

## **Chapter 2: State Of The Art: Introduction. Mikael Pratama Kristyawicaksono (S1241079). 20170223-1030-GMT+2.**

By looking into previous and recent implementations of devices those are similar to Sociometric Badge. I hope that I can determine what are the possible implementations. These implementations will look into three categories: minimal implementation, realistic implementation, and ideal implementation.

This project started by defining what is the ideal Sociometric Badge. These ideal Sociometric Badge can be realized in case knowledge, money, and time do not matter. The idea of defining the ideal Sociometric Badge is to set a grand example that can be further dumbed down according to the project and limitation. The realistic implementation is what people can expect for the result comes from this project. Whereas the minimal implementation is the bare minimal functional social sensor that can be tested. At the point this project's progress achieved minimal implementation test can be conducted.

The qualities that this project looking from previous and recent implementation are: how open the knowledges are (codes, schematics drawing, part list, ...), the popularity of the components and tools chosen to make the said implementation, and, from what the social experimenter needs, how many inputs and outputs are there.

And then, in the Project Requirements, by combining all the possibilities listed in this state of the art the ideal Sociometric Badge can be adhered. Realistic implementation then comes after user requirements, design goals, and limitations combined with ideal implementation.