



P.U.R.E Research

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Problem

- > The process of recording data and answering survey questions everyday can be a mundane or tedious task.
- > It is very likely that these tasks are rather bothersome
- > Time consuming that individuals all together do not contribute to the data collection process.
- > In order to fathom individual's behaviors, mood, actions, and needs, researchers, doctors or companies need accurate data, feedbacks to provide the best solutions to daily problems.
- > We need to motivate individual's to record recurring data.

Basic Info

We will be reading many published research papers from Human Computer Interaction Conferences, studying past experiments to find a better solution.

In order to alleviate this problem, we hope to build a framework (game) to improve participation in recording recurring data. We would like to create a system where people dedicate a short amount of time daily to answer survey questions, a system where people will enjoy the process ,and record accurate data.

What we learned so far

- **Grasped the basics of Android Programming**
- **Learned how to look for research papers, and how to read and summarize them.**
- **Learned some basic information about crowd-sourcing and games.**

Materials/Goals in the future

Materials we will be using to solve this problem:

Eclipse

<http://developer.android.com/sdk/index.html>

Google Scholar

Goals in the future

Over the course of this semester we hope to gain a working understanding of android app development. We also hope to gain experience in game development and the process of combining aspects of different branches of Computer Science into a working framework which addresses a real world problem.