



BA/SA:

Restaurant Tinder

Have you ever been struggling to find the perfect restaurant in an unknown environment? Alternatively, have you ever had discussions within a group on where to go eat?

In this project your task is to design and implement a mobile application to tackle this problem. Based on publicly available data from the internet, your system should generate suggestions and allow users to enter their preferences. Finally, you should *solve* the problem, for example, by presenting a ranked list of choices.

For groups of users, it will be important to find a trade-off between pure majority-driven decisions and balancing people's interests (e.g. if the application is used by some group on a daily basis). At this point, we might also discuss some ideas towards recommendation theory.

While we do have some ideas on how such an application might look and how to approach these problems, we are very keen to see and hear your perspective on this! If that sounds interesting to you and you could even come up with 1-2 extensions to the concept, don't hesitate to contact us!



Requirements: The nature of this project is mostly practical; hence, programming experience is an advantage. There will be weekly meetings with your supervisors to discuss progress and open questions.

Interested? Please contact us for more details!

Contacts

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