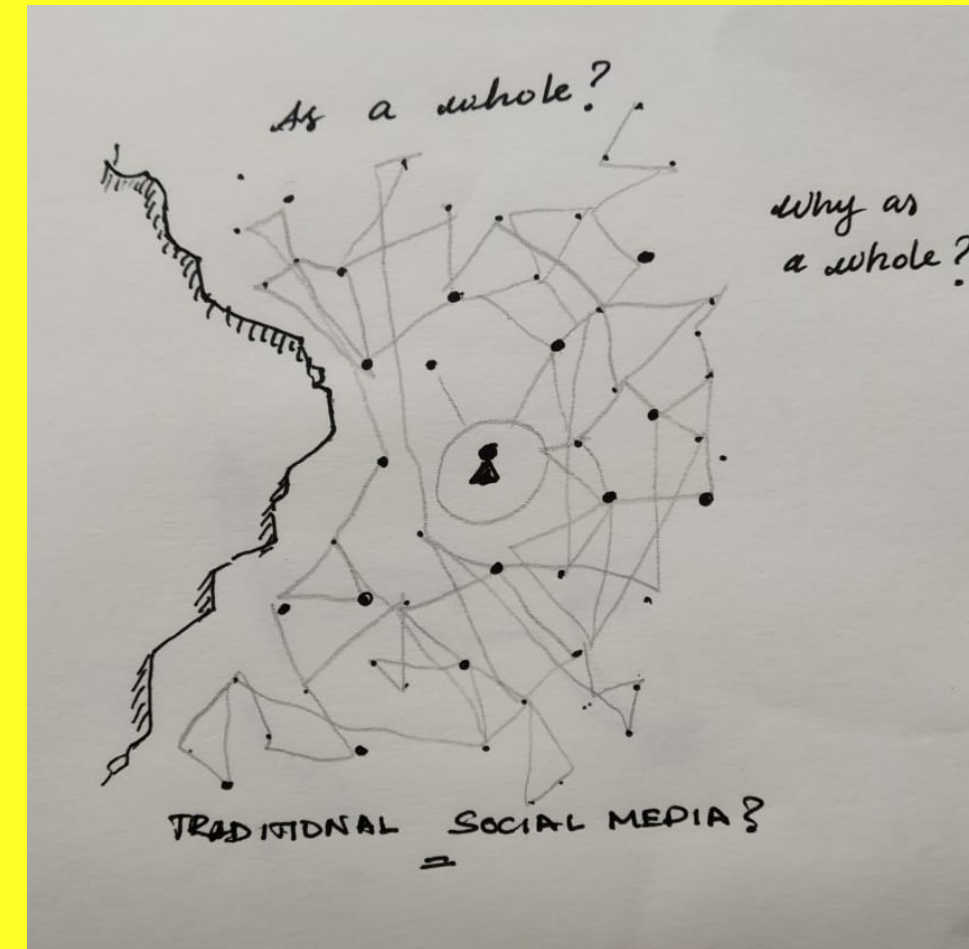
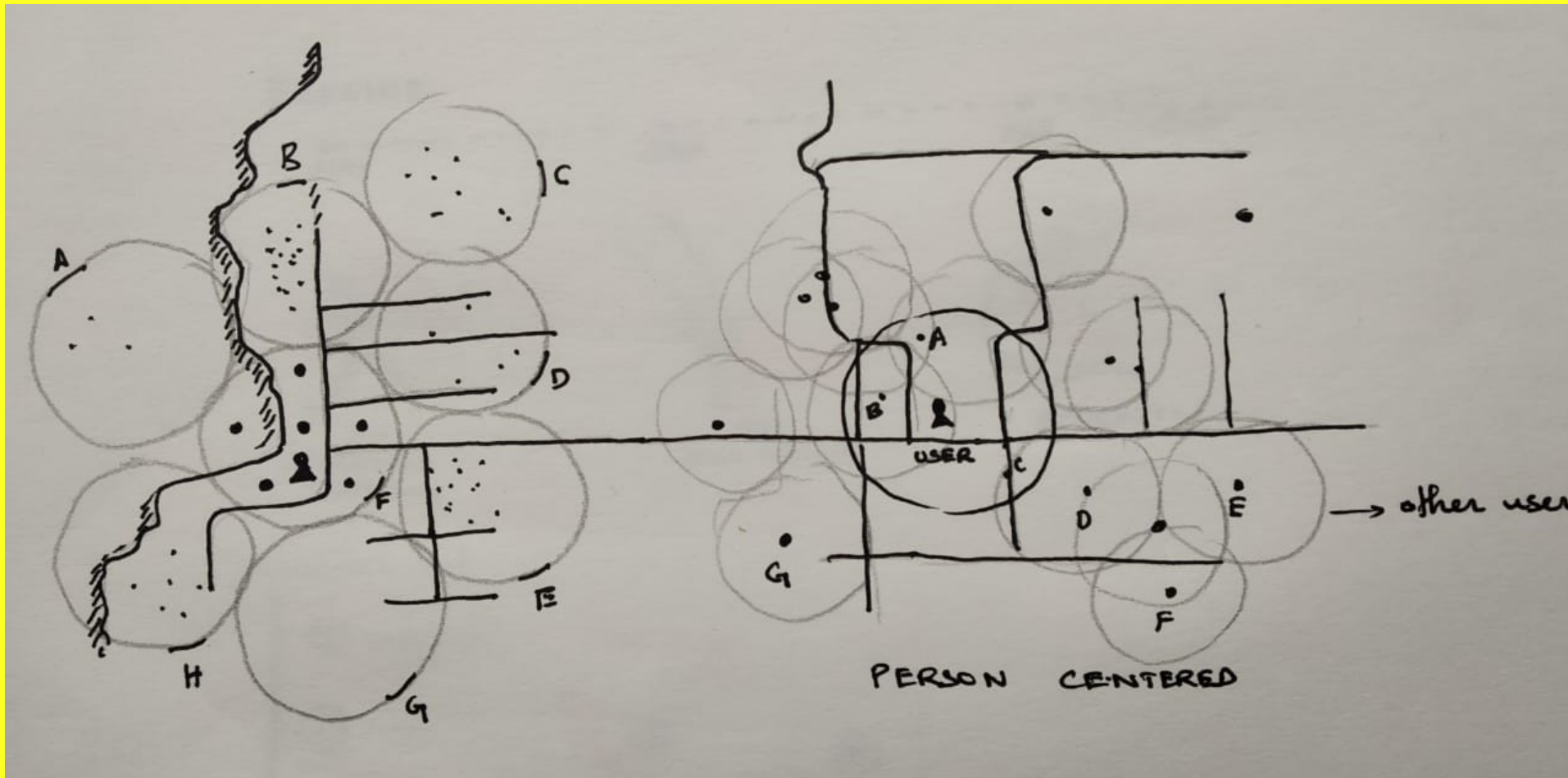
Krishna Nair

