SHOFRO: Online Event Recommendation Application
Proposal for Colorado School of Mines CS Field Session, Summer 2013

CLIENT
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SUMMARY
When planning to attend a concert, performance, festival, sporting event, or anything else that sells tickets in advance, what people want to know is, “How crowded will it be?”

ShowFro is a responsive web application that utilizes scraping and predictive analysis technologies to provide necessary information to potential attendees of concerts, games, performances, and other special events. Essentially, this application will take the guesswork out of show-going, and remove the hassle from activities that should be fun. ShoFro gives show-goers insight into what to expect, and helps them decide when to buy tickets for the best price.

Consumer Benefits:
• Empowers the consumer to make the right decision about attending an event
• Helps consumers anticipate travel, traffic, and parking issues
• Provides automated recommendations about where to buy tickets and what a fair price is, whether at the door, from a scalper, or an online reseller

APPLICATION DETAILS
The ShoFro application will collect and analyze event information readily available on the Web from a variety of sources, such as

• Craigslist
• StubHub
• eBay
• Ticketmaster
• Facebook
• Twitter
• News sites
The application will use this information to produce a “How Crowded?” score for each event the user is interested in. The “How Crowded?” score is used to generate a set of recommendations for the show-goer, such as whether to buy a ticket now, buy it at the door, or from a scalper.

OBJECTIVES
1. Design and build a Web service to scrape event information from internet sources
2. Design and build a recommendation and scoring engine
3. Design and build a Web interface for the application
4. If possible, design a mobile Web view of the application, or even a mobile app

REQUIRED SKILLS
- Familiarity with Agile/Scrum development methodology
- PHP
- Drupal
- RESTful Web services
- JavaScript
- HTML/CSS
- Mobile development – iOS or Android
- Responsive (multi-device) interface development

WHY PICK THIS PROJECT?
Developers on this project will have the opportunity to work with seasoned web professionals, gaining real-world experience on a product that could potentially change consumer behaviors worldwide. Plus, it's got a cool name. (At least for now. The name is still up for discussion.)

LOCATION
Work will be performed primarily on-site at SpireMedia’s offices in downtown Denver.