

# Project Proposal

## Literograph: A Literary Geospatial Experience

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November 2015

<b>1. ABSTRACT</b>	<b>2</b>
<b>2. INTRODUCTION</b>	<b>2</b>
<b>3. CALENDAR</b>	<b>3</b>
<b>4. SCOPE ESTIMATE</b>	<b>3</b>
<b>5. BUDGET CONSIDERATIONS</b>	<b>4</b>

## 1. Abstract

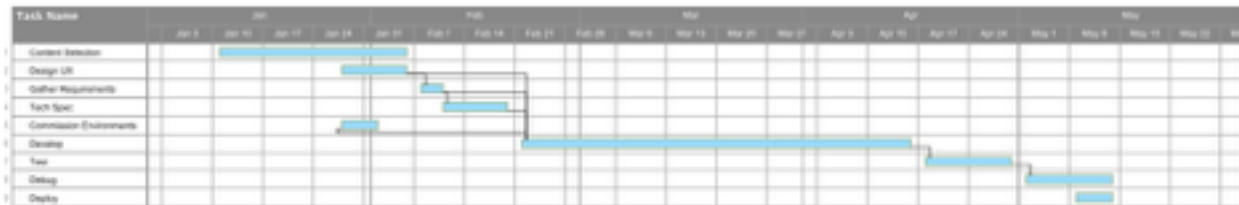
The reading experience of a book is traditionally determined by the chronological order dictated by the sequence of pages. This work describes a concept wherein the user interacts with a map as the primary interface for accessing the narrative. This project translates an existing text published in regular book format into a literary geospatial format. The idea is that texts and maps could be blended in a single and rich interface, allowing the reader to choose points on the map and access punctual parts of the plot. The utter expectation is that by using maps as the interface the reading experience will be deconstructed from chronological to topographical.

## 2. Introduction

Today's reader is no longer restricted to paper format; reading is already being done on machines that have a much greater potential than merely shining text. User input, graphical interface and access to the Internet are in the reader's hands and could be incorporated to enhance the reading experience. The main purpose of this project is to explore the powerful combination of text and digital maps by implementing the technology available in the moment to completely transform the reader's experience.

In its first stage, this project adapts an existing work of fiction into a real map interface provided by the Google Maps API. This first prototype incorporates excerpts of the book "Extremely Loud and Incredibly Close" spread into correspondent points on the NYC map where passages of the narrative take place. Basically, the experiment is to take text and maps that already exist and blend them into a single interactive application interface. The intention is to experiment with changing the format of the story, inserting it on a map interface.

### 3. Calendar



### 4. Scope Estimate

#### 1. Content Selection:

- o Research the book
- o Select content and locations on the map in the form of latitude longitude coordinates
- o Select multi-media content to accompany the passages

#### 2. Design UX:

- o Produce a design document that demonstrates an analogue version of the app to show the user interface

#### 3. Gather requirements:

- o Gather requirements for the features necessary to produce the project

#### 4. Produce a technical spec

#### 5. Commission Environment:

- o Commission development staging and production environments (VM?)

#### 6. Development

#### 7. Test

#### 8. Resolve bugs

#### 9. Deploy to production

## 5. Budget Considerations

I am planning on deploying this project as a web application on Heroku or Amazon Web Services free tier. I am planning on using free open source web framework to build the app. I will perform all the software development myself. Therefore, I believe I can build this project basically for free.

Google Maps API provides an extensive database and, as long as the App is made available for free, 2500 requests to the API is allowed every 24 hours. In the scenario where users have to pay for the application, or the access to higher-quality maps and images from Google Street View is needed, then there is an option to pay for the Maps API for Business. This also removes the API request cap.