Abisek A

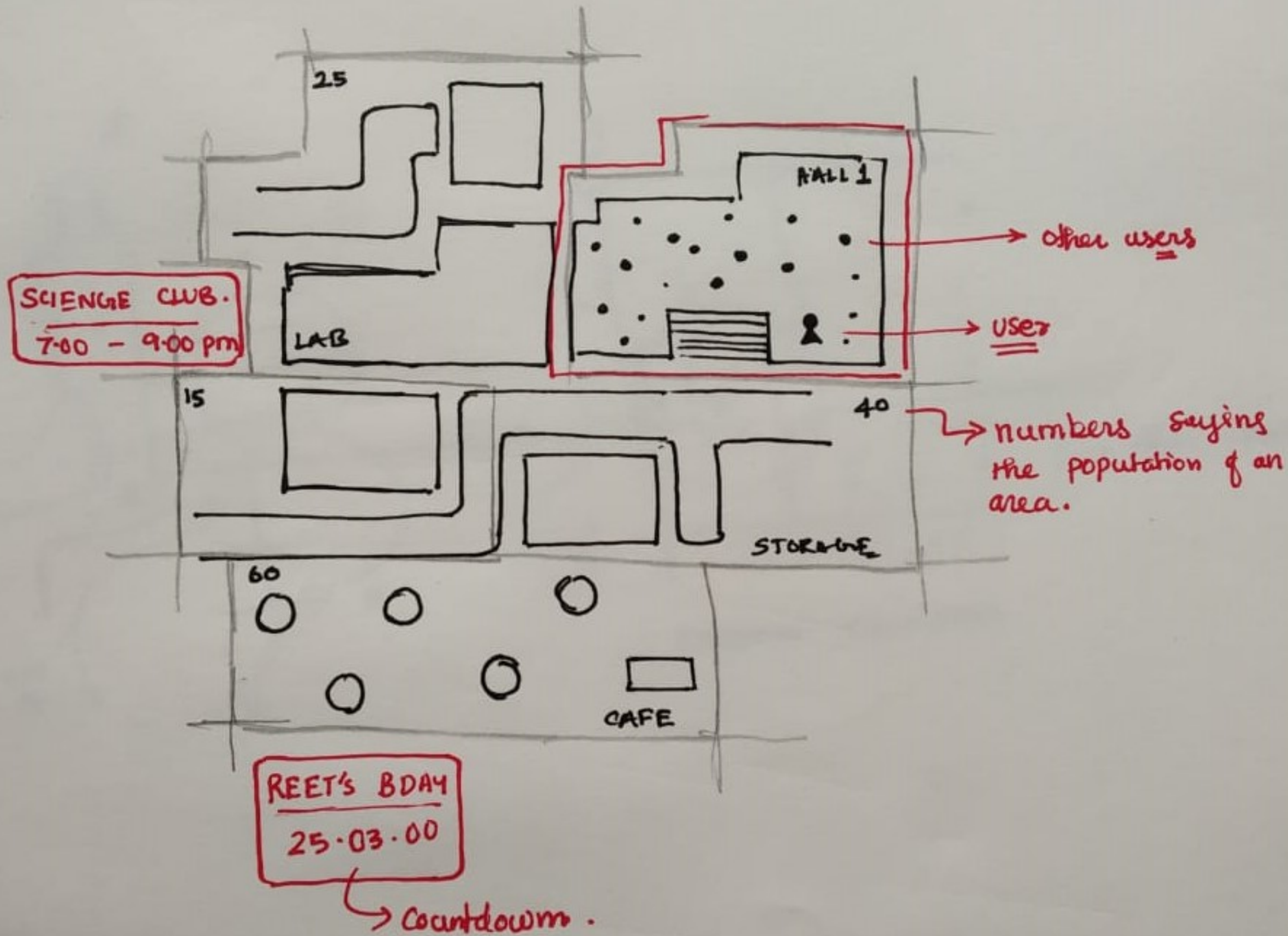
Index

- 1. Location Based Grids**
- 2. People around us**
- 3. Events**
- 4. Motivation Factor**
- 5. Sharing**

