DoIIIT: Building d.Holodeck, a gallery space to showcase research on information and making
CHUAN-CHE HUANG, ALLAN MARTELL, CINDY LIN, GANJANG ALAT, SHIQING HE, MAUSHREE PANDEY, YUJIN GU, ANAND DOSHI, MAGGIE LEMAK

The research collective, DoIIIT, designed and built d.Holodeck, a site that brings social scientists, technologists and the larger public to experience and discuss how products of information and technology research could be used differently. d.Holodeck also offers a platform for students to showcase experimental projects.

The Intelligent Personal Tutor
IMAN YECKEHZAARE

An intelligent tutor that asks personalized questions, monitoring each student’s learning and encouraging them to focus on the concepts that they have difficulty with. This way, students gain the most out of practice sessions while spending the least amount of time reviewing material.

LightUp
MINGJIE CHEN, MENG QU

LightUp is a smart lamp for students, offering comfortable lighting that boosts concentration. LightUp allows customization, implementing the Pomodoro Technique, and helps curb distractions caused by smartphone notifications.

The Private Dental Clinic of the Future: Introducing Multi-climate Modular Blueprints and an Ecodentistry Toolkit
CORINA KESLER, SERGIO CALLEJA, LAUREN BERROST, RANYA ILAYAN

The C2D Hub (Sustainable Dental Clinic of the Future) is a highly-functional, environmentally friendly, community-conscious building that serves the needs of dental professionals and their patients, supports economic growth, and implements sustainable and recycling practices.

TECHNOLOGY/DESIGN

AVA: Absentee Voting Assistant
AKIO KAKISHIMA, BINGQING SHAN, QING GUO, WENYANG MU, YUE WANG

Absantee Voting Assistant is a mobile application that supports blind and visually impaired individuals voting independently at home. The App bypasses the difficult task of marking candidate choice on a ballot by controlling the process via voice or touch.

AthleteJuvo: Gamification for Athlete Rehabilitation Exercises and Social Support
SHIH-TING LIN, BONNIE LEE, YU-YIN SHEN, CHETAN KESHAV

After sustaining injuries, student-athletes can experience isolation and loss of identity. AthleteJuvo utilizes the competitive nature of athletes to gamify the rehabilitation process, incorporating exercises, team competition, and social support. Wearable sensing fabric collects and reports movement data to the athlete’s therapist.

Demonetization and Adoption of Cashless Transactions
SNEHA Doshi, AKANKSHA PARAMESHWAR

Our project evaluates the various changes in the user experience of “going cashless” with digital payment during Demonetization and explores its discontent among the local entrepreneurs and street vendors in India.

Global Community Builder, Presidential Campaign Platform, Social Activism Tool: Facebook, the Many Splendored Thing
CORINA KESLER

Social media plays a vital role in present day activism and the political arena of most Eastern European countries. By examining the ways Facebook was used by government officials and against them, this study considers the current migratory interests and presence of corporations on the international political arena, questioning the nature of “communities imagined.”

Kapability
KAYA WILLIAMS, CHALEE OKOROM, TAHIR BASHIR, ALYSON RICH, LAN YING

The Kapability mobile application and website help people with disabilities seeking job opportunities. Users rate companies or positions, and employers chat with potential employees, to determine how friendly companies are toward people with disabilities.

LINK (Liberty in North Korea)
SHALON LEE, HANNA JEON, CLAIRE KO, HARAWE KIM

LINK wanted to develop a new website to provide users with an immersive digital experience in hopes more people would engage in the North Korean issue. Through a rigorous research and design process, we redesigned a user-centric website so LINK could tell their story effectively.

Musi
ANAND DOSHI, CHELSEA MILLER, WEI CAI, SHU ZHOU

Musi connects musicians through asynchronous sharing of recordings to support development of musical expression and collaboration within ensembles. Musi simplifies recording, sharing, and reflecting on practice sessions, with a novel interface allowing users to control features using their feet, so they can keep their hands on their instruments.

UP
KESAVA KOTA, OSHIN NAYAK, PRACHI BHAGANE, LAUREN GARVEY

A product suitable for use by senior adults, incorporating the use of active technology, to increase their ability to live on their own.

