

Project 'Pocket Gopher'

MTEC 2101 Interaction Design

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What is Pocket Gopher?

One sentence description :

'Pocket Gopher' is interactive information-sharing mobile App.

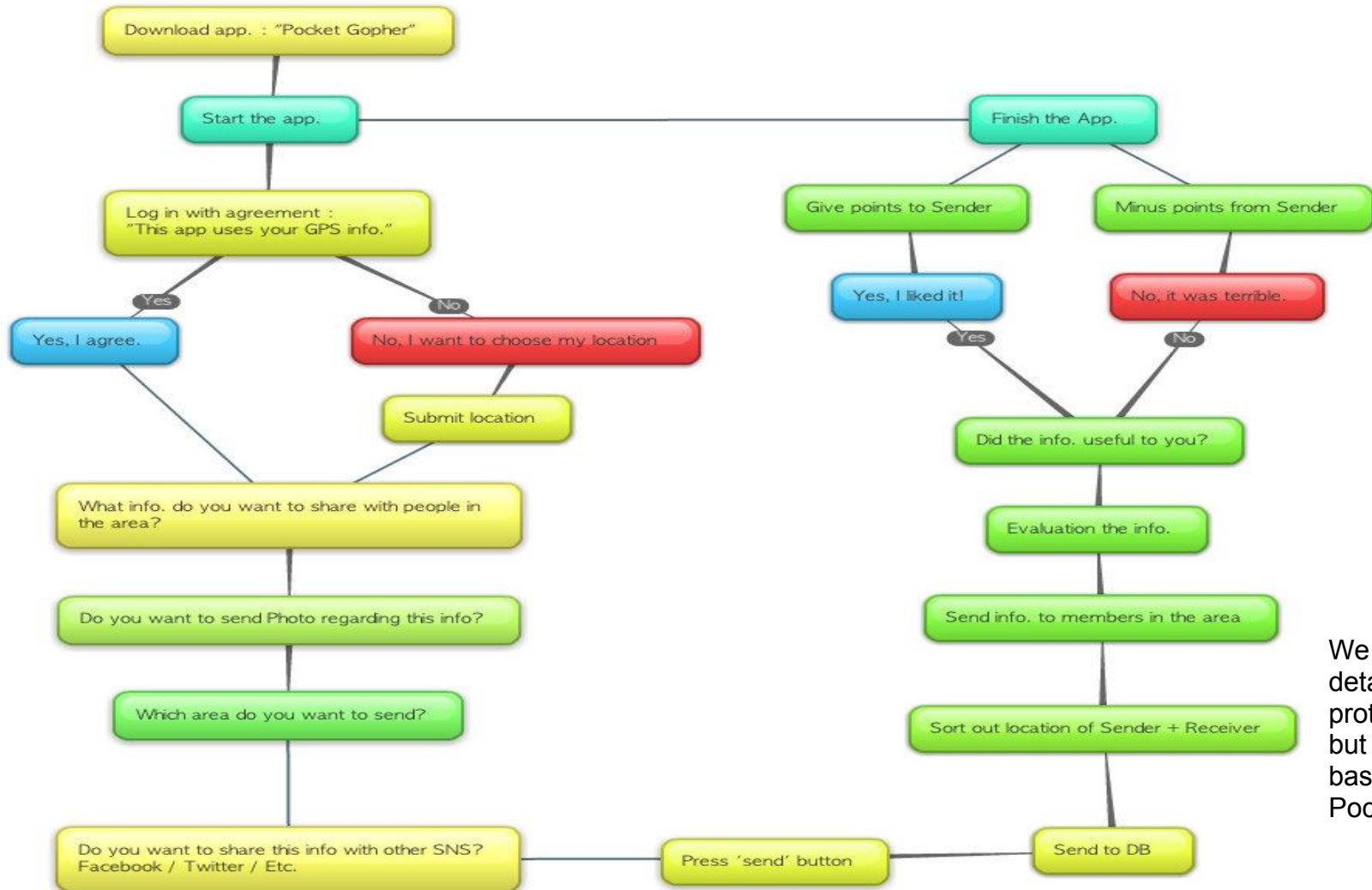
Social Aspect of the project

During the chaos time of hurricane Sandy, we were shocked because we realized we did not have enough information of our neighborhood. We did not know when a subway would run, which gas station actually had gas, or where is the shelter, shuttle bus stop, and so on. So, I thought it would be great if we had a mobile application which we can share information in our town.

The base is very similar to 'Twitter', but the difference is when someone post useful information of certain area, you can get a alert text message if you are in the same (or near) area.

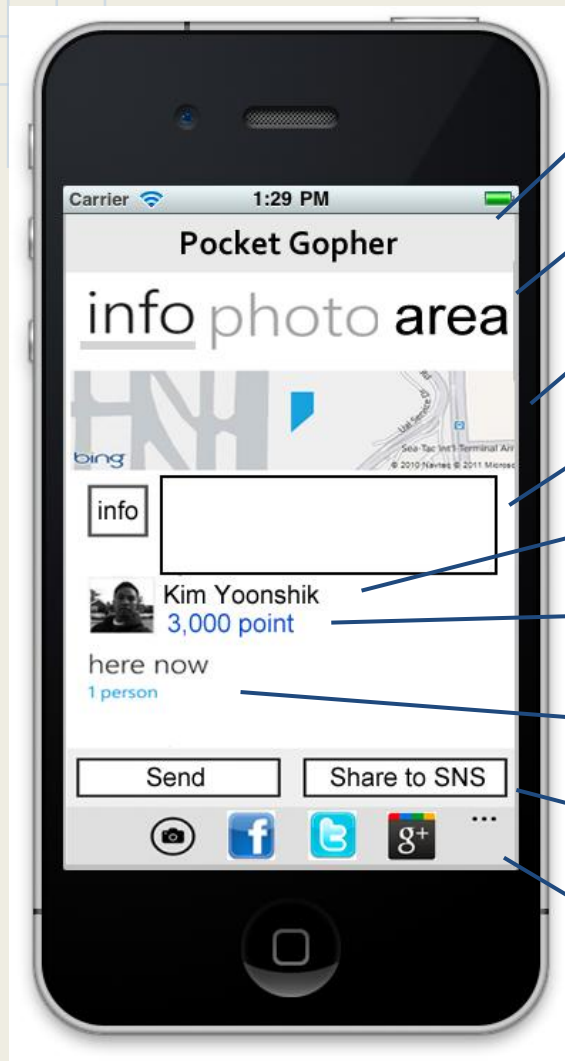
Gophers (ground squirrels) are altruistic animals. They frequently stand watch at the entrance to their tunnels and whistle when predators are spotted, causing all the other gophers to run for the safety of the tunnels. Just like this, you can help lots of people with posting valuable information via "Pocket Gopher".

Flow Chart



We will see the detail with the prototype later, but this shows basic flow of Pocket Gopher.

Wireframes



Title

Menu : info / photo / area

Map window

Sending text message box

User's image / ID

Points

Show how many members near the area

Send / Share Button

Major SNS icons (user can add)

How it works?

Here is the prototype of Pocket Gopher :

<http://prezi.com/vwaorvh7wdex/mtec-2120-final-project-prototype/>

Example Website :

<http://www.1km.co.kr/>