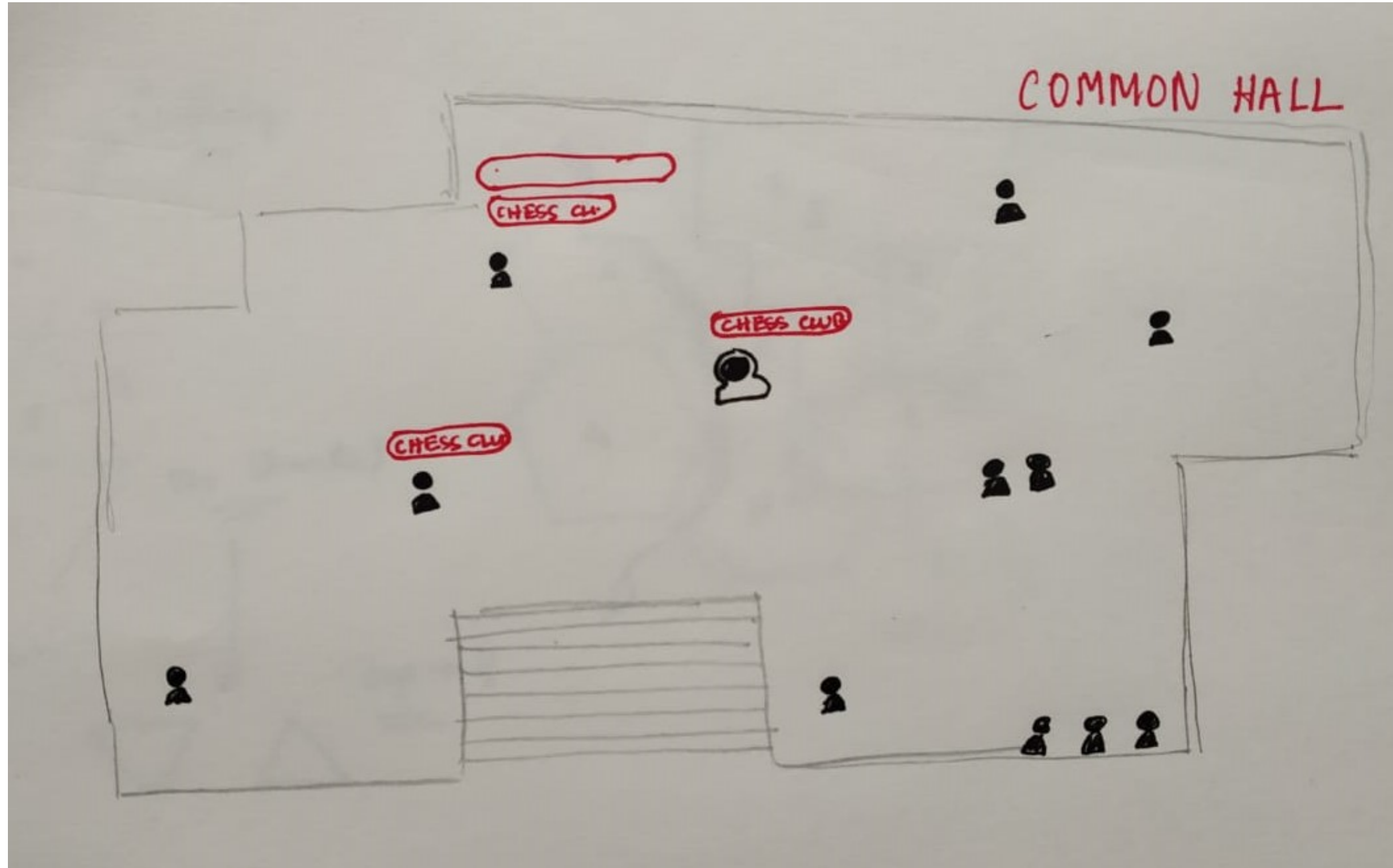
Location Based Grids



Grids help in making th user belong in the current location they are in by localising the environment and people in the environment.

