

HCI-631 Project #4: Facebook Application

Due: Wednesday, April 2 at 9:00AM

In this project you will develop a Facebook application that, in some way, improves campus life at University. Your application should have a clear objective, and demonstrate an understanding of University life and students' needs. You may use any programming language, platform and technology.

Turning Your Program In

Your program is due on Wednesday, April 2 at 9:00AM.

As before, you should turn in your assignment via e-mail to **vassilis@cmu.edu** whose subject contains the string "631 project4 turnin for " and then your name. What you turn in should take the form of a **single "zip" file** (as an attachment to your e-mail message). This zip file will contain:

- a URL pointing to a live version of your application
- the source code for your application
- any other support material (images, readme files, etc)
- a short 2-6 page writeup describing your application, its features, and any relevant screenshots. Make sure you elaborate on why your application is useful, and how it is perceived by users. Please follow this template for your report http://hci-uma.org/courses/saui/saui_template.doc

Do **not** send multiple attached files (i.e., one attachment for each source file). Your email should also describe any extras that you are submitting (see below). Again, be certain to include the string "631 project2 turnin for " and then your name, in the subject of your message.

Grading

Your program will be graded as follows:

- Innovation, how creative and groundbreaking is your idea?
- Robustness, how well does your application actually work?
- Difficulty, how hard was it to implement?
- Usability, how easy is your application to use?

Tips

Facebook is notorious for making frequent changes to their platform. Check the "Developers" application at <http://www.facebook.com/developers/> for a real-time update on the changes made to the platform.

Also, try to keep each page of your application simple. Too much FBML will result in Facebook taking too long to render your page, thus resulting in an apparent error.

Resources

Facebook has a large collection of resources to help you with your application. See <http://developers.facebook.com>