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MARCH 26, 2018 | 11–1 PM | MICHIGAN LEAGUE BALLROOM
Welcome to the School of Information

THIS ANNUAL EVENT SHOWCASES THE TALENTS OF UMSI STUDENTS. In many cases, they show and present on projects that they have worked on in class or as research or community/service projects. In others, the project may be the result of work completed during an internship or other type of experience such as Alternative Spring Break. The projects display the skills students have learned while at UMSI that relate to the many information professions.

Vote on your Favorite Project
Attendees can vote for their favorite projects in the categories of:
- Archives/Librarys
- BSI Capstone Projects
- Community/Service/Civic Tech
- Entrepreneurial/Innovation
- Technology/Design

There will also be an award for the best project representing Diversity, Equity & Inclusion: all projects are eligible for this prize. Winners will receive cash awards ranging from $200 to $1000.

COMMUNITY/SERVICE/CIVIC TECH

Ann Arbor Data Dive: Helping a Local Non-Profit Better Understand Their Programming Reach
ADAM GITTERMAN, ETHAN ELLEBT, VIKRAM L. CHEN, LIAN L.
As part of the 2017 Ann Arbor Data Dive, we worked with local non-profit, the Leslie Nature and Science Center (LNSC), to define a set of questions to be explored at the event. Data collected and analyzed by LNSC volunteers. We then used participant data years to understand the LNSC’s current reach.

Backyard Brains
URIEL LEEL, HUNTER CHAVART, THOMAS KIDD, BARI BLITZER
Backyard Brains develops tools, technologies and lesson plans to show users that regardless of age and expertise, anyone can conduct neuroscience experiments. Our client believes there is an untapped need to build a community around DIY neuroscience. A new platform on their site will bring members together with Backyard Brain events.

Dig Downtown: City of Ferndale Developments & Civic Engagement
PRIYA BAYSSETI, THAO HUONG NGUYEN, BROOK SNCLAIR
The City of Ferndale is experiencing rapid growth, especially in downtown developments. As the landscape of Ferndale evolves, its imperative that citizens take an active role in the development decision-making process. We aim to provide a unified information dissemination tool highlighting windows of opportunity to provide feedback in a timely and actionable manner.

The DocuBot
CORIN MEELER, KARAN HALLON, YONGJU DUSHAN
Our team focused on creating a platform that informs Ferndale citizens about the duties and roles performed by the City Clerk, and guides them through the process of accessing FOIA documents. To do so, we created a Facebook ChatBot called DocuBot.

Homemade Genius: A Web Application That Enhances Learning Experiences for Homeschoolers
HAN GAO, JIANG HUANG, LI NING, LI KUO, YE ZHENG
Homemade Genius is a web application that helps homeschooling families and school parents share their classroom experiences alongside a more detailed record of learning processes. The app has direct chatting and commenting features, creating a community and enriching the home learning experience.

ENTREPRENEURIAL/INNOVATION

Amesite: A mobile app that brings engaging learning experience to college students
JINGZHI ZHANG, MENG JIE CHEN, BINGQIANG SHAN, WANG FANG, KARAN HALLON
We designed stickly experiences on a mobile platform so users can watch short videos anytime, anywhere to get customized learning resources and complete courses. Users learn with friends and monitor their progress.

Litebox: Design for Adult Literacy
MIKE WANG, DENISE BIDAN, VISALI REEDY, RADHAN BHATIA, MARTHA KOTA
Litebox is a mobile app designed to meet the needs of adults with below a third grade literacy level. The daily assistant helps users recognize text and information, and the learning assistant includes tools to assist in developing reading skills, building vocabulary and understanding calculation.

Mickle
SUE CHUNG KIM, HARUMI (HARU) KIM
Mickle is a mobile application that allows users to make donations in their community in an easy and sustainable way, via Clipper cards (used by commuters in San Francisco). Users may sync their Clipper card and transfer leftover balance, donate to campaigns and organizations, and track impact. Clipper cards can be bought and reloaded online and offline.

PlateForward
AMIRA HUGH, VLADIMIR POTEVSKY, AKSHAT MESSHA, NOVIA WONG
Top Box Foods delivers meals to underserved communities at discounted prices. They wanted to design a "buy one, give one" platform called Plate Forward, aimed at resident communities in Chicago who can buy local, fresh groceries while giving back to Top Box. Our goal was to design and create a website for Plate Forward.