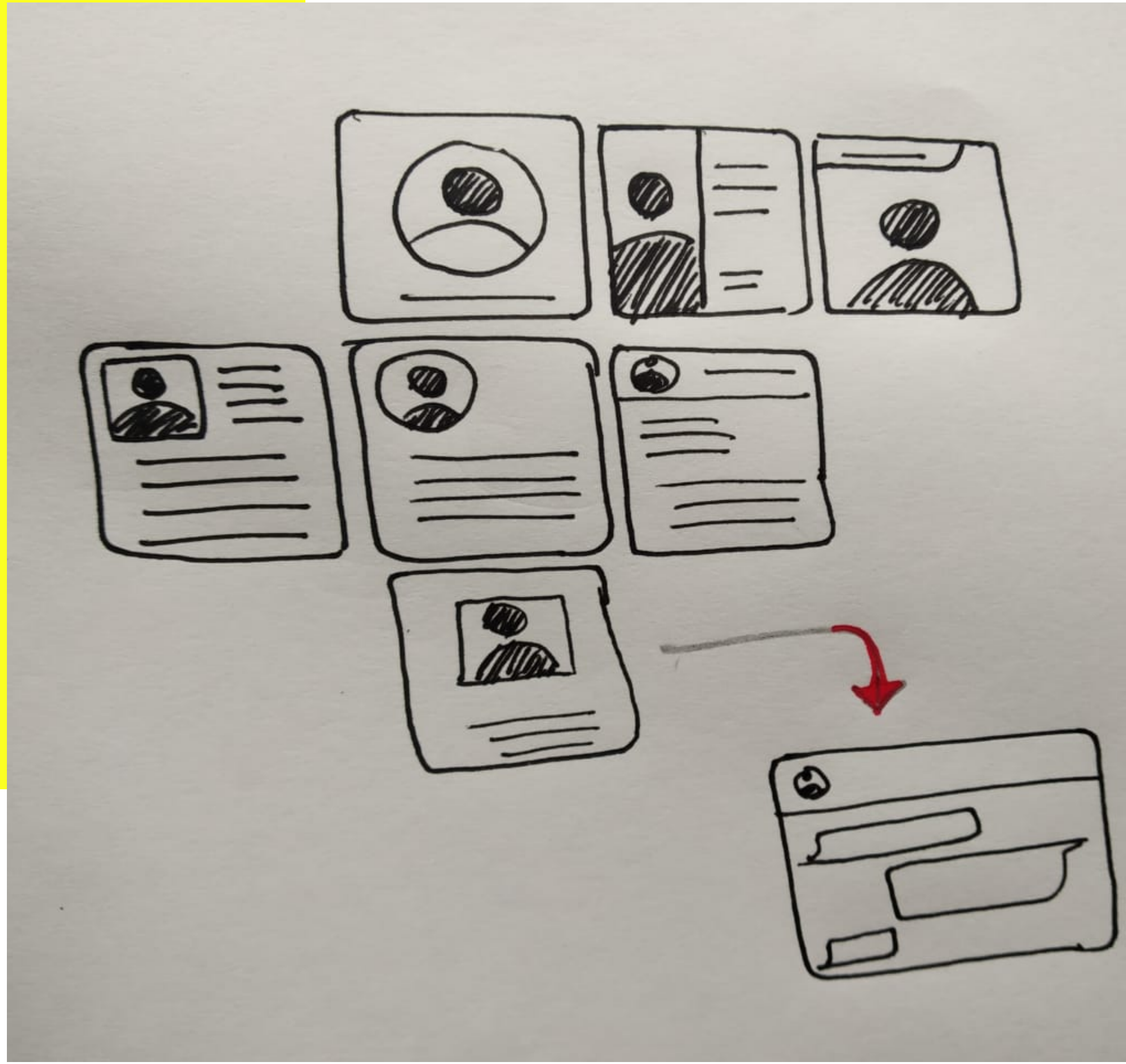
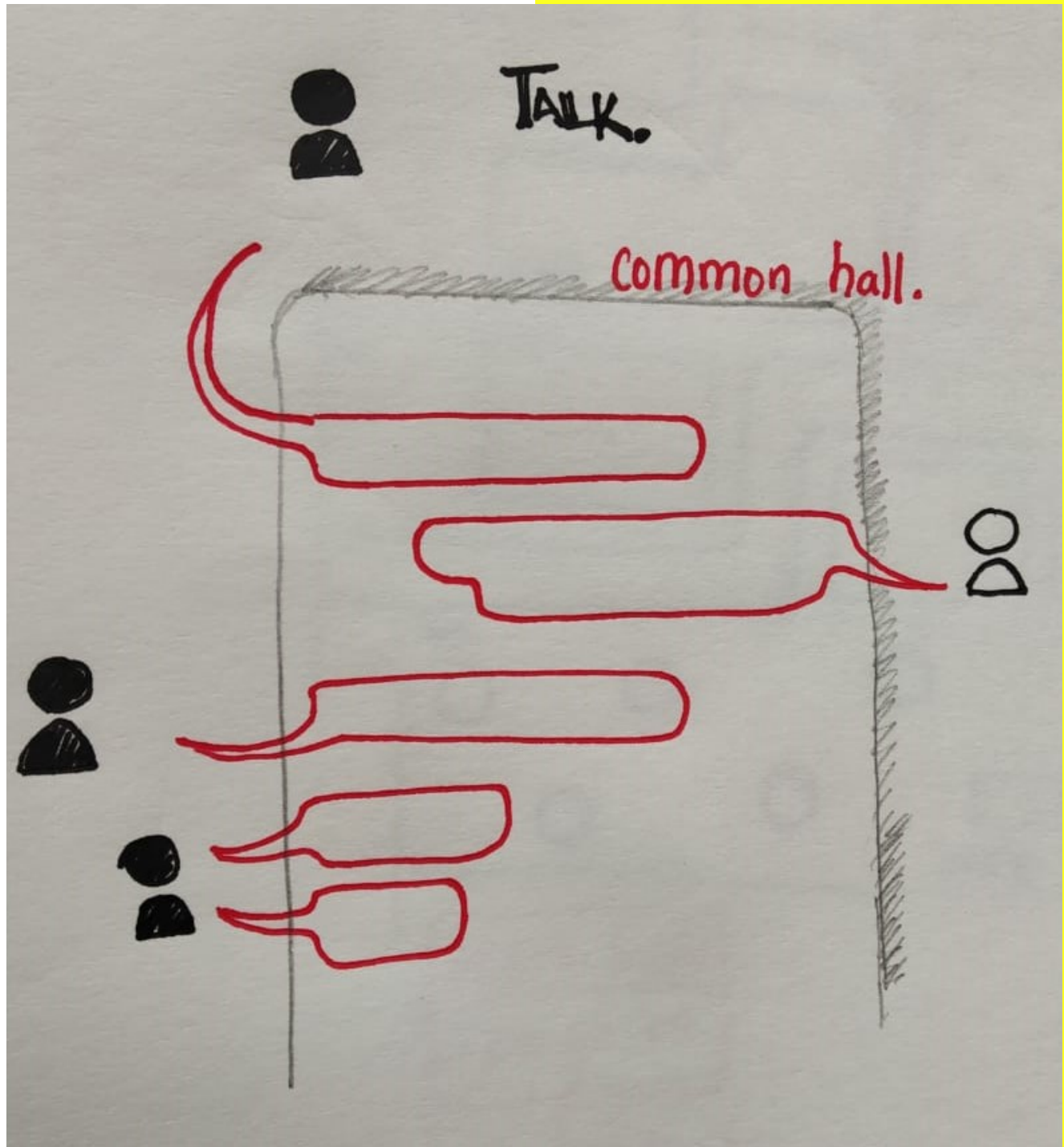


