

Lost and Found app

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1. Introduction

Our primary aim is to create a formal lost and found platform for high school students and staff to use. We used the MIT app inventor as a tool to create our app and Photoshop for our app's exterior design. We created the app because we lose things too often in HCI due to the big campus and sometimes forgetfulness.

Therefore, losing things in Hwa Chong throughout the course of 6 years in it is inevitable.

For high school students, there is a lost and found platform on IEMB but nobody really uses it.

Therefore, we wanted to implement an app to assist students in finding their lost assets. This app targets primarily the staff and students of Hwa Chong high school. We believe that our project would be useful to all staff and students of Hwa Chong as locating lost items simply is not easy.

2. Literature Review/Theoretical Framework/Reference Models

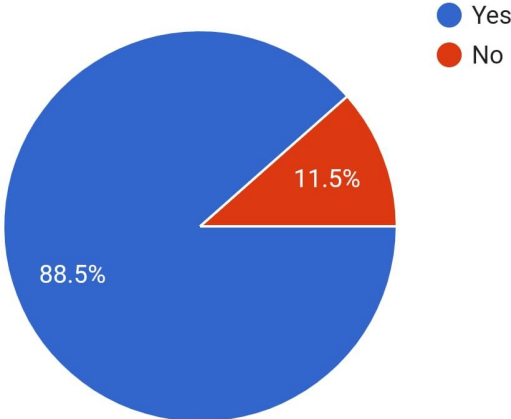
The number of personal belongings that we lose each day has no official figure, but one company that produces gadgets to track personal items claims that we spend at least 10 minutes per day looking for lost or misplaced items — or about 2.5 days per year. This shows that people waste time every day finding lost items. Therefore proving the usefulness of our app in assisting people to find their lost items and therefore saving their time.

Hwa Chong occupies 291374 meters squared in terms of physical area. This shows that after losing a thing, it would be hard to trace back and track the lost item due to the wide area of space which we would need to search. Therefore once again proving the usefulness of our app.

3. The Study & Methodology

Would you like an app to help you find lost items?

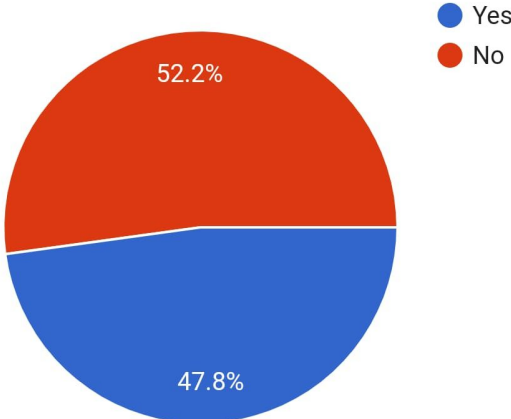
26 responses



This is a survey which we conducted that shows that our app is wanted by many which proves the significance of our app to the students and staff of Hwa Chong HS.

Did you find it?

23 responses



We asked students and staff in Hwa Chong if they had lost anything in Hwa Chong so far and out of the 53.8% of responders, 52.2% couldn't find their lost items back. This shows that many items are lost in Hwa Chong once again proving the fact that our app is significant.

We used the MIT app inventor to code the functions of the app. The looks of the app were done using photoshop.

Members role description :

- Heyi does final app testing, does a bit of coding.
- Yue Kang is the main programmer.
- Kegan does a bit of design and programming
- Keon is the main designer, does a bit of coding.

T2W2: proposal evaluation

T2W3 - 6: learn how to use MIT app inventor

T2W7 - 10: start creation of an app

June holidays: finish 75% app creation with photoshop, test app (no time) and start with a final evaluation and written report

T3W1: Midterm evaluation

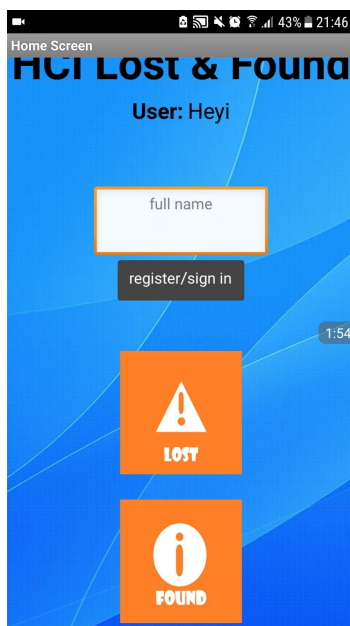
T3W2: Finish our app (including adding notifications) and

T3W3: Finish app testing

T3W4: Finish draft of the written report, meet up with our mentor to discuss written report and start improving on app

