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GSU Indoor Navigation Application

Michael W. Tucker  
Governors State University

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Michael W Tucker

Senior Thesis – 2013

Title: GSU Indoor Navigation Application

Development:

Maya: = Sample Building Layout for Navigation

GUI Development: Photoshop, Android SDK=

Languages: Java, Android operating system

IDE: IntelliJ IDEA12.1.6, Eclipse

Description of Application:

I am attempting to build an indoor navigation application. This application would be used by incoming students to assist in finding assigned classes. The complete project would be able to determine the location of a device with room level accuracy. Being a fingerprint-based system, the GSU navigation application would not provide geographic coordinates but rather symbolic identifiers as for example the number or name of a room.