People around us



What do I want to know about a stranger for me to go and talk to them?

- Common Interests
- Particular Interest
- Goal
- Problems & Solutions
- Academics
- Batch & Department

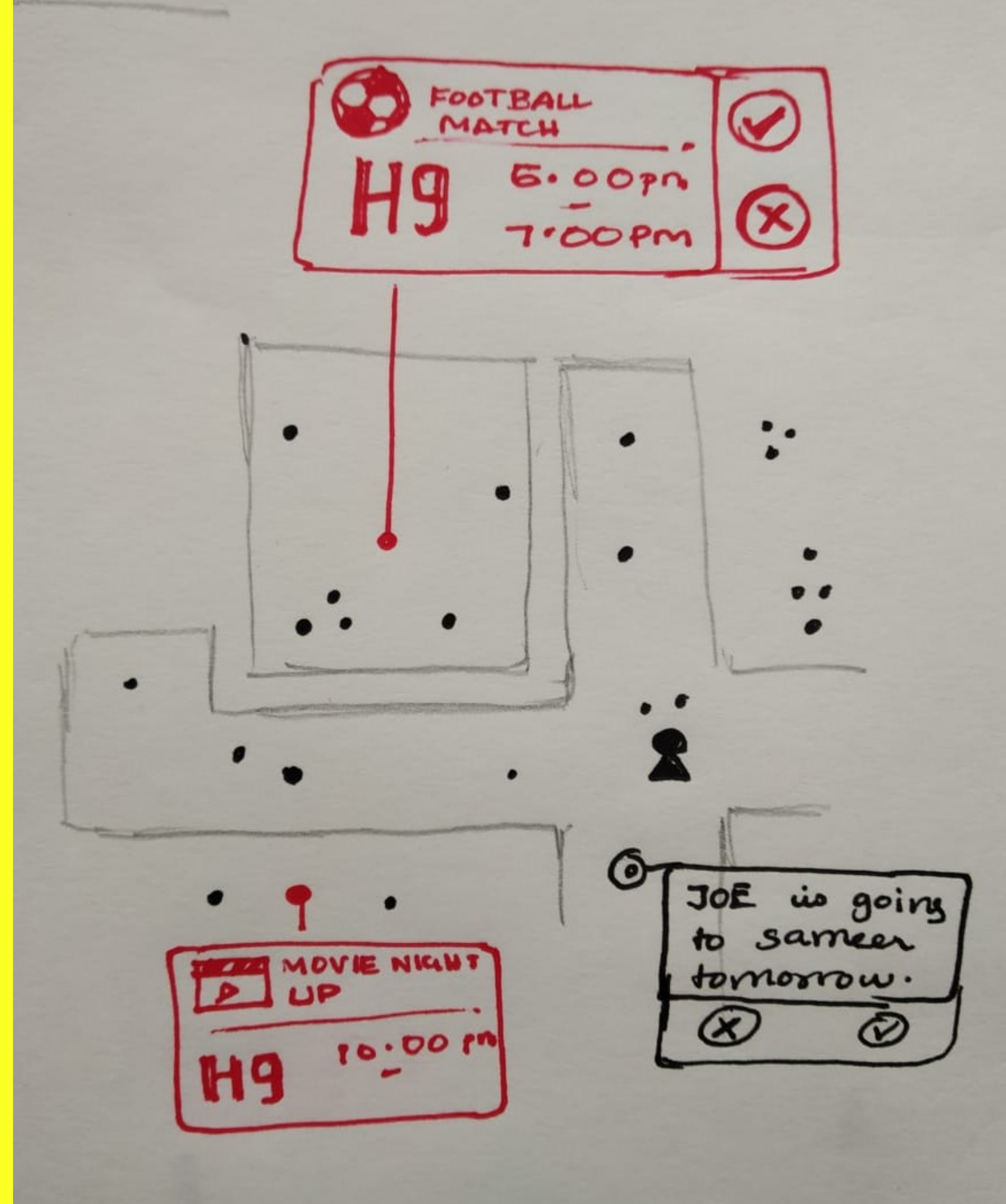


Connecting virtually via
common chat room or picking
out individuals of interest.

