1. **Smartphone-based multiplayer card game:**
   There exist numerous card games on mobile devices, but few allow people to play together. This app could allow different players to play, for example, poker, over the network, thereby allowing every player to hide their hand from all other players. Multiple games could be supported, such as poker, blackjack, spoons, etc.

2. **"Pocket Band":**
   A networked app that lets users on different devices join in to the same "band" and choose different instruments. Once ready, the group can all play different virtual instruments together and make music. For example, one person can choose a piano on their iPhone, another can choose a drum kit on their iPod Touch, and the two could play devices simultaneously, hearing both instruments on both devices. There could be a recording function and a click track function.

3. **Multiplayer AR game:**
   Use augmented reality with multiple iPhones to allow players to shoot at one another over a network. The AR would allow the device to overlay a "radar" and targeting reticle over the camera, and also allow the phones to determine hit detection. This would be like a live-action Counter Strike.

4. **Single-player AR game:**
   Use augmented reality to overlay enemies on the screen. The user would shoot the enemies, like a live-action Doom game. The system could use compass and accelerometer data to determine where the user is shooting. The enemies could hide behind real-world obstacles.

5. **Multiplayer tower defense game:**
   A tower defense game is one where the player builds defensive turrets to guard against hordes of oncoming opponents. As the game progresses, the player must build increasingly many and powerful turrets to fight off the increasing number of enemies. Many of these games are single-player only; a multiplayer version that allowed multiple devices to work together would bring teamwork to the game.

6. **VandyVan tracking interface for iPhone and Android:**
   Partner with Demetri Miller and use the server he will be developing to provide client interfaces that show live VandyVan positions to mobile users.

   Campus Maps + Ben Gotow's AR framework:
7. Use AR to overlay directions and building names onto live camera feed.

8. Stream music to your wireless AirPort speakers.
9. Some projects that might involve using WebSockets (the persistent connections provided through javascript) to provide some type of "push" service from the phone back to a browser (maybe some kind of chat or file transfer or tracking).
10. I wouldn't mind doing a project that involved using Google Protocol Buffers or JSON-RPC (or even a sophisticated socket framework like Netty).
11. work on the location sharing features of Android Campus Maps

12. Remote control helicopter using 15Amp 46g 400DH Outrunner RC helicopter motors and a mounted iPhone controlled by a second iPhone. Communication would be over TCP/IP + WiFi, and we would control the helicopter servos using light sensors attached to areas of the onboard iPhone's display. The control iPhone would allow you or fly the helicopter forward and backward using the accelerometer and several buttons on the touch screen.

Planning on using this battery: http://www.hobby-lobby.com/thunder-power.htm
And 4 of these motors: http://www.xheli.com/40ourcbrmofo1.html

13. You could create an Android/iPhone app that does CUPS printing. How sweet would that be? I think most printers can be used (at least for really basic printing) using old CUPS drivers, and it's heavily documented.

14. You could create an app for monitoring your kid's Android phones that silently forwards all of their messages and call records to a server as they use the phone. This would probably have a pretty broad audience if you actually polished it - I think the iPhone has parental controls, but i'm not sure Android phones do. You could extend it to limit their access to certain inappropriate apps or websites.

15. A framework for multiplayer gaming on smartphones with APIs on _both_ the iPhone and Android. Specifically, it'd be cool to create a GameKit compliant SDK for Android so it's compatible with Apple's bluetooth + DNS service discovery based standard. This is probably very hard, given the communication specifics are private and span bluetooth and WiFi.

16. Create an augmented reality app that uses two smartphones for stereopsis - using video streams from both cameras set next to each other, you could determine the distance to objects within the camera's view. It'd be pretty cool.

17. It'd be cool to create an Android app that allows users to share the contents of their SD card with others. If you could implement this as a kernel extension or low-level filesystem driver, you could possibly make it transparent so the other SD cards would appear to be local.

18. An Android app that allows you to post questions to a local pool, and then answer the questions posted by users around you, stackOverflow style.

19. An Android app that allows you to download apps from your friends' Android phones. (I think this is possible, given the right permissions, right?)

