The goal of this thesis is the development of a system for carrying out votes in public events (such as talks or lectures). Given a question with a number of alternative answers, the people in the audience can vote for one of the answers. The final result shall be displayed for all participants both in numbers and graphically.

The voting process shall be done with smartphones. Ease of use is a central requirement. People in the audience shall be able to participate without cumbersome preparation, configuration, or administration.

The presenter (e.g., a teacher) prepares the questions and the possible choices offline; data about individual polls are stored on a server. The questions can then be called up during the presentation, and the presenter can start and stop the voting.

The system will need to consist at least of the following parts:

- web interface for flexible administration of questions, possible choices and collected results.
- server for storing the data and collecting the votes.
- web interface for conducting polls (via the presenter’s laptop or smartphone).
- mobile web interface for submitting votes with smartphones.
- graphical component for displaying the results in different representation (e.g., as columns or pie charts).

The system shall be designed for stock web servers (with Apache, MySQL, PHP, etc.). The mobile web interface shall support all popular smartphones without installation of extra software (just from the phones’ built-in web browsers). Evaluation and selection of appropriate techniques for maximum platform independence is part of the thesis. Optionally, small voting apps may be developed for certain widely used platforms (such as Android and iOS). The system should be open for future extensions, such as short answers in free text form.