

Design Brief

Product Description

A mobile application that allows Aceh children to collaboratively share their thoughts and feelings with one another, and the rest of the world.

Goals

- To communicate thoughts/feelings/stories in a way that can overcome language barriers
- Increase the awareness of life in Aceh and how it has changed since the tsunami.
- Give children a voice to tell their stories and collaborate with others.

Primary User

The children of Aceh, aged about 8-15 years old. Somewhat educated. Many lost family and friends in the tsunami and have had to form new social networks. Lingering psychological effects from trauma.

Assumptions

- Aceh children are not always literate.
- Aceh children aren't familiar with advanced mobile technology.
- Acehnese is primarily spoken, with often little knowledge of English.
- Aceh children are aware of the concept of cameras and sharing with others over a network.

User needs

- Children need the freedom to creatively choose their own subject matter.
- Children need to be able to interact with other children.
- Children need something that is fun and affordable

Functional Requirements

- Mobile has inbuilt or attachable camera
- Mobile can connect to a server.
- Photos are reduced to a small size for phone viewing (to save the amount downloaded to the phone and to speed up display)
- Children can create images using the mobile keypad that can overlay existing images and create a change in colour/contrast/brightness of the overall image.
- Mobile can send photos and image data to the server for storing in a format which can easily be retrieved and displayed again.

Technical Specifications

- GPRS for internet connection/WiFi
- PHP/CGI Image library for reducing image sizes
- J2ME for mobile application
 - MIDP 2.0 (JSR 118)
 - MMAPI 1.1 (JSR 135)
- Simple relational database

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