20. Travel App (This one could be cooler than they have been to date: detect location via GPS, set correct time/date, download current weather, look up local restaurants automatically and present by breakfast/lunch/dinner times, download current exchange rates)

21. E-booking/e-ticketing App for Airlines/Entertainment.

22. Punch card for employees (verification by signing in their phone into company's network)

23. Barcode scanner with price comparison in a neat and customizable way, add with shipping cost or cost of driving to the place or taxes (extends GoCart functionality)

24. E-Doctor (calories burn, step counts.. extends DietMaster app on android)

25. Delivery announcement. (Idea from talkandroid.com forum)

    You would register with your postal address and link it to your account with a web service. After that everyone can request, only by providing your postal address, other contact details of you (i.e. Phone number, IM user,...) or send you a message or request.

    This could be used to keep your contact's contact details up to date or would be very helpfull for deliverys to your home. The logistics company (i.e. DHL) could ask via your address, if someone

will be at home between 11am and 1 pm. This way the routes could be optimized, you would get your shipment quicker and the logistics company saves cost.

26. Emergency call with GPS Location (automatically sends flooding signal to surrounding emergency authorities near caller)

27. Home automation application (quoted by Nicholas Rowe)

    I'm heading out for the day, I grab my phone and leave the house. The app is running in the background and can tell when I'm no longer near the house. The lights and temperature set themselves to the away scene.

    Later that night I come back and its dark. The app can sense that I'm in the proximity of the house and it's dark. It brings up outdoor lights for safety and the indoor arriving home scene. As soon as I come into the house I take a setting that I'm home and the outdoor lights turn off.

    I watch a movie and use another app as a remote. However during this movie I receive a call. My app will take advantage of XBMC's notification system to pause the current movie and display the caller on the screen.

    Once I'm ready for bed, I get in bed and can access scenes for the whole house. I tap the nighttime scene and all of the house turns itself, the temperature lowers and I'm ready for bed.

28. Traffic Alert Application (uses GPS location and communicates with local transportation department to provide information)

29. Alarm Security from Proprietary Device (when someone breaks into your house and you are far away… the alarm will send a message or give a call to you and security forces)

30. **Administrative power off**: Imagine a movie where everyone sits down, and is not reminded to turn off their cell phones, but simply has their cell phones turned off or silenced automatically. Users would sign up for this service and the theater would act as an administrator for their movie by turning off or silencing everyone's phones. This could be useful in classroom situations, workplace meetings, or any number of events. Silence or power off could be chosen by the user and the administrator would release users after they were done.
    This is better than existing technology because I don't think an administrative control exists and in voluntary cases, it should smooth operations and avoid awkward interruptions.

31. **XR Clicker**: Right now many Vanderbilt students are required for many courses to purchase an expensive calculator-looking device so that instructors can poll their classes for responses. It would be useful to add this functionality to smart phones so that students with smart phones wouldn't have to purchase another device. In the future, it might be reasonable to assume that a good number of class rooms would be smart phone equipped and could use a solely smart phone standard for polling.
    This would be a good market option because it would replace an expensive device already in use while allowing for further expansion into the education technology marke.

32. **Share It - TV Comment Forum**: Lots of people watch TV alone, and the computer is usually not on their laps while they do. So why not use smart phones to set up chat rooms to comment on TV shows? Users could choose local viewers or a broader base, but chats would be organized to pair groups of people likely to enjoy their chats (by measuring the user's verbosity and satisfaction ratings). These unique features would set it apart from existing resources.

33. **Triangulator**: Use GPS location and motion sensing of the smart phone to triangulate the relative and absolute position of distant locations. This could be done by one person, taking one shot, moving, and then taking a second shot. Or two or more people could coordinate a triangulation. This would be useful in military applications and for approximate distance or height measurements. This would allow people to more accurately gauge distances.

34. **Invisible Ball**: Two or more smart phone users would initiate a game, and hold their phones together in a starting position. The game would start, and the motion sensing in the phone would allow the two or more players to toss the imaginary ball back and forth, releasing with the push of a button. The phones would reinforce possession and catches with vibration or a sound, and emit a bouncing sound to indicate a dropped ball.

35. **Speaker Sync**: This would allow people to begin playing sound files at exactly the same time. This would make an impressive boost to the marginal sound produced by a single phone.

36. **Team Locator**: This application would be useful for search teams, fire teams, security personnel, and safety and rescue teams, among others. The app would group the team together and give the locations of all group members to everyone needing to know the formation or location of others. The location could be set to update at a regular interval or pinged manually. Location history could also be a useful feature.
    Many maintenance jobs adopt something like this to keep track of where their workers are. This application could function in place of these expensive systems, or be used as described above, in more of a tactical teamwork application.