Urban Memory: Remembering Communities in Urban Redevelopment
LUIS WANG, NAOMI KAYE, JING QIAN
Preserving urban memory under rapid redevelopment is a global issue. The Urban Memory project aims to remember communities which would otherwise be forgotten during urbanization, by combining offline storytelling with online collaboration.

Wireless Ypsi
CATHY CHOW, STEVE PIERCE
Wireless Ypsi is a community collective providing free broadband internet access to Ypsilanti and other communities. As part of this Community Impact Project, the Splash page was optimized, and a landing page designed and implemented. The landing page advertises local events or organizations, increasing community engagement and awareness.

ARCHIVES/LIBRARIES

The Human Library
SOPHIA MCFADDEN-KEELING
The first Human Library event at the University of Michigan, through the ALA Student Chapter, with funding from McIlravy DEL. "Books" in this library are people who’ve been misunderstood, stigmatized, victimized, marginalized or discriminated against based on ethnicity, religion, gender/sexuality, occupation, partner, health, ideology, social/ economic status, disabilities, and lifestyle. Volunteer “books” speak with "readers" one on one.

Kane in Continuity
KATHRYN TOPHAM, SAMUEL SCOLLIA, EMILY FINCH
The University of Michigan acquired a collection of continuity photographs taken for the production of Orson Welles’ Citizen Kane. Our group is responsible for the arrangement, description, cataloging, and digitization of the collection, as well as some preservation work. We’ll create archival masters and derivatives of prints and negatives, then create an online exhibit to present images of note and shots from the film.

BSI CAPSTONE PROJECTS

Academic Games
COLLEEN FEOLA, YUKO HASEGWA, YUSUF BILL
The Michigan Leagues of Academic Games is a non-profit organization empowering students from diverse backgrounds through competitive weekend tournaments. A web application for administrators automates registration, matching and scoring processes, increasing efficiency and accuracy of data entry. After data is entered, it’s securely stored in a database in the cloud.

Adapting the Power ery Mobile App for the Web
JACK BINGLING, COURTNEY LEE, DAVID NGUYEN, JIANA RUSHI
This project is for our UX Senior Capstone Group. We are working with Powerery, which is a real time energy management solution to expand their mobile application into a web application. This is currently a work in progress.

Arts Engine
LUCAS OGDEN, KEVIN JANG
Our project is mining interviews conducted with various arts professors discussing how they perceive the state of arts research. We hope to make a network showing the connections between different disciplines, and determine where future collaboration could take place.

Chicago Field Museum
MATTHEW CLYNE, NICHOLAS BOESEL, JOHN STRAUNER, DAVE SINGH
Using a large data set containing information about where certain species of animals and plants are found, we’ll create heat maps showing levels of prominence of these groups across the globe. The heat maps will be shown on the Chicago Field Museum website.

Entrepreneurial/Innovation

Chrome Extensions: Brand Awareness and Monetization
PRISCILLA NUNEZ
Chrome Extension (A): Utilizing Google permissions, the browser displays a family or person in need, then redirects to a nonprofit. Needbee.org. The user is provided with a list of necessities for the charity or individual(s) in need. Chrome Extension (B): Brands and fans of public figures can utilize this extension so that quotes and information refresh every time a new tab opens. Within 3 seconds the browser redirects to a listing of relevant products for the person or brand.
Data Driven Detroit
ALLISON WANDERER, JESSICA ANDREWS, JESSICA MATHIS, EVAN PESCH
Our team is working to improve the Data Driven Detroit (D3) website. D3 aims to assist Detroit community members in making informed data-based decisions by providing datasets and information tools. In creating an intuitive and informative user interface, our project will help users understand how D3 can inform their decisions and positively influence communities.

Decolonize Daily
RENEE ARMSTRONG, KHYATEE DESAI, JAMES ROESER, NATE WELLEK
Decolonize Daily is a non-profit org, forming a humanitarian social force for the purpose of creating a more inclusive, compassionate and just society. We’re modifying the existing Decolonize Daily app. The results of this project will be a design with staggered recommendations that the developer will hopefully take on board to improve the app’s user experience.

