NIAGARA UNIVERSITY
Education That Makes a Difference

MOBILE AND WEARABLES DEVELOPMENT
Computer and Information Sciences Department

Mobile devices (**Smartphone, Tablets**) and wearable devices (**Smartwatches**) have become a major part of our lives. Mobile applications are the top trend nowadays given the high variety of new mobile devices and platforms such as Google's Android.
These applications are based on the class project.

Android Wearables

This application allows the user to select a location on campus, and show the hours for it. It includes picture buttons allowing the user to see their desired location, and the text with the name of the location is in Niagara University's Purple. It features the campus dinning hall, Clet, a new picture will need to be taken once renovations are complete. Kiernan Center the campus' gymnasium, the library, and the schools Gallagher Center nicknamed Gally.

These are locations on campus that have a lot of students in them, and this app would be helpful to not only the residents but the commuters in seeing when they can go to a desired location.

Danielle Allan, Connor Wolfe

NU Conference
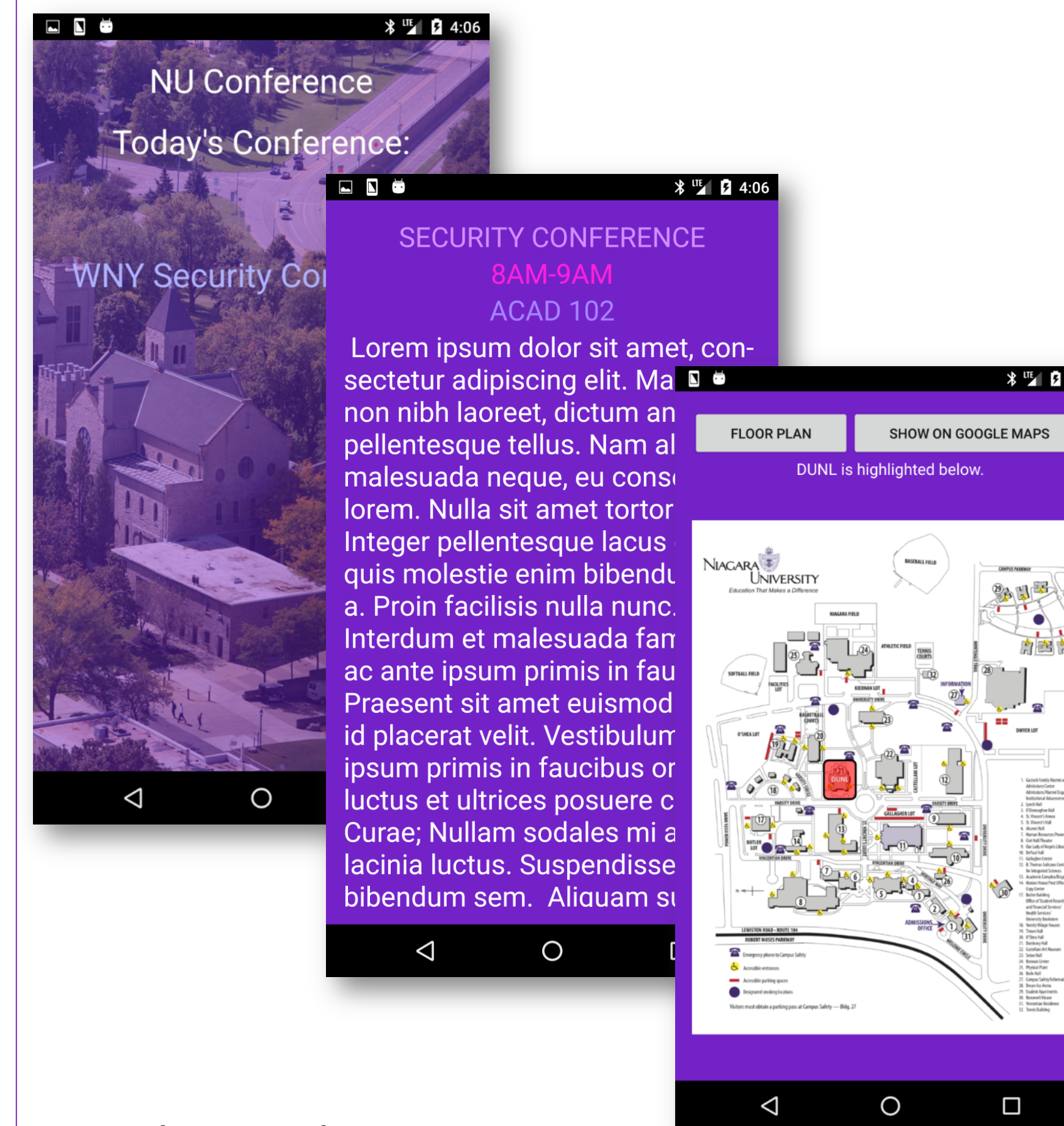
This application will allow users to view a conference that is being held on campus at Niagara University. The details of the conference include the time, building, room number, title and description. Based on the building that the conference is designated in, the map will have the building highlighted to show exactly where it is. When viewing the campus map with the building highlighted user can view the building's exact location on Google Maps and also toggle the highlighted building on and off.

