locol

Team locol

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Physical/Digital Disconnect

• Can know what’s going on around you
• Can know what your friends are doing, wherever they are
• But you can’t do both.
locol: the Geosocial Network

- Users create posts and events attached to a location
  - echo important posts
  - challenge irrelevant ones
- Posts can be public or directed to specified recipients.
- Users can browse posts and events, or be notified when close to things they care about
- Users can follow friends
- Creates a community that is connected both physically and digitally.
Applications

• Pierce dining hall closed? Post it!
  – Somebody beat you to it? Echo it!

• Having a party this weekend? Send a post to your friends.

• Class in a different room than usual? No problem!
  – Professor posts, and attaches at the new room
  – Subscribed students see the post, and can echo it to others.
On the Shoulders of Giants

• Prior attempts:
  – Facebook: Make events or posts, but no location awareness
  – Google Maps: See places, but can’t see current events
How is this possible?

• Basic server/client link
• Posts stored in database
• Integrate with a mapping service (Google Maps or Open Street Maps)
• Determine location with GPS and cell towers
• Determine post radius
• Rank posts based on user feedback
  – Events: Time until event. Become more prominent as event approaches, expire after event finishes.
  – Posts: Degrade over time. Degradation slowed by echoes, hastened by challenges.
• Users are linked to each other by proximity, prior connection, interests, and notification.
• Performance Issues
  – Rendering, GPS, Server/Client interaction