

I PRO 328 - Develop & Prototype a Play for Peace Web Site for Global Collaboration

Advisors: Dr. John Snapper and Scott Gehrs
Team Leader: Vishal Kadakia

Technical Team:

John Grosko - Leader
Sebin Lee
William Orpet

Client Communications Team:

Gautam Gaonkar - Leader
Catherine Warren
Natalie Morriss

I PRO Report Team:

Vishal Pandya - Leader
Savina Jose
Shilpi Seth
Sonia Goyal

Recorder of Minutes: Shilpi Seth

Project Background

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 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. Through a global collaboration web site, the Play for Peace sponsors, staff, and volunteers will be able 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 in the sense that 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 application for the Play For Peace organization and advancing the Joomla! community movement.

Revised Objectives:

Learning System Structure

- ❖ To facilitate various links in the system such as News, Blogs, Forums, Tutorials, Games, Messages, Calendar (etc) in order to help one interact and communicate with other users.
- ❖ To ensure that appropriate levels of security are built into the system by providing user-logins for detailed access to the website.

Administration

- ❖ To ensure that appropriate levels of security are built into the system by enforcing approval of users before any detailed access to the system (once registered).

Decisions to be made

- ❖ To make decisions on searchable game matrix.
- ❖ To make decisions on the directory.

Results to Date:

Client Communications Team

During the time allotted thus far the client communications team has been facilitating the communication between the technical team and the Play for Peace administration. The team has contacted the different centers around the world and relays 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.

Furthermore, the client communications team has put together an informal questionnaire for users in remote locations asking for input about the usability of the website. This will help with the navigation of the website and assist in any problems there are with the website.

Technical Team

The technical team will be fixing bugs in the operation of the website and working on changes that need to be made to the website, bugzilla, during IPRO 328 this semester. The beta testing of our software will allow us to identify bugs in the software package that need to be addressed before it is delivered to the client. We also need to 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 should allow us to make a robust and stable product for our client. The information gathered will help us go through the enormous amount of code that makes up the content management system and work on the relevant parts to adapt this system to our clients needs.

IPRO Report Team

Throughout the semester the IPRO report team will be documenting and writing the IPRO deliverables. Right now the IPRO report team is working on the midterm report which is due very shortly. The members of the IPRO report have divided themselves according and will be working on the midterm report. Each member will compile the necessary components and then in the end the team will put everything together for a midterm report.

Revised Task/Event Schedule:

Team	Date	Event or Task
I PRO Report	On Task – NO CHANGE	On Task – NO CHANGE
Client Communications	Oct 23 rd – Week 9	<ul style="list-style-type: none"> • Learning Objectives Test • Confirm design of usability test
	Oct 30 – Week 10	<ul style="list-style-type: none"> • Confirm user questionnaire • Find subjects to perform test on
	Nov 6th – Week 11	<ul style="list-style-type: none"> • Call Play for Peace centers in other countries to verify user questionnaires
	Nov 13th – Week 12	<ul style="list-style-type: none"> • Schedule test times • Perform Tests at IIT
	Nov 20th - Week 13	<ul style="list-style-type: none"> • Make adjustments to final product based on usability test results
Technical Team	Nov 27 th – Week 14	<ul style="list-style-type: none"> • Perform Tests in remote location • Prepare for presentation
	Oct 23 rd – Week 9	<ul style="list-style-type: none"> • Learning Objectives Test • Decide on Directory • Decide Game Search matrix
	Oct 30 – Week 10	<ul style="list-style-type: none"> • Create a document for webmaster • Finalize tutorial
	Nov 6th – Week 11	<ul style="list-style-type: none"> • Completion of ‘How to Use’ part of website • Implementation of log-in and user guidelines
	Nov 13th – Week 12	<ul style="list-style-type: none"> • Design Forms for Regional Monthly reports • Create links and add to the website
	Nov 20th - Week 13	<ul style="list-style-type: none"> • Make adjustments to final product based on usability test results
	Nov 27 th – Week 14	<ul style="list-style-type: none"> • Entire team plus other I PRO team members prepare for presentation

Updated Task Assignments and Designation of Roles:

Client Communications Team

The client communications during the remainder of the semester will be mainly working on the usability testing. The members will be looking for test takers for the website. Each test taker will navigate through the website while the client communications team watches and records observations of the navigation and the understanding of the website.

Finally, this year a beta test version of the content management system will be given to some of the administrators in Play for Peace. The client communications team will then get 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.

Gautam Gaonkar (Sub team Lead) - delegates 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 facilitates communication between the project sponsors and the IPRO team.

