

Project Activities Planning

Week 1 (Initial Prospection - High-Level Selection Analysis)

1. Research available applications on App Stores
2. Select Top 10-12 Applications
3. Assign 2 apps for each group member
4. Create a shared document on Google Drive (use your Bowdoin Google Account, share the doc with your team members and Prof. Nasc)
5. Experience applications usability and functionality (use testing accounts for your privacy)
6. Document each application's main functionalities and your main impressions about them in 2-3 paragraphs

Week 2 (Use case reverse engineering and features comparison)

1. Meet to share findings and initial description
2. Pick Top 6 applications (in terms of comprehensive and compelling functionalities)
3. Create a Use Case Reverse Engineering Analysis for the Top-6 Apps:
 - a. List All Main Use cases
 - b. Document at least the top-5 use cases ([see Dathan and Ramnath for reference](#))
4. Create a list of basic features for Dating Applications
5. Fill out the basic features and functionality assessments comparative analysis matrix (see [Ming et al.](#) for reference)

Week 3 (Critical Interpretative Analysis)

1. Analyze Users' Reviews
 - a. Descriptive analysis of major findings from (at least) the top-10 most relevant reviews.

2. Meanings Impact Analysis

- a. Describe at least 5 important interpersonal meanings that are affected by the mediation of your top applications. Explore how these meanings were experienced without and with the mediation of the application. How the apps changed these experiences. Just as examples, consider meanings like "Meet", "Date", "Hang out", "Get to know", "Flirt", "Split Up", "Break Up", "To Ask Out". "Ghosting", "Facebook Official", "Cushioning", etc.

3. Mobile Selves Analysis

- a. Connect your analysis to key concepts of the course such as key characteristics of smartphones, meanings, homo interpretans, selfhood, mimetic circle, narrative identity, attention, distraction, habit, addiction, conversations, empathy, identity performance, mediated talks, friendship.

1. Introduction

2. High-Level Selection Analysis

Document each application's main functionalities and your main impressions about them in 2-3 paragraphs

2.1[App 1 short description]

2.2[App 2 short description]

2.3[App N short description]

3. Use case reverse engineering

3.1 Rational for Choose Top-6 Apps

Describe the criteria you use to choose your top 6-Applications

3.2 Main Use Cases Reverse Engineering

[Use Case 1]

1-2 sentences description of the Use Case

Actions performed by the actor	Response from the app
1. 2. 3. 5.	4. 6, 7.

4. Feature and Functionality Analysis

If needed, create a short description of each feature that you considered in your analysis and how you evaluated it.

Application	[Feature 1]	[Feature 2]	[Feature 3]	[Feature n]
[App 1]	<i>[check mark, value or comment]</i>	<i>[check mark, value or comment]</i>	<i>[check mark, value or comment]</i>	<i>[check mark, value or comment]</i>

[App 2]	<i>[check mark, value or comment]</i>	<i>[check mark, value or comment]</i>	<i>[check mark, value or comment]</i>	<i>[check mark, value or comment]</i>
[App n]	<i>[check mark, value or comment]</i>	<i>[check mark, value or comment]</i>	<i>[check mark, value or comment]</i>	<i>[check mark, value or comment]</i>

5. Critical Interpretative Analysis

5.1 Users' Review Analysis

Descriptive analysis of major findings from top-10 most relevant reviews analysis (you can use both App Store reviews and Google Play ones).I

5.2 Meanings Impact Analysis

Describe at least 5 important interpersonal meanings that are affected by the mediation of your top applications. Explore how these meanings were experienced without and with the mediation of the application. How the apps changed these experiences. Just as examples, consider meanings like "Meet", "Date", "Hang out", "Get to know", "Flirt", "Split Up", "Break Up", "To Ask Out". "Ghosting", "Facebook Official", "Cushioning", etc.

5.3 Mobile Selves Analysis

Connect your analysis to key concepts of the course such as key characteristics of smartphones, attention, addiction, the three chairs, empathy, self presentation, mediated talks, mobile friendship, models of, models for, mobile dating, quantified selves.

Add references to at least 5 different course materials with direct quotes and commentaries.

6. Conclusion

Look back at your document and highlight key findings. Describe the limitations of your work and what would be next steps of your analysis in case you had more time to work on it.

7. Works Cited

Feel free to use any bibliographic standard but be consistent.