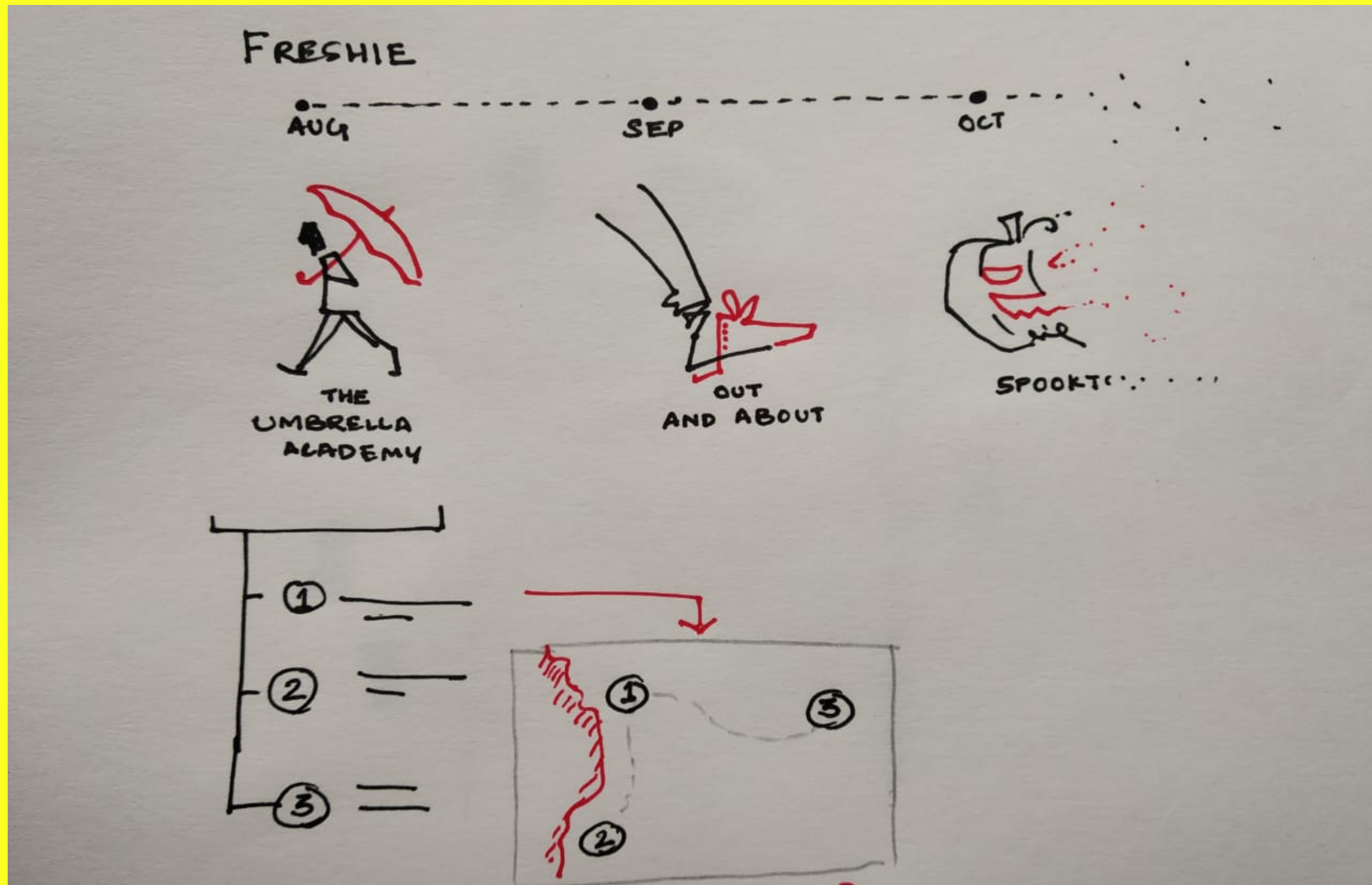
Events

Events can be hosted by users and other users can join the event with a simple tap.

Helps in making the process and increases discoverability, Events that are planned