Dell’s Laptop Comparison Tool
HYORIM KIM, SHIZHONG HU, ZOE HALBEISEN, KELLY SHASHLO
Our team is enhancing the usability of Dell’s existing implementation of the online laptop comparison tool, utilizing appropriate UX research and design methodologies to do so.

Dinos Alive!
MARA VARADY, REBECCA HENRY, ADAM MASON, GAURI GOVIL, LEN SHIRASE
The Learning Center at the Field is developing a digital toolkit about dinosaurs and geologic time. Our team is developing a unique toolkit with 3D scans of dinosaur bones. Students will be able to manipulate full 3D models and participate in digital learning activities. The toolkit will be available as an interactive interface through the Field Museum’s website.

Dobbs Ferry Public Library Redesigned
MADELINE NOWICKI, THOMAS PICKREN, MATHEW LEFKOFSKY, JONATHAN GROPPER
This project is redesigning the Dobbs Ferry Public Library (DFPL) website, last updated in 1999. We created a sleek, responsive design prototype, presenting DFPL and their patrons with a simpler, more effective information architecture. We increased interactive functionality and provided library staff with easy ways to update the site regardless of coding knowledge.

Draft Video Collaboration Tools
SAMANTHA MOROSS, JULIA WU, DIANA OUM, RACHEL KIM
Draft Video Collaboration Tools focuses on TechSmith’s Camtasia software. We aim to reduce the number of users quitting the software. The issue lies in a lack of training. Through ideation, we developed a solution to enhance novice users’ knowledge of video tools and effects Camtasia offers. We designed wireframes of these solutions and an interactive prototype tested by users.

Echo360 LectureTools
ALLAN CHEN, ABBEY WARREN, JESS BROWN
This project will create a fully prototyped and built chatbot utilizing deep learning libraries, with features actively and passively aiding a student’s learning, deployed and integrated in U-M’s Professor Perry Samson’s Lecture Tools platform. The final product will be a website where a student enters a question, and receives the most similar answer from the pre-existing database.

Flavin Fun
TYLER WALKER, IBRAHIM RASHEED, SABINE HUTTER, DAVID KIM
Flavin Fun is a comprehensive way for scientists to retrieve and analyze riboflavin. Currently, scientists access an archaic database and have no way of analyzing traits of interest. We wrote a script to pull the flavin from this database and input them on Amazon Web Services, where one can retrieve information about a specific flavin along with cluster analysis.

FreeWheel: Ad Campaign Performance
MEAGAN LONDA, PETER MACK, ELLE SHWER, AMANDA MCLEOD
FreeWheel is an advertising company that runs ad algorithm logic for most major networks on cable and television streaming. Our job is to understand how the delivery of these ads is performing and find key performance indicators to improve an ad’s success.
HathiTrust Search Log Analysis
ANNA SCHEPPEL, CHRISTIAN BAIRD, GEORGE LU, ANDREA KOPITZ
This project analyzed HathiTrust Digital Library search logs to understand how users engage with the page turner application, determine user search behavior, differentiate between user actions, and draw connections between the resources searched for and used. We created functions to parse, clean, analyze and visualize the logs, and scaled these solutions.

Home Energy (Powerley)
NEALON SUTHERSAN, SUSAN DOONG, STEVEN OH, AUSTIN CAI
This project observes, visualizes, and analyzes usage patterns for homes utilizing Powerley’s energy services, through the generation of load profiles as well as other methods. We’ll split and analyze the dataset to reveal trends in energy usage that can help Powerley make usage recommendations to clients.

Improve Office of University Development Fundraising Efforts Through Coursework Analysis
ROBERT ALTERMAN, ZACHARY SHERMAN, MITHIL SURYADEVARA, ALISSA WILSON
The Office of University Development is investigating whether courses alumni chose as students predict future behavior, such as career or giving interests. This project applies web scraping, text analysis/NLP, and clustering to the LS&A Course Guide to create a structured resource organized by topic areas.

Increasing Social Media Visibility for the YWCA GLA Digital Print Center
MALAYSHA WHITE, BRANDON LEVINE, KATHRYN O’NEIL, SAMARA GOULD
In collaboration with the YWCA Greater Los Angeles’ Digital Learning Academy, we’re creating a strategic social media marketing plan to increase awareness, sales volume and support the goals of the Digital Print Center. After research and comparative analysis, we’ll provide the GLA with the blueprint of our plan and period milestone updates based on metrics and insights.

