

# **IPRO 328 Play for Peace Final Report**

## **Introduction**

Play for Peace is a global nonprofit organization bringing together children, youth and organizations from communities in conflict, using cooperative play to create laughter, compassion and peace. Play for Peace regional centers operate in Guatemala, India, the Middle East, Northern Ireland, South Africa, and Chicago, extending across many barriers of cultural and economic difference. The goal of this IPRO project is to use the power of the Internet and other appropriate devices to establish a global, interdependent community of practice among Play for Peace regions.

## **Project Background**

The goal of this IPRO was to create a global collaboration web site or content management system which will allow the Play for Peace sponsors, staff, and volunteers to access information and communicate. The site will serve the needs of stakeholders involved on a day-to-day basis in collaborative play activities and leadership development programs for children and youth. The lack of communication between centers has cost Play for Peace in many ways. Financially, the cost of face to face meeting and inefficiency in task management has been burdensome. Societal ramifications have also occurred as Play for Peace has been unable to perform its task of linking people together inefficiently.

The technology involved in this project is a content management system (CMS) known as Joomla. Joomla is a PHP interface that allows an administrator to dynamically change the content of a given portal. In the past, the project was contracted to a professional group. However, this project failed because the system was too complicated for the user. It will be important to consider the cultural differences and various norms of the users when designing the website. Even factors such as time difference between various parts of the world will have to be taken into account.

The objectives of the global collaboration web site serving these stakeholders are to (1) improve their level of sharing and interaction; (2) provide on-line tutorials and other support services; (3) capture valuable best practices; (4) capture outcomes of the activities that help to document successes and challenges; and (5) provide for the assessment of the efficacy of Play for Peace in order to attract sustaining philanthropic support.

This IPRO team will continue the work of the Spring 2006 IPRO 328 team. During the first phase of the project in spring, the team defined the business objectives and requirements and made progress in implementing the open source Joomla! content management system. The IPRO team for this semester will be responsible for the second phase that will focus on customizing the content management system for the Play For Peace organization and advancing the Joomla! community movement. The system will be refined in order to make it more user friendly by adding links such as News, Blogs, Forums, an Event Calendar etc. in order to help the users interact and communicate with others. In addition to these elements, the security and privacy of the website will be built. Some ethical and moral issues that will be addressed are cultural biases and language

barriers, human subject testing, and team management styles. Altogether, there will be no business cost to the project and the system will be implemented to contain all the elements and specifications that Play for Peace requires.

### **Purpose**

The main objective of our project is to facilitate greater cooperation between Play for Peace centers around the world by developing a content management system. The components of this content management system will include links on the system such as News, Blogs, Forums, Tutorials, Games, Messages, Calendar (etc) in order to help users interact and communicate with others. In addition, various levels of security and privacy will be used to allow for users to keep the environment of the intranet friendly to promote peace and also to allow administrators to control the settings. In addition the website will need to appeal to users around the world by considering their social backgrounds, cultural biases, and language barriers. It will also be important to consider that not all users around the world will have complete access to email in order to register on the website. Some other ethical issues to consider will be IRB standards for human subject testing. The client communications team will need to submit a proposal to the IRB for human subject testing in order to cover ethical standards. In addition to these issues that will be faced, the varying team management styles within the subteams of the IPRO will need to be considered and the best way to solve any problems will be with communication and cooperation for an effective project. There will be no business costs to the development of the content management system and usability testing for the system. Once elements that take these issues into consideration are incorporated into the content management system, the Play for Peace centers around the world will be able to work more towards their goal of bringing peace to world by promoting play amongst the youth.

The team was broken up into three subteams that had separate tasks and objectives. The Internal Management team was in charge of documenting information and completing deliverables. The team's objectives were to complete these tasks successfully and on time. The Client Communications team was responsible for usability testing, identifying problems, writing and editing user tutorials, and testing the beta logistics for and with beta users across the world. Lastly, the Technical team was to work on the website, resolve bugs, create documentation, finalize the beta version, and document the usage of software. The major constraints that were considered in the project were difficulty of communicating with Play for Peace centers around the world, and language translation of the website for users around the world. It would be difficult to contact the centers around the world due to the time difference. In addition, after consideration of language translation of the website, it was determined that the setup of the website would be very difficult to incorporate into other languages. Altogether it was very important to complete the content management system in order to allow for better communication within the Play for Peace network across the world to facilitate their growth and goals.

### **Research Methodology:**

During the fall 2006 IPRO team was responsible for the second phase that focused on customizing the application for the Play for Peace organization and advancing the Joomla! Community movement. There were a number of approaches that were taken to design and complete the website, from a technical point of view, which included beta testing and finalizing the code and functional sections. The problems that the IPRO faced this semester were determining the bugs in the website and making final adjustments for a client release.

IPRO 328 had divided its team members into three sub-teams: Client Communications, Technical, and IPRO Report Teams. Each team was responsible for specific tasks. The technical team worked on the website, resolving bugs, testing documentation, finalizing beta version, and documenting the usage of software. The client communications team was responsible for the usability testing. This team identified problems, wrote and edited user tutorials, and tested the beta logistics for and with beta users. And lastly the IPRO report team completed and documented the IPRO deliverables, which included the team minutes, project plan, midterm report, weekly report, final report, CD-ROM, abstract, presentation, and exhibit. Each sub-team was required to complete their tasks and goals by the end of the semester in order for this IPRO to succeed.