for future can be notified and people can join in easily.



Motivational Factors

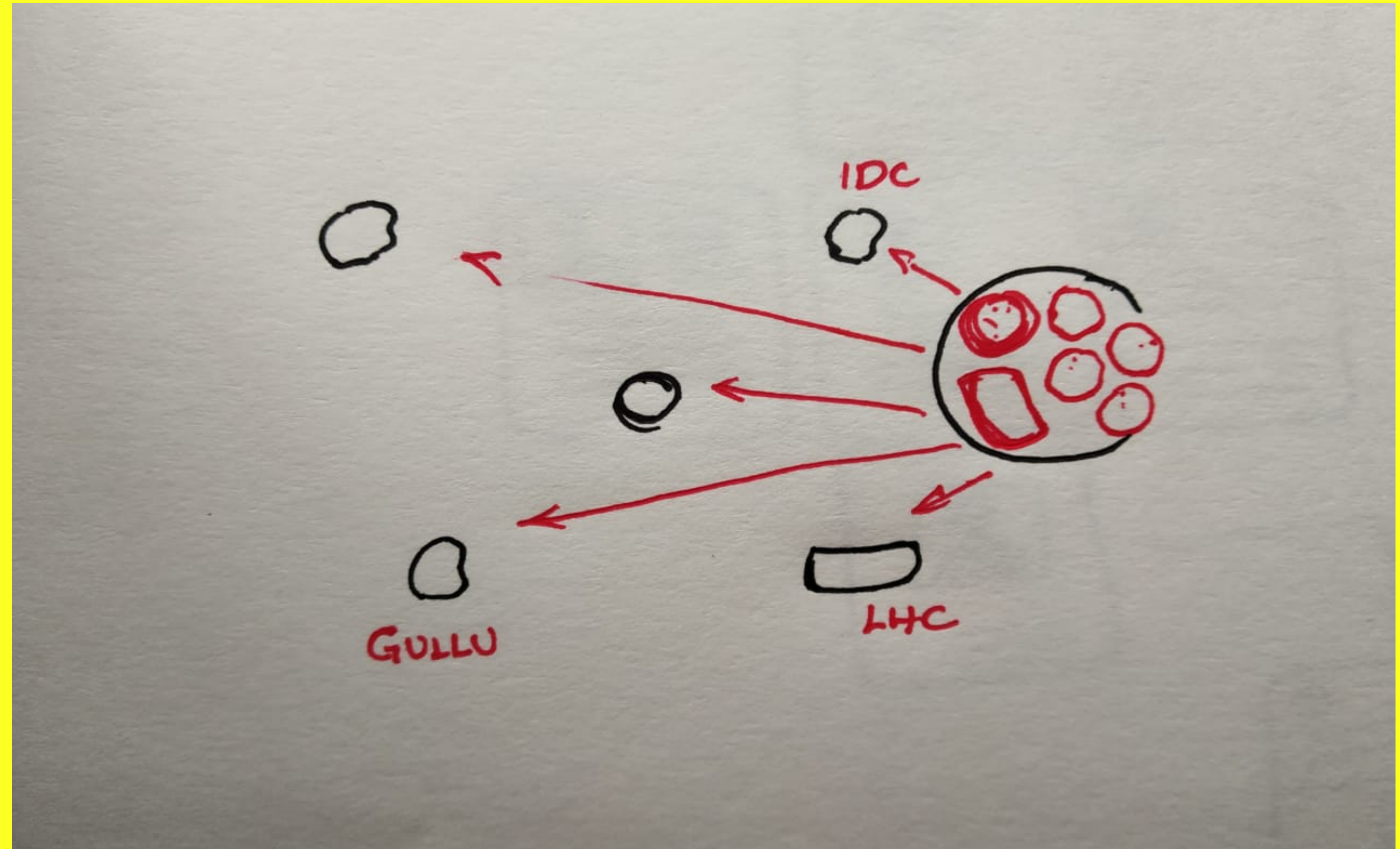


Gamified tasks based of the chronology of a student entering a campus till he leaves it.