37. **Interest Pairing**: Imagine walking to the gym, deciding you want to play racquetball, and choosing this option on your cell phone to be notified as soon as anyone else in the area chose the same option. Or walking onto a beach with a Frisbee and being opening yourself as a host to anyone at the beach who wanted to join a game of Frisbee. This would operate much like an online gaming room, where people would enter a room, and either create a game or enter someone's game who has created one and set the conditions already. People could be paired at general or specific locations and events could be totally defined by the users, or divided into a limited number of pre-defined categories in places like the gym.

38. **Smart Phone Payment**: Would allow for cash-less and card-less transactions at stores. Payments would be made through an encrypted data exchange, followed by a visual handshake when the seller would ensure that a photo on the phone matches the appearance of the user, displayed along with a decode number for the encrypted information on a securely generated image on the phone. Friends could also make these exchanges between each other if desired. The initiation of exchanges would naturally be password protected. This would be simpler and safer than some other proposed methods of electronic transaction by phone.

39. **Location Tweets - Not My Idea**: But this should be done: location sensitive tweets. Upon entering Featheringill, for instance, you would get the latest engineering events being held. Upon entering a store, you might get 'hot deals' or suggestions tweeted to you. Talking locations would have to self-police to only give out the most pertinent information or listeners would opt out of the service in that location. My twist on this would allow locations to target their information to users who want specific things. They could have separate bins of information for interested users to access, or they could inventory their available resources (for instance, a book store inventorying its books) and allow the user to access the catalog from the smart phone.
    This would be better than the alternative, going online on the smart phone, because it would allow the user to be notified of customized and relevant information at times when he or she is likely to need the information. It is done more directly, and will naturally tend to highlight only important information.

40. NavigateVU -- an app initially designed to guide patients through the VMC maze, and then expanded to include other audiences and the VU campus (excluding areas such as some tunnels

that Security does not want showing to the public). I think of it as being like a Garmon for VU pedestrians. It will be able talk you down hallways, up elevators, inside and outside, to particular clinics and areas of the hospital to start with. It will also guide you to the closest pharmacy, food and chapels. Later it can expand to include other buildings, etc., around campus. To start with, it may need to use some floor plans I have, but in time the idea is to use the floor plans campus planning has already (I'm told) digitized. Jules suggested using barcode scanning to help with it. Another possibility is that Android phones with this app could be handed out at the hospital information desks; these VMC phones could have something like RFID to help find lost patients. One initial requirement is that it be easy to update, e.g. when a clinic moves. In later versions, it could perhaps be made an extension of Google Navigate. So, for example, Google Navigate helps you to get as far as a Med Center Garage, and then asks, "Would you like to directions on how to walk to to your Vanderbilt destination from here?" If you click yes, it hooks into NavigateVU. Another later possibility is it could flip from floor plans to a photographic or video view.

41. SearchVU -- an Android app that leverages Vanderbilt's new search engine software -- Google Search Appliance (GSA). I'm on VU's GSA implementation team, and we've barely begun to tap into its power. It's not just public websites it can index. It can also index sites that require authentication such as vunetid and appropriately parse according to the user's authorization -- plus it can index databases directly. In addition, developers can set up "OneBox modules" for real-time data. PeopleFinder would be a great example of something that would lend itself to Onebox. My guess is this would be relatively easy to set up as an Android app. My hope would be it could be made to be as snappy as the native search on Android -- and maybe integrated directly into that if a user wishes.

42. Vandroid suite -- a bundle of Vanderbilt-specific apps that you can telescope into. It could include helpful, Vanderbilt-specific apps (many being built in this class, perhaps), such as a SearchVU (above), NavigateVU (above), Shuttle Info (below), Calendar, and Blackboard.

43. An app that tracks all VMC and VU shuttles -- thinking especially of employees and students needing to catch the shuttle after dark. Where is Shuttle X now? What is it's estimated time of arrival? This would include routes, expected times, route names, destination numbers you can enter, etc. Perhaps it could be expanded to Nashville buses too.

44. Grant Development and Monitoring Android App. The Cancer Center is in the final stages of working on the renewal of its biggest grant (CCSG). As Web Coordinator, I've had to help build a document sharing system, but there is so much more that could be done to increase the efficiency of how grant information is gathered, shared and monitored, and it would be wonderful to have mobile access to such a system.