Also when the building is highlighted user can click on the floor plan button to open the floor plan in your browser to view the image.

Nicholis Bachan

Android Wearables
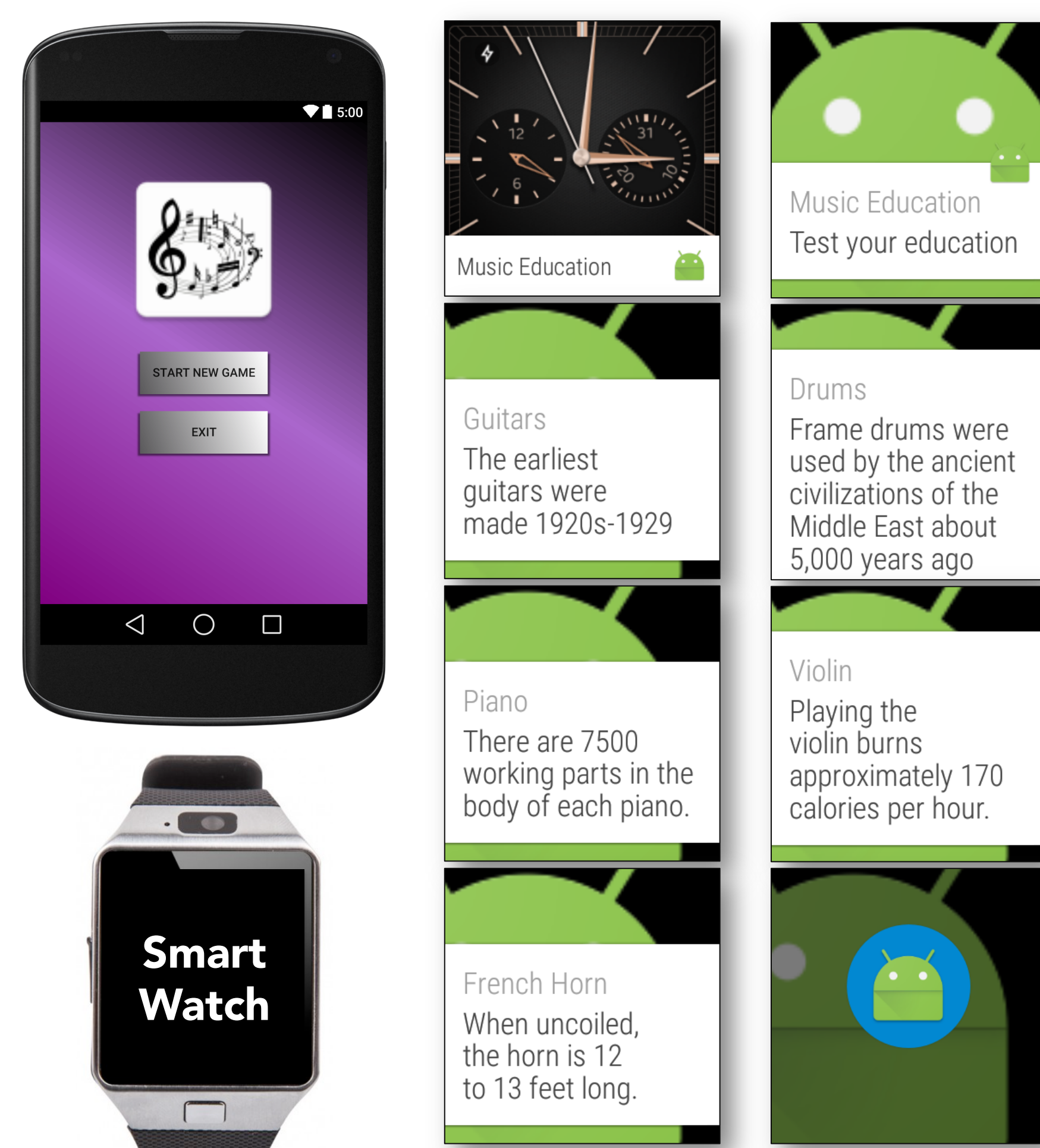
This educational app uses a series of strings and wearable extenders to bring educating to the next level. The app contains information that is read on a smart watch and by the press of a button you're prompted to take a quiz. The main focus of this app is to teach people more about music as well as explore the options of alternative education tools. This app proves to have many different capabilities and possible expansions such as more levels, more elaborate questions and information. One of the downsides to this form of education is the cost.

