

CI 102 - Team Profile

Complete the information below for your project. Note that team membership is subject to final approval by the instructor.

Team

Lab section: 063

Team Number: 35

Team Members and Roles

Name	User ID	Role
Matthew Kleiner	mik37	Frontend/Backend Developer
Phoenix Kline-Sanfosso	pk558	Back-End Developer
Gurleen Singh	gs585	iOS Developer
Anca Scarlat	Es995	Project Manager

Project

What is your project concept? (this should be an expansion of the pitch)

Our Project called “ARt” is a virtual gallery for Drexel University that uses augmented reality and 3D objects to present students’ work and other art projects. The app is designed for students as a self-marketing tool part of a digital portfolio, but also for other users who want to buy, see or review their work. QR codes will be provided in key spots on campus and users will be able to scan them and take a look at projects related to that specific place.

What resources will you need to complete your project (for example, servers and other physical materials)?

Some of the resources needed will be a database server, actual images for creating the AR, an iPhone for testing purposes, and money to publish the app on the AppStore. Another important resource will be the time involvement required from each member of the team in order to create a minimum viable product, ready to be used.

What are some areas your team will need to learn or try before determining that this project idea is viable?

Our team's members have no prior experience working with AR and limited knowledge of developing iOS applications. These two areas will be the most demanding when it comes to developing the application.

Abstract

Short summary

Our project is called “ARt” and is a virtual gallery specially designed for Drexel University. The app uses augmented reality and 3D objects to present Art students' work and other projects. The app is designed for two different kinds of users. It allows students to present their projects as part of a digital portfolio, and also gives other users a chance to explore a gallery and even buy or review students' work. The app will also have the option to scan QR codes that will be provided in key spots on campus. Users will be able to scan them and take a look at projects uploaded by students, that are related to that specific place.

Motivation (business justification)

Our application will be used by people attending or visiting Drexel – as anyone can scan the QR codes that will be provided at various locations on campus. Students will be interested in self-promoting their work and create a different kind of virtual portfolio. The app will also allow users to buy and review the products presented, making the target audience even larger. By using augmentative reality technology, we are trying to make art more accessible to people and make it more relevant to those who have little interest in the field.

“ARt” is a complex project that requires a lot of time and effort in order to be successful. On one hand our team will have to learn new technologies and understand how to create AR and develop iOS. On the other hand, being an application strongly related to art, we need to be very careful with the overall aesthetics of the user interface. The app has both hard and soft benefits. Among the hard benefits, we can consider making the purchasing process easier, helping students sell their work and other users to have easy access to the works of art, thus creating revenues. When it comes to the soft benefits, the app helps users visit a digital gallery, making it more interesting and interactive for them to look at art.

Anticipated challenges

As our team does not have a lot of coding experience, certain challenges will be faced. Some of the anticipated challenges are the following:

- Learning new technologies – specifically using AR
- Getting actual content to present in the gallery, including the images for the AR
- Bring all the work together and managing the time efficiently

Major tasks envisioned

Some of the basic tasks the team has to develop are the following:

- Implementing the AR
- Include all the content in the server
- Having a user-friendly and aesthetic interface
- Developing a purchasing system
- Creating the QR scanning system

Final deliverables

The minimum viable product will include an app published on the AppStore, that allows users to scan QR codes and explore different virtual galleries from Drexel and buy/review students' artwork. Our main focus is to develop an app that can be used, both for visiting and purchasing purposes. Further development can include features like: creating galleries for more than one location on campus, allowing students to create their own digital portfolio, track down their work, and manage comments viewers may have. Specific companies could advertise their products through the app as more QR codes would be created.