45. Tree Detective. My best friend is married to "Treeman" (Peter Jenkins) who invented recreational tree climbing as a sport, and has run Tree Climbers International for 25 years. For and with them, I would love to develop a tree app that can identify trees by holding the camera to a leaf or bark, and can also determine height of branches, etc.

46. VMC Doctor Directory. This is an app I expect I could program myself -- and would be very useful, which is why it's on this list. It could find Vanderbilt doctors by name, by disease and by location. It could have two modes -- one for the public and one for Vanderbilt employees. The latter would give more info, including email address.

47. CollabNet TeamForge for Android. My department uses "Collabnet Teamforge" in combination with Microsoft Project to track our work. What I'm imagining is not just an Android interface into this (though it would be that and that would be quite nifty), but also something I could extrapolate a daily to do list from.

48. Yet Another Google Analytics App. I love and use Google Analytics for websites all the time. There are several Google Analytics apps and tools available, but none really meet my needs. What I need is one that can cumulate data from a cluster of sites (e.g. www.vicc.org, intranet.vicc.org and vanderbiltbraintumorcenter.com). For this, of course, I would use the API -- which would be fun, because then I'd learn more about how Analytics works, which in turn would (at least in theory) improve the way I work with analytics.

49. The Cancer Center uses the OnCore system for its clinical trials management. It would be very helpful to clinicians in particular if they could access this information from their phone when meeting with patients, rather than having to sign onto workstations in the rooms. It could be done on at least two levels -- one local to Vanderbilt-Ingram Cancer Center and one tapping into clinicaltrials.gov. It would need to be done working with PercipEnz, the company that developed OnCore.

50. ***On-Demand File Access***
This application would allow a user to access files from a desktop on an Android device. Currently I use Mesh to perform synchronization of my files between my laptop and desktop and to make the files available through a web interface. I enjoy always having access to the latest version of my documents from wherever I am. This application would give me the same functionality on my phone by streaming file from a server application running on my desktop. It would also be able to copy files from the device back to the computer. If it can be done, I would really like to mount the shared folder somewhere in Android's file system. This would really remove some storage space limitations, although I doubt it would be fast enough for video. Connections would have to be negotiated through a middle mad server with a known address.
51. ***Geotagging Media sharing***
Users can take photos that are automatically geo-tagged and uploaded to a server. The server shares the images through a web interface. Users can also view images taken by themselves or by others at or near their current location. Users could also view a map with pins placed where photos were taken. Maybe a social aspect could also be implemented or support recording audio to go with each picture. Possibly video support could also be added.
52. ***The Most Dangerous Game***
This would be a game that assigns you a target to hunt down where the target is another player. The goal is to get close enough to "shoot" them. This could be defined somewhere in the 10-30 foot range. At the same time other players are trying to hunt you down. The game would periodically contact a server and give it your location. The rules could be set so that the 10 – 30 foot range could apply to one or two update cycles (which would be a couple minutes long since running the GPS constantly in the background would run the battery down). When the game assigns you a target it could update you on where they are either by showing you on a map or giving you hot / cold or distance and direction. Maybe the game could also track habits that your target has (usually goes to Starbucks on 21st every day at 2PM). Perhaps shooting someone should initiate a minigame with that person so that they can defend themselves and escape. Tasks could also include stealing things from people with a minigame to go along with it.
53. ***Task Share***
Allows you to create tasks and assign them to others (maybe allow people to accept or reject tasks or have some kind of friends group so people can't just do whatever they want). Can also join a task group (i.e. a class you are in) so that administrators of the group can create a task for everyone (like a homework assignment). Maybe this could also include the ability to add events to your Google calendar. This would probably require a central server to coordinate everything.
54. ***Android Point of Sale System***
This would be like existing systems, but implemented on Android. Existing systems allow workers in a store to walk around with customers and scan or add items to the customers cart and transmit the data to a cashier for checkout. To make this system different, perhaps the customers could user their own phones to scan items in the store as they picked them up and then checkout would simply be paying for the items while a cashier does a quick check to make sure that everything in the customer's cart is accounted for.
55. ***Generic Multiplayer Card Game Platform***

This would be a system capable of supporting multiplayer card games in which every player has a hand that only he or she can see and every player can also see a common table. There would be turns taken be each player. Other than that, it should be open enough to support multiple game and deck types. It could include basic card games for people to play and to serve as an example to show users how to make their own card games on the platform. Games could be like Poker (5 card draw, Texas Hold 'em), Uno, Phase 10, etc. A server could be implemented to serve as a match maker and to hold user submitted game types that other players can download and try out.

