

IPRO 328 Project Plan

GOAL: TO ESTABLISH A GLOBAL, INTERDEPENDENT LEARNING COMMUNITY USING TECHNOLOGY AS A VEHICLE FOR LEARNING AND LINKING

OBJECTIVES:

LEARNING SYSTEM STRUCTURE

1. To create a simple medium in which all Play for Peace stakeholders can connect and communicate
2. To create an "attractor" medium as a means to motivate user usage
13. To create a means for easy usage/training on the "learning system" by all in the P4P organization
16. To create the means to document and record investments both financial, in-kind, and time from each stakeholder in the P4P structure
17. To create the means to involve all P4P stakeholders in design, development, implementation and evaluation of the "learning system"
19. To create the means to ensure that the "learning system" is sustainable/adaptable long term
20. To design the structure of the "learning system" in such a way that it allows for easy expansion for continual development of each existing region and new regions
21. To ensure appropriate levels of security are built into the system
22. To ensure that the system is used in an ethical and moral manner
23. To ensure that the system is properly maintained and cared for.
24. To facilitate communications across language and cultural barriers

LEARNING PSYCHOLOGY

3. To create a vehicle in which people feel a "sense of belonging" to the whole
12. To create a means for youth facilitators to be empowered, motivated, committed and included to lead in Play for Peace
13. To create a means for easy usage/training on the "learning system" by all in the P4P organization
14. To create the means for the "learning system" to be adaptive within the cultural context from which each P4P community resides
16. To create the means to document and record investments both financial, in-kind, and time from each stakeholder in the P4P structure
20. To design the structure of the "learning system" in such a way that it allows for easy expansion for continual development of each existing region and new regions

INFORMATION (DATA)

4. To create a means for people to learn and know about what is happening throughout the global learning community
5. To create a means to capture numeric data (e.g. participant days, demographics, etc.)
7. To create a means for donors to realize the power and efficacy of Play for Peace
9. To create a means to document successes, highlights and accomplishments of Play for

Peace

10. To create a means for P4P reps to communicate, share data, information and new learning and operational material with each other

ASSESSMENT

6. To create a means to implement assessment

7. To create a means to document successes, highlights and accomplishments of Play for Peace

18. To create the means to ensure that the "learning system" is utilized and is effective in meeting the goals and objectives to manifest our mission

OPERATIONS

8. To create a means to plan, organize, and innovate the growth of Play for Peace

STAKEHOLDERS

9. To create a means for donors to realize the power and efficacy of Play for Peace

10. To create a means for P4P reps to communicate, share data, information and new learning and operational material with each other

11. To create a means that will enable partner organizations and hub organizations to grow in interdependence

12. To create a means for youth facilitators to be empowered, motivated, committed and included to lead in Play for Peace

16. To create the means to document and record investments both financial, in-kind and time from each stakeholder in the P4P structure

17. To create the means to involve all P4P stakeholders in design, development, implementation and evaluation of the "learning system"

ADMINISTRATION

19. To create the means to ensure that the "learning system" is sustainable/adaptable long

20. To design the structure of the "learning system" in such a way that it allows for easy expansion for continual development of each existing region and new regions
term

21. To ensure appropriate levels of security are built into the system

22. To ensure that the system is used in an ethical and moral manner

23. To ensure that the system is properly maintained and cared for.

24. To facilitate communications across language and cultural barriers

Calendar:

Week 1 (1/17)

Week 2 (1/23)

Week 3 (1/30)

Week 4 (2/6)

➤ Gather data from Play for Peace

➤ Conference call with Guatemala office

- Conference call with Chicago office
- Week 5 (2/13)
 - Gather data from Play for Peace
- Week 6 (2/20)
 - Complete gathering of data from Play for Peace
 - Begin analysis of requirements from data already gathered
- Week 7 (2/27)
 - Analysis of requirements from data gathered
 - Finalize requirements
 - Prepare requirements document
- Week 8 (3/6)
 - Present requirements document to Play for Peace
 - Begin implementation of requirements by beginning design
- Week 9 (3/13)
 - Implementation of requirements by continuing design
- Week 10 (3/20)
 - Implementation of requirements by continuing design
 - Brainstorm for IPRO day exhibit and presentation
- Week 11 (3/27)
 - Begin making IPRO day exhibit and presentation
 - Gather all data and organize it
 - Implementation of requirements by continuing design
- Week 12 (4/3)
 - Layout storyboard of design
 - Work on IPRO day exhibit and presentation
 - Implementation of requirements by continuing design
- Week 13 (4/10)
 - Work on IPRO day exhibit and presentation
 - Work on storyboard
 - Implementation of requirements by continuing design
- Week 14 (4/17)
 - Implementation of requirements by continuing design
 - Work on IPRO day exhibit and presentation
 - Present storyboard to play for peace
- Week 15 (4/24)
 - Implementation of requirements by continuing design
 - Work on IPRO day exhibit and presentation
 - Use storyboard comments from play for peace and begin incorporating them into design
 - Begin creating document for next semester
- Week 16 (5/1)
 - Create document for next semester
 - Work on IPRO day exhibit and presentation

Budget:

Data CDs	100
Incentives for Children	100
(additional items may be added)	
Subtotal	200