



# PictureMe Universe

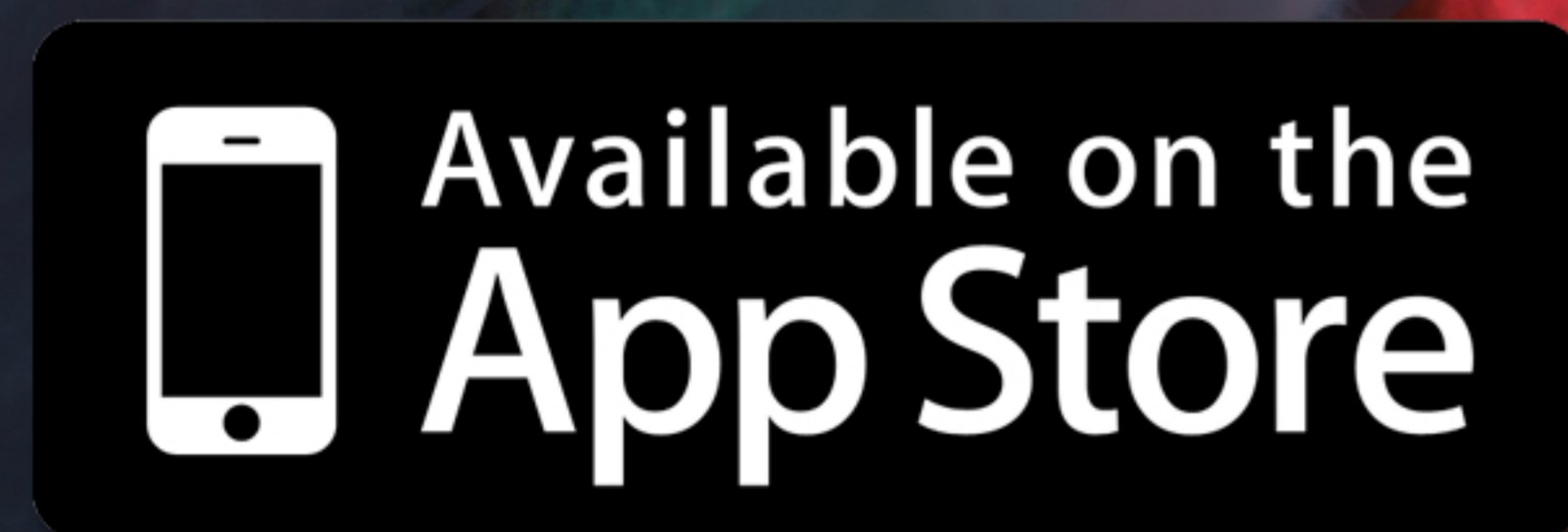
Jeremiah J. Isaacson | Dr. Matt Germonprez, Faculty Mentor  
Information Systems - University of Wisconsin - Eau Claire

## Abstract

Sharing Communities are created, largely by participants engaged with processes of secondary design (Germonprez et al., 2007; 2009). The technical artifacts underlying these communities are initially designed with the intention of supporting, promoting, and encouraging people to contribute, negotiate the content of a system. But a technology artifact is empty and devoid of meaning without the activities of the community. Wikipedia is blank without the contributions of authors and editors. Flickr is empty without people posting and tagging images. Twitter is nothing without the tweets of millions. Sharing communities are unique in that they require the loyalty of a community willing to share their time, energy, and expertise in the ongoing co-creation of value for an organization and its participants. In this research, we are particularly interested in ad hoc sharing communities, communities that form without the obvious technical platforms of Wikipedia, Flickr, or Twitter. The communities in question form around specific items and a loose assemblage of personal technologies. In the investigation, we explore how a GPS device takes a photo, uses a focal point algorithm to identify the location of the picture taker, identifies other GPS devices in the range of view, and then shares that photo with people in the newly created ad hoc sharing community.

Germonprez, M., Hovorka, D., Collopy, F. (2007). A Theory of Tailorable Technology Design, Journal of the Association for Information Systems (JAIS), 8(6), 315-367.

Germonprez, M., Hovorka, D., and Gal, U. (2009). Secondary Design: Mid-Range Theorizing, JAIS Theory Workshop, Phoenix, AZ.



## Materials and Methods

### Amazon Web Services

- Application Hosting.
  - Application Support.
- Source: <http://aws.amazon.com/>

### Eclipse

- A multi-language software development environment.
  - Combines an IDE with an extensive plug-in system, supporting many popular coding languages, including C/C++ and Java.
  - Compatible with the Android SDK, allowing for development and testing of Android applications via an integrated Android Emulator.
- Source: <http://www.eclipse.org/>

### Android SDK

- Comprehensive set of tools enabling development for the Android platform.
  - Includes debugger, libraries, Android handset emulator, documentation, sample code, and tutorials for development of applications.
- Source: <http://developer.android.com/sdk/index.html>

### Android Market

- Online software store developed by Google for Android devices.
  - Allows users to browse an extensive catalog of applications developed for the Android platform.
  - Provides developers a place to publish their applications which enables them to reach a wide range of customers.
- Source: <http://www.android.com/market/>

### Xcode

- An Objective C software development environment.
  - Tightly integrated with the Cocoa and Cocoa Touch frameworks, creating a productive and easy-to-use development environment that is powerful enough to be the same tools used by Apple to produce Mac OS X and iOS.
- Source: <http://developer.apple.com/technologies/tools/>

### Apple App Store

- Online software store developed by Apple for iOS devices.
  - Allows users to browse an extensive catalog of applications developed for the iOS platform.
  - Provides developers a place to publish their applications which enables them to reach a wide range of customers.
- Source: <http://www.apple.com/iphone/apps-for-iphone/>

## Approach

Using Eclipse loaded with the Android SDK plug-in and Xcode, we have developed an application that sends photograph information to the PictureMe Universe servers. The PictureMe Universe servers then perform a focal point algorithm to identify the location of other mobile devices in the range of view. The photograph is then distributed to the other mobile devices utilizing the PictureMe Universe service. The application will be uploaded to the Android Market and the Apple App Store for download and installation directly to mobile devices. The application will also be available online via: <http://www.picturemeuniverse.com/>

## Results

PictureMe Universe allows users with Android and iPhone iOS based mobile devices to send photos and receive photos taken of them. PictureMe Universe provides an online interface for photo management with Facebook integration.



## Process Explained

Photographer takes a photo on mobile device

1. Install PictureMe Universe



2. Take photos



3. We work our magic



Photo is transported to the Internet cloud



[www.PictureMeUniverse.com](http://www.PictureMeUniverse.com)



Photo is shared with individuals in the photo



[www.PictureMeUniverse.com](http://www.PictureMeUniverse.com)