56. ***Hive Mind***
    Mobile Android-specific version of Stack Overflow or WikiAnswers or Yahoo! Answers type of application. Users ask questions and answer other users' questions. Perhaps this could be local specific so you could ask questions like "Where's a good Mexican restaurant?" Application could immediately notify you when your question had been answered. It could include a ranking and rating system like those above. Maybe this could be Android specific so users could help other users or suggest applications to each other if someone wanted an app to do X.
57. ***Telepictionary android***
    Telepictionary is a game like telephone in which players sit in a circle and write down a phrase, sentence, character, idea, etc. on the first sheet of a stack of paper. Then all players pass their stacks to the left. The next player has to draw on a new sheet of paper a depiction of whatever the previous player wrote. After all players have finished drawing, they pass the stack they are holding to the left again. Now players are holding a stack with a picture on the top. They have to write a description of this picture without looking at the original phrase. Then pass the stack to the left for another round of drawings and so on until the stack reaches its original owner. This could be implemented on android in a way that all players used their own phones to draw and write and to pass on the stacks through the network.
58. ***Story by sentence at a time***
    Each user can start a limited number of stories by writing a single sentence. When users are on the same network, they have access to each other's stories and can continue someone else's story by one sentence. At this point the original writer can write an additional sentence. The idea is that no one can follow their own sentence in a story. The stories could also be uploaded to a web server for public viewing. Maybe there could be some kind of system to reward users for working on each other's stories to encourage development of the community.

59. Class Registrar: It is complicated to plan out your 4 years here at Vanderbilt. You must make sure you fill the requirements and that the classes don't over lap. Above that you want to make sure you can take the same classes as your friends. The app I propose would allow you to download constant new courses from the network and let you sync with your friends.
60. Restaurant Reservation: Making reservations for restaurants is a arduous task. You must make sure you have a table and that the times are available. Above that, small restaurants often need to prepare food for large groups. I propose an app that lets you reserve space at a restaurant and lets you preorder dishes so that the cooks can prepare ingredients. The cooks would get the orders from the reservations on a computer.
61. Chemical Engineering Student Application: I am currently developing an iPhone app for my senior design project for Chemical Engineering students here a Vanderbilt .The app basically has equations in the app that chemical engineers students need for their work. It would be cool to have a network component that lets students share equations that they input into the app themselves with other students.
62. Grocery List: There are many iPhone grocery list programs out there that you can put your grocery list in, but what if you forget your iPhone one day and can't put your list in? If you had a website or a computer program that linked with your app directly, you can put the list in that way.
63. Campus Recipe: Basically, as college students, it can be hard figuring out how to cook. It would be cool if the campus could submit recipes that are made by students. The students can rate the recipes and ask for tips and hints. This is a good way of talking and meeting with people, too.
64. Friend Tracker (Android): It's hard to keep up with your friends on campus. By having an active app open all the time, you can see where they are on campus and what they are up to. The way I see this is a mixture of live updates, and map positions of people on campus.

65. Study Locations: Finding a spot to study on campus can be difficult. This application basically allows students to rate the best study spots on campus. There will be a giant list of places to study on campus and people will basically tell you why it's great.
66. Campus Knowledge: It can be hard to get used to a campus when coming to a school. It would be cool if there were an app that allowed upper classmen to give tips to lower classmen about campus life.
67. Bored Experiments: Life can get mundane on campus after being on it for a while. It would be cool if there were an app that allowed students to submit things to do when they are bored on campus. Submissions can be interesting stories to activities they have done to get rid of their boredom. There could possibly be a how to guide, too.
68. Library checker: Finding a book at the libraries on campus can be a long process. It would be more convenient to have an app that allowed students to check the availability of books at each library on campus through their mobile devices. They could find the information about the books and see if they want to really get it.
69. Idea #1 Restaurant/Bar Management
    Most restaurants and bars currently use some sort of software to manage their orders, reservations, payments etc. I want to create an application that allows waiters to use a mobile device to communicate with fixed terminals at the bar and in the kitchen. The waiter would take orders and input them on the mobile device. The mobile device would then send the order to the appropriate station. Say the customer ordered a drink. The bar would be notified that that someone at table 10 ordered a drink and it needs to get made. Once he is finished making the drink he can press ready on his screen and it will send a message to the waiter who sent the order in and the waiter can pick it up. Similarly with the kitchen, the cooks can receive orders and notify the waiters when they are done. The software would also include analytics for tracking the success of certain menu items, the success of promotions, and worker productivity (average response time etc).

