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|  | **HASAN KALYONCU UNIVERSITY**  **Computer Engineering Department** **COME 499 Project Proposal Form** |

**Part I. Project Proposer**

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**Part II. Project Information**

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| **Starting Term** | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 0 | 1 | 9 | / | 2 | 0 | 2 | 0 | |
| **Title of the Project** | **Mobile Student Information System using AR** |
| **Project Description** | |
| Student information systems are very beneficial systems for university students to learn and reach the necessary information related to their courses, lecturers, classes, personal information and etc. These systems are generally designed as web applications and students should use one of the web browsers in order to reach them. However, this situation may not be sometimes practical for the students, especially when they use their mobile phones to use these systems, since some of them are not compatible for mobile devices. They always need to use the keyboard of the mobile devices in order to complete some operations, such as entering their personal information in order to login into the system, which may be a challenging task when the students have urgent operations or walk around the campus of the university. Hence, this study proposes a mobile student information system by using AR technology in order to increase the usability of the student information systems. A cross-platform mobile application will be developed within the scope of this study. This application will reach the camera of the mobile devices. Then, it recognizes the student by scanning the student cards of the students. When the student is found, all information of the student will be listed near the card by creating a connection between the existing systems used in the university. Therefore, the students can use the modules of the student information system with “touch and reach” idea. | |
| **Project Justification** | |
| **Novelty** | |
| **New aspects** | AR application for university life, REST API |
| **Complexity** | |
| **Challenging problem and issues** | Developing a cross-platform AR application for university life is a challenging problem since this technology is a newly developed technology. In addition, this application will be suitable for integration with the existing systems used in the university. Web service technology should be also used in the scope of this project in order to enable the communication between the developed system and the existing systems. |
| **Related computer science fields and subfields** | AUGMENTED REALITY, COMPUTER GRAPHICS |
| **Tools** | UNITY, VUFORIA, REST API |
| **Risk involved** | |
| **Potential problems and alternative solutions** | - |
| **Minimum work required** | 3 MONTHS WITH 2 DEVELOPERS or 3 MONTHS WITH 3 DEVELOPERS |