Application Development for Mobile and Ubiquitous Computing

"SocializeMe" Socialize anytime, anywhere

First Presentation

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SocializeMe / Application Task

- Let people find a companion nearby their current position
  - Might be friends, friends of friends or people with common interests / plans
- Base on most reliable social data source - facebook social graph

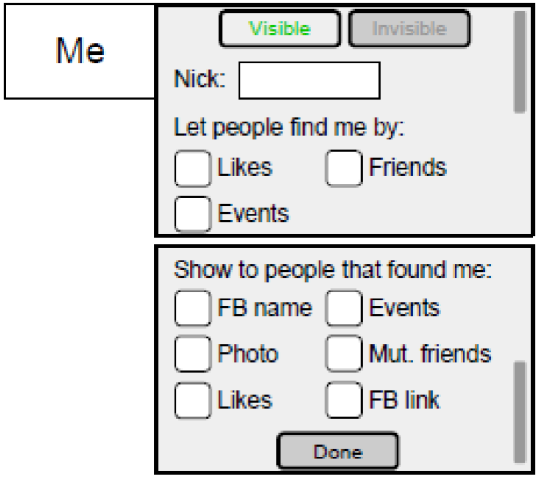
SocializeMe / Exemplary Use Cases

- Getting bored in a city centre / uni / dormitory
  - Find people who share interests with you and talk to them in reality!
- Going to a party
  - Find which friends are having fun in the nearby clubs!
- Going alone with a train to a concert
  - Find whether somebody goes there too, meet them and go together!

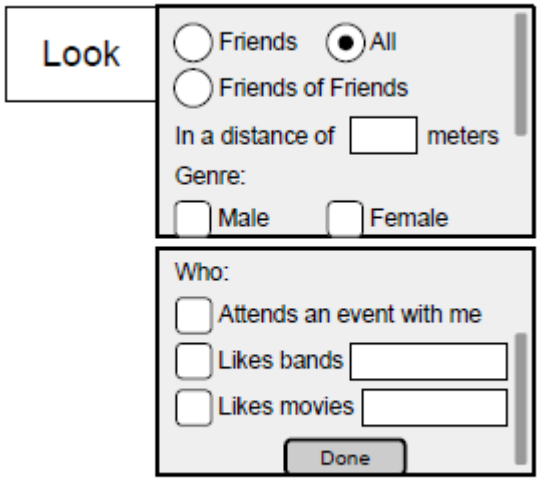
SocializeMe / Application Scenario

- Set a privacy profile
  - Choose a nickname
  - Define based on what data people can find you
  - Define which FB data will be shown to others
- Agree on a usage of a facebook data
- Look for others
  - Define whether you look for friends or all people
  - Define a distance to be searched
  - Define by which data to look for people
- See others
  - See accessible data of people that were found
  - See those people on a map
- Contact people now
  - Send message, share interests and set meeting

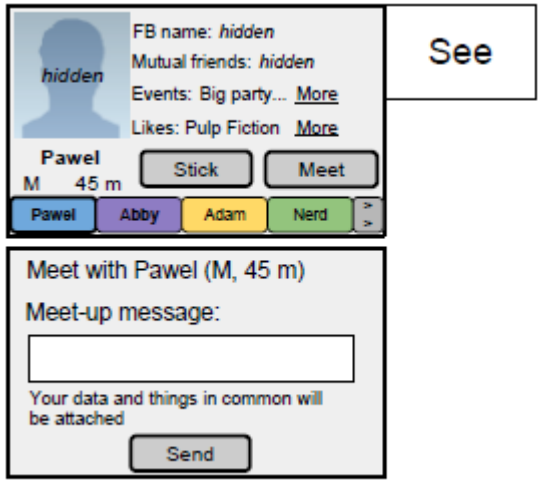
SocializeMe / Mockups: Me



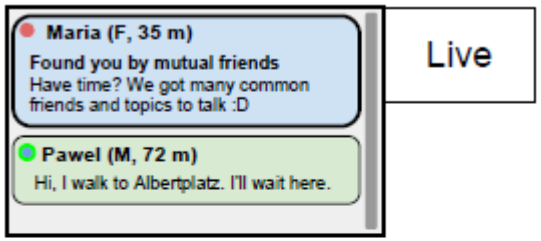
SocializeMe / Mockups: Look



SocializeMe / Mockups: See



SocializeMe / Mockups: Live



SocializeMe / Technologies

MOBILE

- HTML 5
- database
- location services
- google maps
- ...

SERVER

- facebook graph API + OAuth
- JAVA
- SQLite in-memory database
  - SpatiaLite extension

SocializeMe / Challenges

MOBILE

- Live localisation of a user
  - How often to send data about position
- Live localization of other people
  - Found people might be already too far, some new people may appear
- Disconnections
  - Data on server will be stored temporarily, every connection means a brand new user for a server
- ...

SERVER

- Mediator between mobile app and facebook
  - No persistent storage of data (against facebook platform policies)