Potential problems were to be solved through beta testing by the IPRO 328 team. Bugs and problems with the website were to be solved through beta testing across the world by different people. However, because of complications, this plan did not work. Also, each team member contributed and beta tested the website. The technical team resolved bugs in the website, which was the main focus of this semester.

The analysis was conducted through the contribution of the technical team. They tested and retested the bugs and the software for the website. The code and the functional sections were to be finalized and linkages were to be set up and in some cases fixed. The technical team documented their findings and reported to the other team members. They analyzed each error in the website and through their knowledge they attempted to repair these problems.

The IPRO deliverables were generated and documented by the IPRO report team. They collected the results from each sub-team and incorporated the findings into the different deliverables. IPRO report team finished the IPRO deliverables which include the team minutes, project plan, midterm report, weekly report, final report, CD-ROM, abstract, presentation, and exhibit. Each team member was involved in comprising and writing the different deliverables.

The website is designed to bring together children, youth and organizations from communities in conflict, using cooperative play to create laughter, compassion and peace.

### **Updated Task Assignments and Designation of Roles:**

#### Client Communications Team

The client communications during the remainder of the semester worked on the usability testing. The members looked for test takers for the website. Each test taker navigated through the website while the client communications team watched and recorded observations of the navigation.

*Gautam Gaonkar (Sub team Lead)* - delegated the task of the client communication team to the members of the group and also is the main contact between Play for Peace and the IPRO. He also facilitated communication between the project sponsors and the IPRO team.

*Natalie Morriss* – filtered the information that was received from the different parts of Play for Peace and organized them to make it easier for the technical team to understand what is expected.

*Katie Warren* - communicated with the technical team on what problems Play for Peace has with the content management system.

#### Technical Team

The technical team continued to work on bugs for the rest of the semester in order to make sure the website is working.

Furthermore, the technical team corrected the “how to use” part of website and reconstructed the system. They also created a security hierarchy in the system for the different users.

*John Groszko (Sub team Lead)* – delegated work in the tech team, and kept the team on task

*William Orbet* – worked on tech team project of developing, maintaining content management system

*Danielle Benoit* - worked on tech team project of developing, maintaining content management system

*Sebin Lee*- worked on tech team project of developing, maintaining content management system

### I PRO Report Team

The I PRO report team was responsible for all the deliverables and management of the team. Their tasks also included documenting the team minutes and posting them in igroups. The deliverables included the team minutes, project plan, midterm report, weekly report, final report, CD-ROM, abstract, presentation, and exhibit. The I PRO report team worked on and prepared the presentation and the exhibit for I PRO day. They managed the deliverables and delegated tasks between the each of the team members.

*Vishal Pandya (Sub team Lead)*- delegated tasks of I PRO report team, served as main liaison between I PRO report team and faculty advisors and other I PRO subteams, kept subteam on task

*Shilpi Seth*- worked with other team members on writing and preparing deliverables, specialized in information concerning tech team in deliverables

*Savina Jose* – worked with other team members on writing and preparing deliverables, specialized in information concerning client communication team in deliverables

*Sonia Goyal* - worked with other team members on writing and preparing deliverables, helped with both tech and client communication related information as well as general IPRO information.

### **Designation of Roles**

<b>Role</b>	<b>Description</b>	<b>Name</b>
<b>Meeting Roles</b>		
Minute Taker	Took minutes during meetings and posted it to iGroups	Shilpi Seth
Agenda Maker	Made agendas and posted it on iGroups	Vishal Kadakia
Time Keeper	Made sure meetings were according to agenda	Dr. Snapper
<b>Administrative Roles</b>		
Master Schedule Maker	Compiled schedules of all team members into one chart for easy viewing of team member availability.	Vishal Pandya
Contact Sheet Maker	Compiled contact information of all team members	Natalie Morriss
Test Prep Coordinator	Delegated agenda for test preparation of IPRO learning objectives	Katherine Warren





### *Client Communications Team*

The client communications team is responsible for facilitating the communication between the technical team and the Play for Peace administration. The team contacted the different centers around the world and relayed information of the progress of the IPRO team. Last semester, client communications asked the centers around the world of what they would like to be incorporated into the content management system. This year a beta test version of the content management system has been given to some of the administrators in Play for Peace. The client communications team has gathered feedback on what the Play for Peace administrators think of the content management system and what needs to be changed before it becomes a finalized version.

### *Technical Team*

The technical team has fixed bugs in the operation of the website. The beta testing of our software has allowed us to identify bugs in the software package that need to be addressed before it is delivered to the client. We also need have obtain feedback on usability, so that users who may not be as familiar with computers as we are still able to effectively use the software.

The bugs identified during the beta test have allowed us to make a robust and stable product for our client. The information gathered has helped us go through the enormous amount of code that makes up the content management system and we have worked on the relevant parts to adapt this system to our clients needs.

### *IPRO Report Team*

Throughout the semester the IPRO report team has documented and written the IPRO deliverables. These deliverables include the team minutes, project plan, midterm report, weekly report, final report, CD-ROM, abstract, presentation, and exhibit. The IPRO report team worked on and prepared the presentation and the exhibit for IPRO day. They have managed the deliverables and delegated tasks between the each of the team members. By having an IPRO report team, the deliverables have been turned in on time to iknow.

### Reccommendations

IPRO 328 is currently completing its' last semester, and therefore no recommendations can be made to future teams. However, a general recommendation to other IPROs is that communication with the client can often be difficult and this aspect of a project should be started well ahead of time.

### **References**

No references were utilized

## **Acknowledgements**

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