Helps remind milestones and other activities that are essential as a part of the Insti Culture.

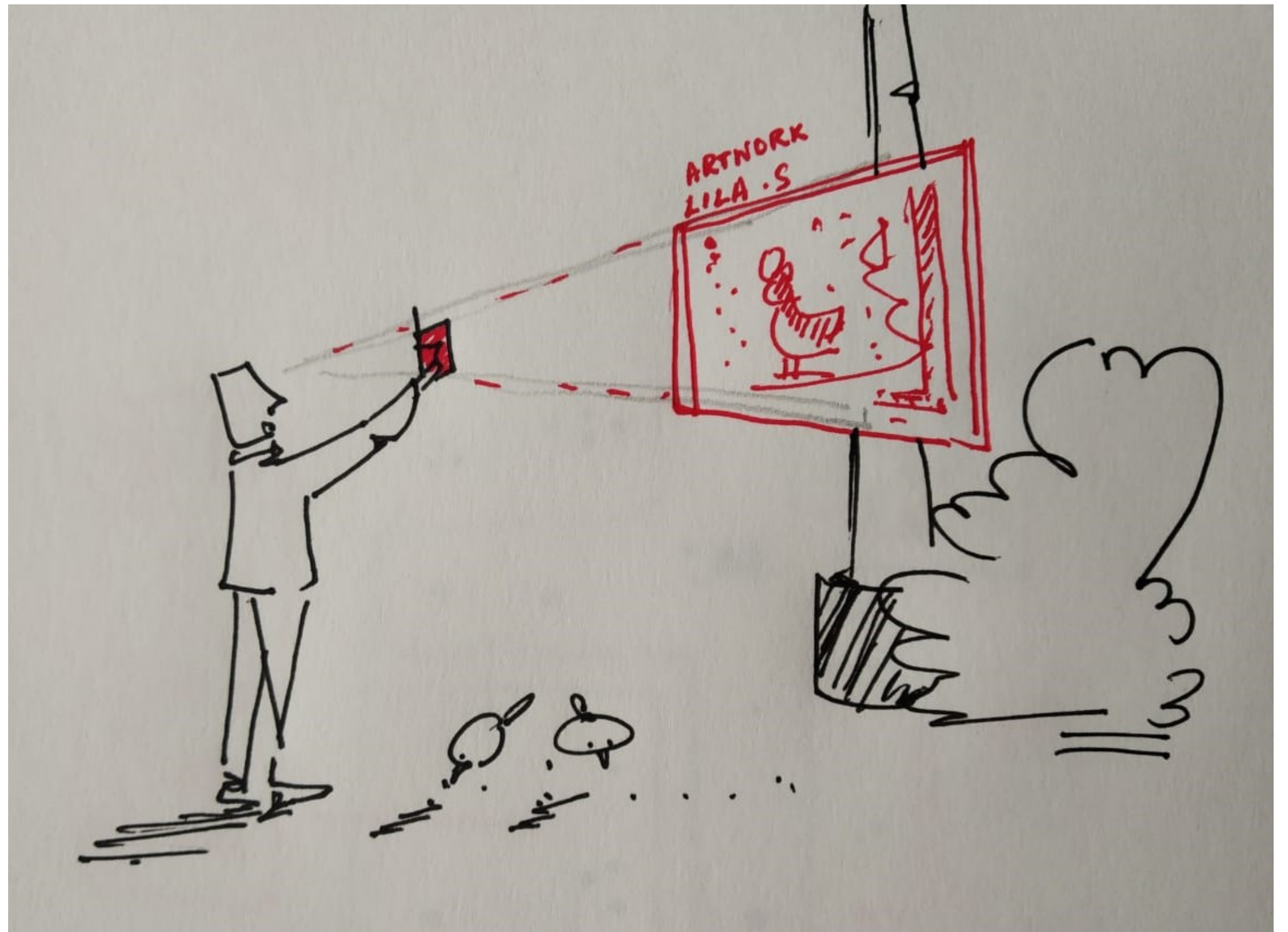
A concept of game where parts of a whole will be hidden in several geographical locations inside the Insit.

Uses will collect it and in the process, will discover new places and activities.



Sharing

With the help of Augmented reality, works of art, music and other media can be posted in several locations of the Insti. Thereby one can even post live photographs of interesting events in that location itself.



Questions & Feedback