70. Taxi Cab Management
    In this application every cab driver is given a mobile device that is tracking their location with GPS. The dispatch is then able to see where each cab is. When the dispatch receives a call from a customer he is then able to see where the nearest cab is and send that cab a message saying to drive to that customers location. If the customer has a mobile device then he would be able to cut out the dispatch and see where each available cab is in real time. He could then click on the nearest cab on the map and request a pick up. You could then see how far away your cab is in real time so you know how long you have to wait to go outside. It would also enable the cab to see your exact location with your GPS, solving the problem of not knowing your exact address.

71. Idea #3 Real Time blogging application
    There are many news events that aren't covered by mainstream media but that you want to know about when they happen. For example the consumer electronics show in las vegas is a very interesting event to a certain class of people. You want to find out what is happening in real time, not delayed several hours. This application would allow people to use their mobile device to write messages (of more than 140 characters) that would be updated on their website as they post them. It would also allow them to post pictures of the event as it happens.

72. Idea #4 Point of Sale System
    This application would implement a store where every salesman can also

check you out using their mobile device. This would be similar to the way apple's retail stores operate. It would have a server that manages all of the products and all of the orders. It will also be able to send receipts via email. Users could then pay either by credit card or by having a payment application installed on their phone. The payment application would work similar to the bump application where you bump your phone to the salesman's phone

73. Idea #5 Fitness Tracking Application
    This application would allow you to track your progress with various exercises. It would allow you to create exercises and exercise plans and track how you progress with them over time. It would synchronize with a web application so you could also view your progress and enter entries online. The online version would have more features and allow you to view charts of your progress.

74. Idea #6 Medical Services Application
    Electronic medical records are becoming more and more common. Unfortunately it can often be a time intensive task to walk over to a computer and type in data. This application would test the concept of using mobile devices to enter information and direct healthcare professionals to their next task. Let's use the example of a nurse. This nurse checks in with her mobile device and it gives her a list of rooms she needs to visit. In each room is a patient she is meant to check the blood pressure, temperature and other vital signs before the doctor visits them. She can enter all of that information on her mobile device and the doctor will have access to all of that information when he comes in a few minutes later.

75. Idea #7 Computer Remote Control
    This application would allow you to run pre-determined tasks on your computer using your mobile device. Say you are using your computer to watch a movie as you fall asleep. You don't want to have to get up to turn it off. So you can use your mobile device to execute this pre-set up task. Tasks can be written by the user as bash/shell/apple/python scripts in advance.

76. Idea #8 Delivery System
    This application could be used by some sort of delivery company (pizza, chinese etc) to allow customers to order with their mobile device and see how close (and how many stops) until their delivery is going to arrive.

77. Idea #9 Mobile Issue/Bug Tracker
    This system would allow users to use their mobile devices to submit issues to a central database. This system could be used by a variety of different groups. One example could be a building maintenance staff. A person doing an inspection could walk around the building, see a problem, and take a picture of the incident along with a description of what needs to be fixed. Their location could also optionally be included in the report. Users could also be able to check back on the status of an issue. It could also be used by a contractor inspecting his building, local municipalities inspecting road problems or building repairs. Issues could be assigned to a certain person in which case they would receive an email.

78. Idea #10 Police Coordination Software
    Police forces are often needed to respond to unexpected situations. It is very important for a central authority to know where they are. An inexpensive way of doing this would be to outfit each of them with a mobile device that has a GPS. This information could be shown on a map. One situation it could be used is to make sure that police who are performing speed traps are spread out enough. Or if police that are monitoring an event (say a large football game) don't have large gaps in coverage.

79. Kind of Idea #11 Paypal-like Application
    Several of these applications relied on some sort of money transfer taking place. This application would be one that consumers would put on their phones in order to exchange money with any software that has this system enabled. There would be a library that you could place in to another application (say the point of sale or the restaurant app) where you could bump the two phones together (similar to bump) to start a financial transaction. This would be much simpler than typing a credit card number in to the system. If the user didn't have a smart phone then they could simply give their credit card however. The user could link the application with their paypal account. For security the user could be required to enter a PIN number after a bump event takes place to confirm the transaction.