Natalie Morriss - filters the information that is received from the different parts of Play for Peace and organizes them to make it easier for the technical team understand what is expected.

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

Technical Team

The technical team will continue to work on bugs for the rest of the semester to make sure the website is up and running by the end of the semester.

Furthermore, the technical team will be reading and correcting the “how to use” part of website. They will be looking at the form fields and correcting any last minute details. This team will also complete a document to pass on to the webmaster.

John Groszko (Sub team Lead) – delegates work in the tech team, and keeps team on task

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

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

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

IPRO Report Team

The IPRO report team is responsible for all the deliverables and management of the team. Their tasks also include documenting the team minutes and posting them in igroups. The deliverables include the team minutes, project plan, midterm report, weekly report, final report, CD-ROM, abstract, presentation, and exhibit. The IPRO report team will be working on and preparing the presentation and the exhibit for IPRO day. They will be managing the deliverables and delegating tasks between the each of the team members. By having an IPRO report team, the deliverables will be turned in on time to iknow.

Vishal Pandya (Sub team Lead)- delegates tasks of IPRO report team, serves as main liaison between IPRO report team and faculty advisors and other IPRO subteams, keeps subteam on task

Shilpi Seth- works with other team members on writing and preparing deliverables, specializes in information concerning tech team in deliverables

Savina Jose – works with other team members on writing and preparing deliverables, specializes in information concerning client communication team in deliverables

Sonia Goyal - works with other team members on writing and preparing deliverables, helps with both tech and client communication related information as well as general IPRO information

Designation of Roles

Role	Description	Name
Meeting Roles		
Minute Taker	Takes minutes during meetings and posts to iGroups	Shilpi Seth
Agenda Maker	Makes agendas and post on iGroups	Vishal Kadakia
Time Keeper	Makes sure meetings go according to agenda	Dr. Snapper
Administrative Roles		
Master Schedule Maker	Compiles schedules of all team members into one chart for easy viewing of team member availability.	Vishal Pandya
Contact Sheet Maker	Compiles contact information of all team members	Natalie Morriss
Test Prep Coordinator	Delegates agenda for test preparation of IPRO learning objectives	Katherine Warren
Team Leader	Makes sure everything is running smoothly between sub-teams and that the project remains on schedule.	Vishal Kadakia

Technical Team Roles

Sub-team Leader	Incharge of delegating tasks for subteam.	John Groszko
Member 1	Responsible for completing tasks within subteam to ensure results	William Orpet
Member 2	Responsible for completing tasks within subteam to ensure results	Danielle Benoit
Member 3	Responsible for completing tasks within subteam to ensure results	Sebin Lee

Client Comm. Team Roles

Sub-team Leader	Incharge of delegating tasks for subteam.	Gautam Gaonkar
Member 1	Responsible for completing tasks within subteam to ensure results	Katherine Warren
Member 2	Responsible for completing tasks within subteam to ensure results	Natalie Morriss

Deliverables Team Roles

Sub-team Leader	Incharge of delegating tasks for subteam.	Vishal Pandya
Member 1	Responsible for completing tasks within subteam to ensure results	Savina Jose
Member 2	Responsible for completing tasks within subteam to ensure results	Sonia Goyal
Member 3	Responsible for completing tasks within subteam to ensure results	Shilpi Seth

Barriers and Obstacles:

Technical Team:

The main obstacles encountered previously were updates with the program named Joomla. This is a content management system (CMS) which 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 was important to consider the differences in cultures and norms within the users and incorporate these ideas into the design of the website. This is why there was an effort to communicate with the sponsors of the project in order to obtain instructions on how to design a

site that would be user friendly to individuals all around the world. As this is the last semester of the project it will be essential to complete all the needed details of the project.

Client Communications Team:

At first it was difficult to assign distinct duties to this team because most of the work that will need to be done this semester is going to be from the technical team. Now that the usability testing guidelines have been designed, this team will complete formal usability testing in the IIT Usability Lab and an informal questionnaire for users in remote locations. Within the component of usability testing, it is evident that it will be difficult to have quality communication with countries overseas due to distance and lack of technology in some areas.

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. Once these obstacles are overcome, the project will be complete with this essential element of usability tests.

Overall issues:

Once the project is completed, the Play for Peace organizers will obtain the website that we have designed and will maintain it. We will need to teach them how to use and administer the website to make changes when necessary. At this point, communication with the individuals that will take over the site has been productive in obtaining exact information for designing the website as they would like. Now it will be important to teach them how to administer any changes for the future.