Joseph Sansone, Rishi Kumar

NU ITHelpDesk
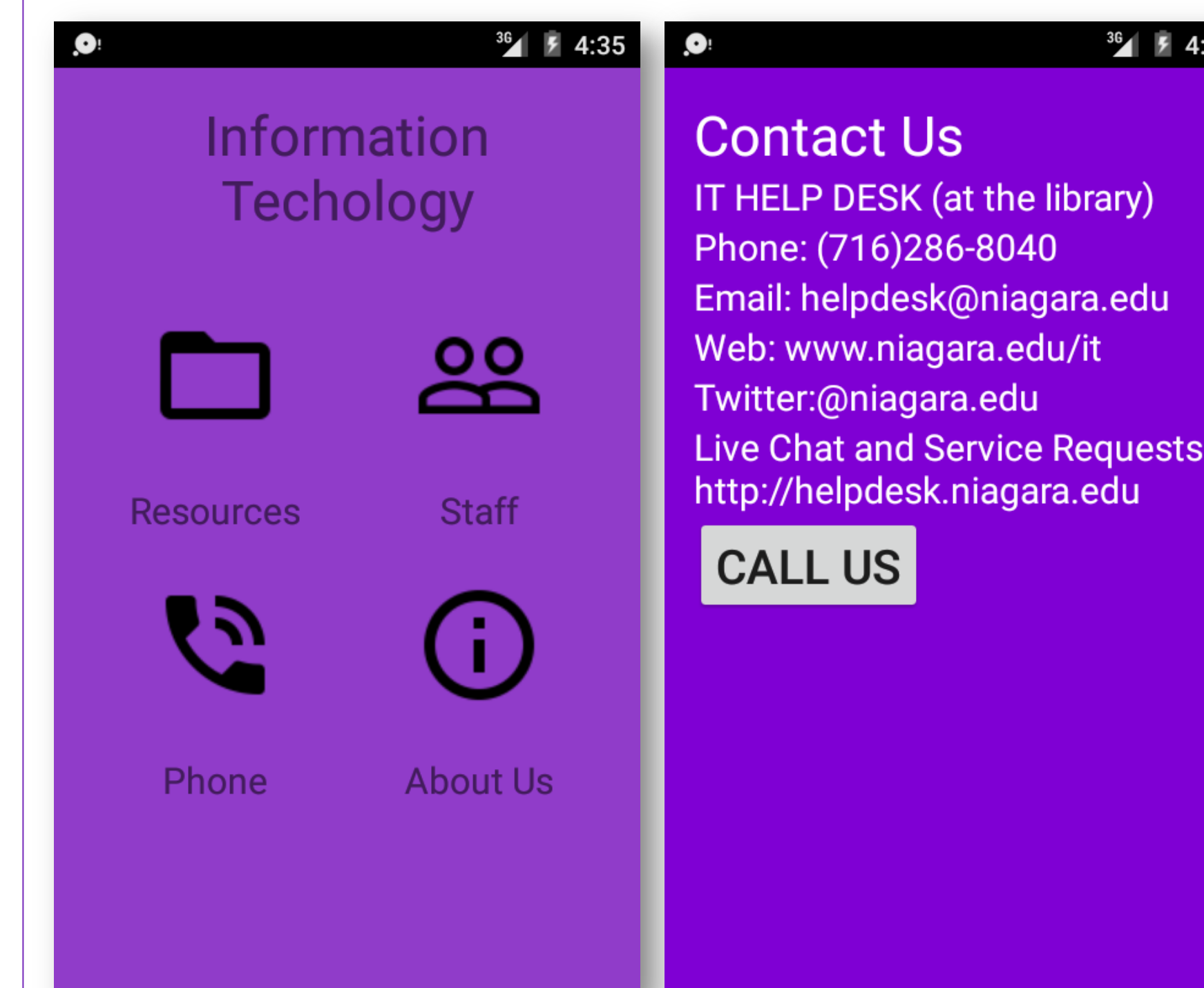
The Information Technology App was inspired by the IT Help Desk. During my time working at the Help Desk, I had experienced several of the same questions/concerns and problems over the course of the semester from both new and returning students. I knew that we had a quick reference for students on paper, but they were not advertised well and students did not seem to take them when they were offered.

This application allows the student to access this information that was once available through word of mouth and on paper in an easy to use application. It will provide the ability to make phone calls, find solutions to common questions, and learn more about what the Help Desk has to offer to NU students.

Prince Fatunmbi

Creative Thinking Creative Learning