

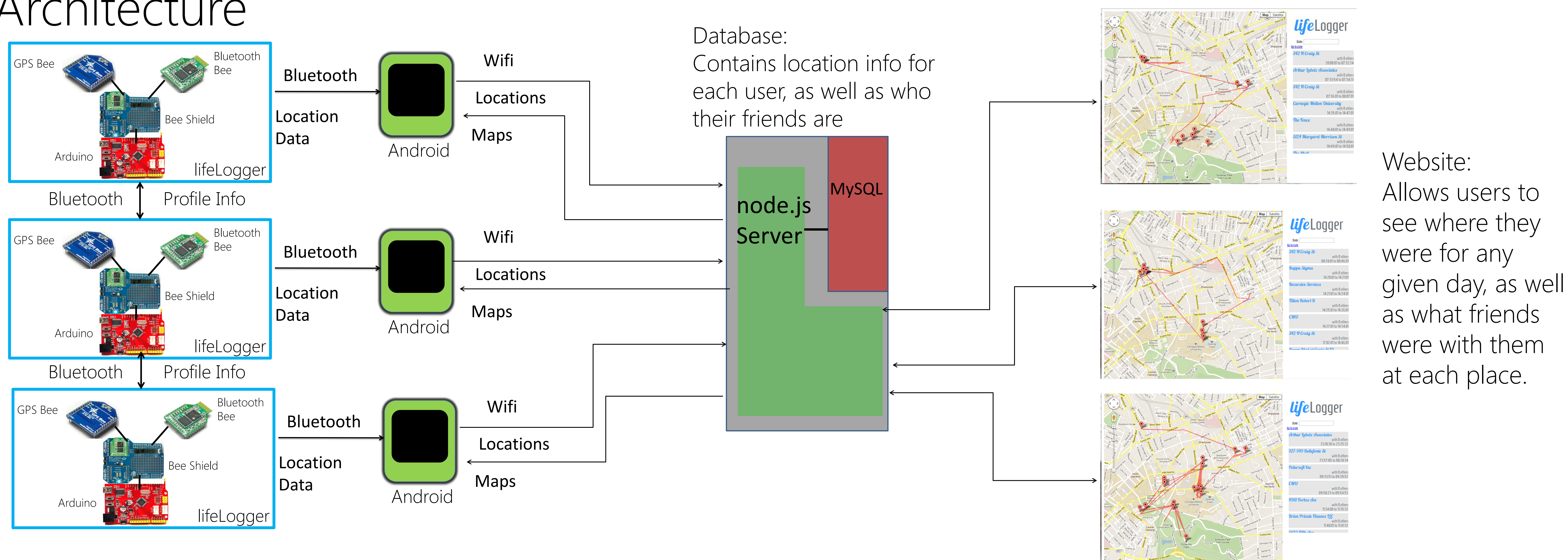
# lifeLogger

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[www.ece.cmu.edu/~ece549/spring12/team20/index.html](http://www.ece.cmu.edu/~ece549/spring12/team20/index.html)

## Motivation

To create a digital journal of the user's life. Instead of manually trying to log everywhere you've been and everyone you've interacted with, you can carry a lifeLogger and have it done for you.

