This presentation is more than one year old. Some parts may be outdated. You can find the latest information here: https://www.frogans.org/en/main.html

Discipline /Field	Project number
IT / Human-Computer Interaction	(to be completed by ECPk)
	PIC-XX

Project title

Designing advanced human-computer interaction using a new technology

Project description

At the beginning of the 1990s, a medium for publishing content and services in the form of Web sites was introduced on the Internet: the World Wide Web. This medium suggests publishing content and services which involve text-based communication, long pages, and complex user interfaces. As a result, Web sites are hard to use on mobile devices with small screens, while those devices have become the most popular means to access the Internet.

Today, a new medium for publishing content and services is being introduced on the Internet: Frogans. This new medium suggests publishing content and services which involve visual communication, focused content, and natural interaction. Frogans enables a new kind of communication between end users and publishers of content and services.

Frogans is not meant for publishing Web sites, but Frogans sites, a new kind of site founded upon a different format. Frogans sites are rendered identically on all end-user devices, right down to the pixel level, and regardless of the screen size.

For an overview of the technology making up Frogans as a new medium: https://www.frogans.org/en/resources/overview/access.html

The Frogans technology is developed by the OP3FT, a Standards Developing Organization (SDO) based in France. The OP3FT is in the process of opening a local branch in Beijing.

This project challenges students to design and develop one or more Frogans sites. Students are free to choose the content and services of their Frogans sites: education, sports, e-commerce, games, etc. Each Frogans site is expected to show how Frogans as a medium can be used to bring content and services to netizens in a brand new way.

In the context of the spread of the Frogans technology to developer communities worldwide, the OP3FT will promote those Frogans sites which best illustrate how Frogans as a medium is conducive to the design of advanced human-computer interaction thanks to its characteristics.

Upon request, the OP3FT can provide students with training and support on the Frogans technology, including FSDL, the markup language used to create Frogans sites.

The project will consist of two parts:

1. Setting up an HTTP server using standard back-end technologies (Java, PHP, SQL databases...) and experimenting with the graphical capabilities of FSDL.

2. Designing and developing one or more fully-functional Frogans sites. The content and services of the Frogans sites should be dynamic, i.e. generated on the fly by the server.



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