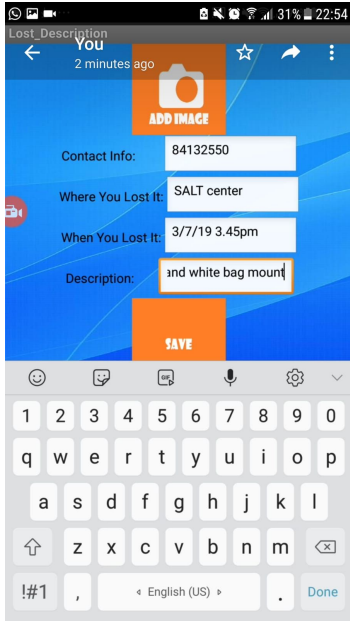
T3W5: Finish improving the app and meet up with our mentor to discuss project evaluation

4. Outcomes, Analysis & Discussions



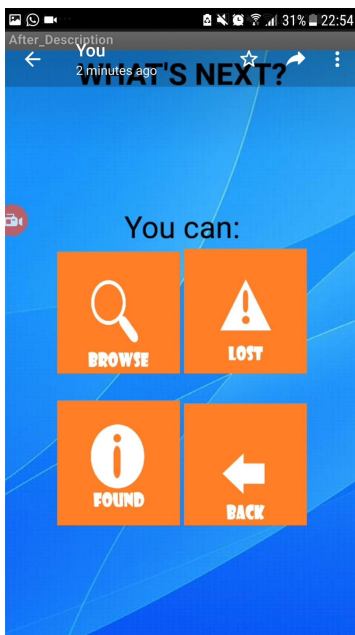
1.

create an account or sign in to an existing account. If lost is clicked, go to 2. If found is click, go to 7.



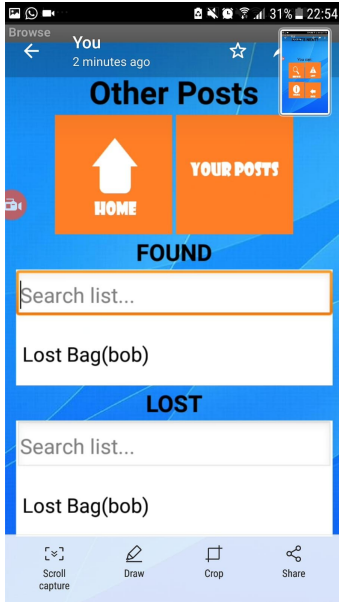
2.

create a post where you can post the details of the lost item. Once saved is clicked, go to 3.



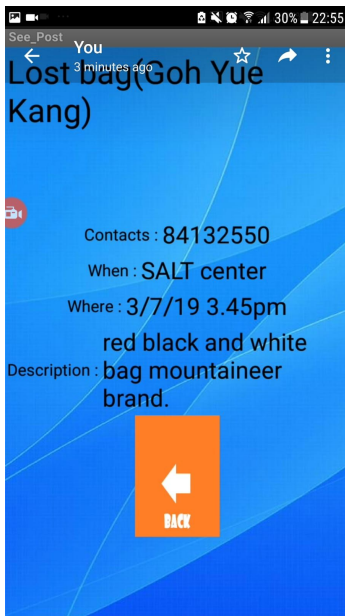
3.

choose to either browse, write a lost item description, or a found item description. If browse is clicked, move on to 4. If write a lost description is clicked go to 2. If a found description is clicked got to 7. If back is clicked go back to the previous screen.



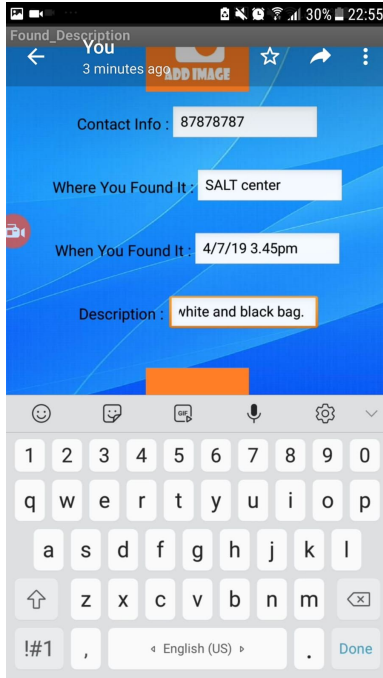
5.

see other posts. If home is clicked, go to 1. If your posts is clicked go to 6.



6.

when a post is tapped you can see the details of the lost/found item. If back is clicked go back to the previous screen.



7. create a post where you can post the details of the found item. Once save is clicked, go to 3.

5. Implications and Recommendations

Some areas for improvement are :

- Ensuring that all bugs are gone
- Buttons could be more sophisticated
- Buttons could be more spread out

Future extensions :

- Image matching to match lost and found items based on description and image
- Notifications to notify user when a potential match is found

6. Conclusion

We learnt some new hard skills like how to use MIT app inventor and adobe photoshop. But more importantly, we learnt vital soft skills such as teamwork, cooperation and more. Throughout the course of 3 terms doing project work with each other, we definitely understood each other better and enjoyed the journey. This year's project work is certainly one we will never forget.

7. Bibliography

“The number of personal belongings that we lose each day has no official figure, but one company that produces gadgets to track personal items claims that we spend at least 10 minutes per day looking for lost or misplaced items — or about 2.5 days per year.”

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