## Architecture



## Development Environment

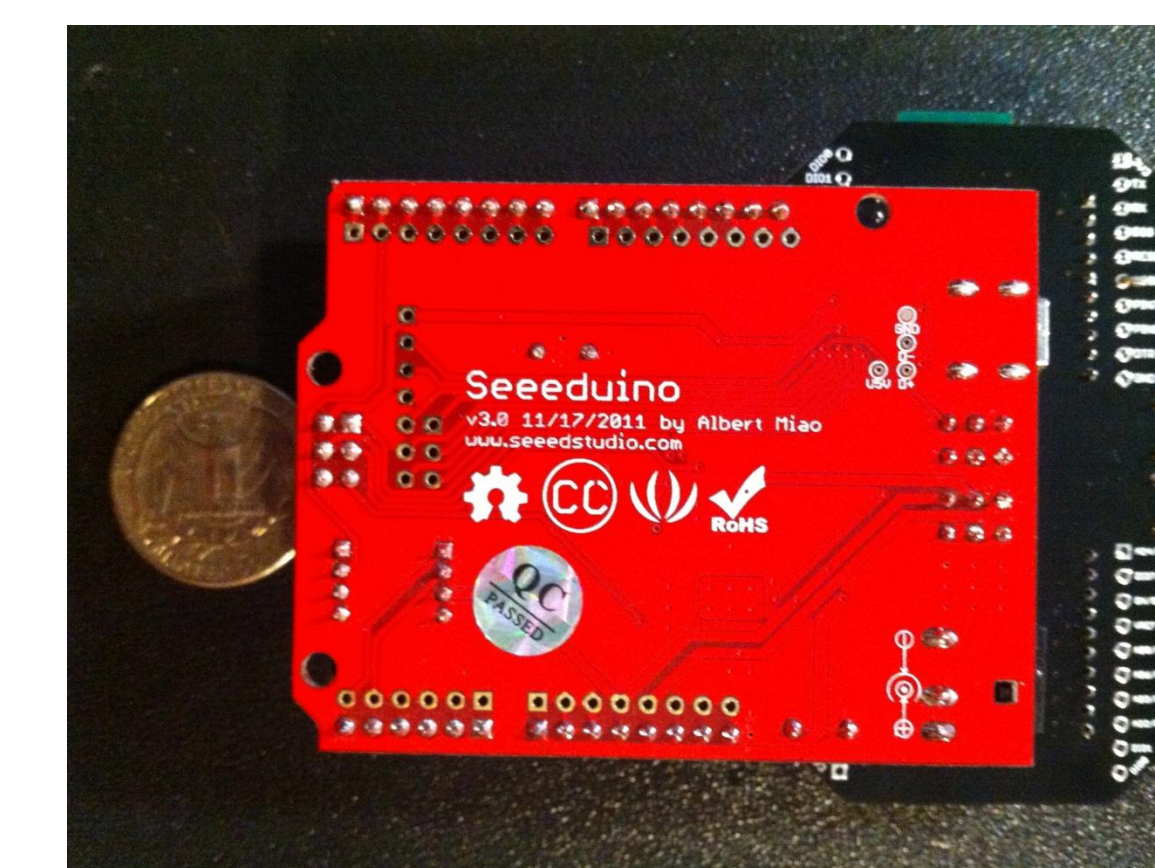
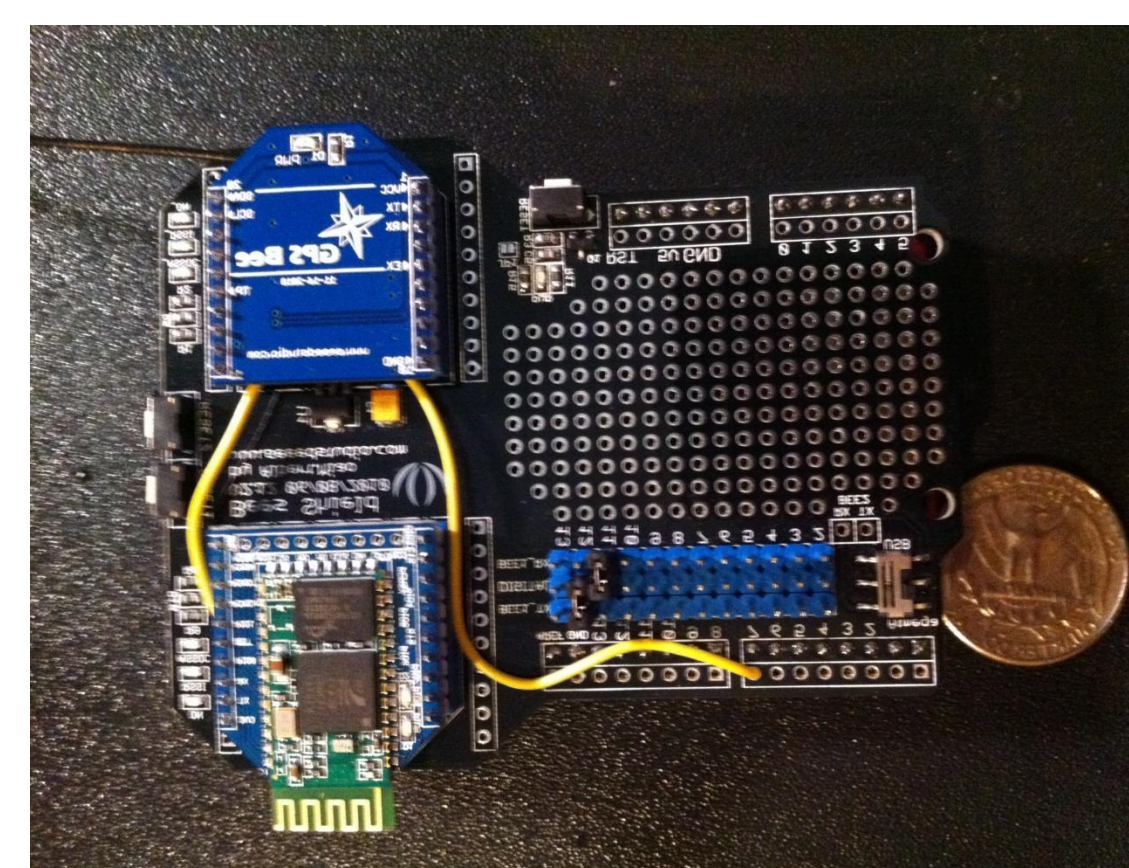


Nexus S  
Android  
Smartphone

## Software

Arduino IDE, Eclipse IDE, Amazon EC2,  
MySQL, node.js,

## Results



Prototype is capable of collecting data. Once the data is collected, it can be synced in the background of the Android phone, only requiring user input for the initial setup. Because the user is not exposed to data transfer, we decided to focus on reliability rather than performance, so the user is never bothered with a malfunction in the device.