Ingredients for Success
TERRENCE GREEN, MADISON HUFFMAN, AMOS CONE, JOE CONSTANTINO
This project’s goals are correct classification of images, correct extraction of Named Entities (ingredients/nutrients) and correct association of values to Named Entities. We used OCR to extract text from NFP. The system must identify and correct any OCR issues such as bad formatting, incorrect character recognition, and detect missing or bad values. We’ll also utilize a Nutrient Taxonomy to recognize values or detect issues.

LookingBus
MAXIMILIAN DARR, ETHAN JANNOTT, BHARAT NAIR, KARAN HALLON
LookingBus is a mobile application that works with smart technology located in bus stops to help blind and visually impaired individuals use the bus system. Our client has a working app but it’s rudimentary and was not designed by someone with knowledge in the field. Our final deliverable will be a working prototype of the app for our client.

Macomb County Habitat for Humanity ReStore
SALVATORE DIGIOIA, JAMIE LEEDS, TANYA MADHANI, ABRIL VELA
When Habitat for Humanity’s Macomb County branch moved their ReStore operations to Shelby Township, they lost foot traffic and brand recognition. We conducted a stakeholder and competitive analysis, metrics analysis, and created a strategic plan to launch a new social media platform, gain target users, and provide metrics to assess how to proceed with branding.

MedTempo App
BEN ZIMMERMAN, PAIGE MITTENTHAL, KENDRA REPO, FERNANDO WANG
MedTempo is an engagement tool acting as an intermediary between patient and physician, with features like easy check-in and search options to find doctors. MedTempo is a simple way to reduce wait times, increase doctor availability and provide patients with a more personalized experience.

Michigan Qualified Voter File Analysis
ROBERT BRACCI, JACK BRACCI, ERIC BLOHM, EMMA BURGER
Our challenge was to take the messy, raw Michigan Qualified Voter File, which describes voter participation history across the state, and transform it into a working, comprehensible database to be used by Data Driven Detroit. We completed a statistical analysis of voter participation at the state, city and census tract level, then created heat map visualizations depicting historic participation levels across these geographic regions.

Mushroom Networks
WADE PENMAN, JOANNA WEINGAST, MACKENZIE CHYATTE, JAMIE PERLMUTTER
We gathered, organized, and classified network Skype and non-Skype data. We used a tool called WireShark to capture the internet traffic then organized this data into flows. After the flows were created we selected specific characteristics to determine whether a flow was Skype or non-Skype. These characteristics were fed into a decision tree and visualizations were produced.

MySwimPro
JULIA LOCKE, ALISSA CHAN, JULIEN CHILDRESS, EDWARD ANDERSON
During the MySwimPro onboarding process, users are asked to determine their skill level and abilities, and prompted to sign up for a premium membership if they tap on locked content. We will redesign the flow of this process to educate users on the value of the swimming app’s premium subscription.

PlayFlu
JULIANA LAM, OWEN GATTO, MACKENZIE FRANCISCO
Funded by the National Science Foundation, PlayFlu is a program that visits schools and uses wearable technology to manage a tag-style game modeling how viruses spread. Wearable devices collect data about student biographic information, kinesthetic activity, in-game interactions, and scores on pre and post-workshop assessments. Visualizations generated using live-produced data are displayed during the game to enhance the educational experience.

Princeton University Finding Aid
KENNEDY KAUFMAN, SUJI KIM, ANGEL TSAIL, CHARLES SHIN
Research, evaluation and redesign of Princeton University’s Finding Aid service through their library.

SAP Labs: Teach Design
SAMANTHA HOLZHAUER, CARLY BELLOFF, JESSICA STUART, AVERY WEIN
Teach Design is a website for educators, offering design thinking recipes in the categories of design-doing, classroom management and creative mindsets. Our team is conducting screen recordings of educators navigating the site and interviews to identify valuable features and propose recommendations.

Social Media Capstone
OLIVIA WITHERS, JACLYN RUDOLF, WILLIAM COOPER, LAUREN MURPHY
This project is a collaboration with the program to develop resources and recommendations for social media strategies, with a focus on recruitment.