1. Objectives

The goal for IPRO 328 this semester is to establish a global, interdependent learning community using technology as a vehicle for learning and linking.

Learning System Structure

- ❖ To create a simple medium in which all Play for Peace stakeholders can connect and communicate
- ❖ To create an "attractor" medium as a means to motivate user usage
- ❖ To create a means for easy usage/training on the "learning system" by all in the P4P organization
- ❖ To create the means to document and record investments both financial, in-kind, and time from each stakeholder in the P4P structure
- ❖ To create the means to involve all P4P stakeholders in design, development, implementation and evaluation of the "learning system"
- ❖ To create the means to ensure that the "learning system" is sustainable/adaptable long term
- ❖ 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
- ❖ To ensure appropriate levels of security are built into the system
- ❖ To ensure that the system is used in an ethical and moral manner
- ❖ To ensure that the system is properly maintained and cared for.
- ❖ To facilitate communications across language and cultural barriers

Learning Psychology

- ❖ To create a vehicle in which people feel a "sense of belonging" to the whole
- ❖ To create a means for youth facilitators to be empowered, motivated, committed and included to lead in Play for Peace
- ❖ To create a means for easy usage/training on the "learning system" by all in the P4P organization
- ❖ To create the means for the "learning system" to be adaptive within the cultural context from which each P4P community resides
- ❖ To create the means to document and record investments both financial, in-kind, and time from each stakeholder in the P4P structure
- ❖ 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)

- ❖ To create a means for people to learn and know about what is happening throughout the global learning community
- ❖ To create a means to capture numeric data (e.g. participant days, demographics, etc.)
- ❖ To create a means for donors to realize the power and efficacy of Play for Peace

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

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

Assessment

❖ To create a means to implement assessment

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

❖ 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

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

Stakeholders

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

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

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

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

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

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

Administration

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

❖ 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

❖ To ensure appropriate levels of security are built into the system

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

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

❖ To facilitate communications across language and cultural barriers

2. Background

A. Play for Peace is a global organization, now in its 10th year, which brings together children, youth and organizations from communities in conflict.

B. There is lack of communication between centers across the world.

C. 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.

D. Play for peace has contracted this project out to a professional group in the past. This project however, failed because the website designers made the system far too complicated for the user.

E. As this project's end users are from across the world, cultural differences must be taken into account. This can be seen in a number of facets including the time difference between various parts of the world. Moreover, the website design and layout needs to be conscious of the various norms across the world.

F. 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.

G. A detailed outline of the project can be found in the Schedule of Tasks and Milestones.

3. Methodology/Brainstorm/Work Breakdown Structure

During the fall 2006 IPRO team 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. There are a number of approaches that will be taken to design and complete the website, from a technical point of view, which include beta testing and finalizing the code and functional sections. The problem that this IPRO faces this semester is to take the website that currently exists, determine its bugs, and make final adjustments for a client release.

IPRO 328 has divided its team members into three sub-teams: Client Communications, Technical, and IPRO Report Teams. Each team is responsible for specific tasks. The technical team will be working on the website, resolving bugs, testing documentation, finalizing beta version, and documenting the usage of software. The client communications team is responsible for usability testing. This team will be identifying problems, write and edit user tutorials, and test the beta logistics for and with beta users across the world. And lastly the IPRO report team will be completing and documenting the IPRO

deliverables, which include the team minutes, project plan, midterm report, weekly report, final report, CD-ROM, abstract, presentation, and exhibit. Each sub-team is required to complete their tasks and goals by the end of this semester in order for this IPRO to succeed.

Potential problems will be solved through beta testing by the IPRO 328 team. Bugs and problems with the website will be solved through beta testing across the world by different people. Each team member will contribute and beta test the website. The technical team will be resolving bugs in the website, which is the main focus of this semester.

The analysis will be conducted through the contribution of the technical team. They will be testing and retesting the bugs and the software for the website. The code and the functional sections need to be finalized and linkages need to be set up and in some cases fixed.   The technical team will document their findings and report to the other team members. They will analyze each error in the website and through their knowledge they will attempt to repair these problems.

The IPRO deliverables will be generated and documented by the IPRO report team. They will collect the results from each sub-team and incorporate the finding into the different deliverables. IPRO report team will be finishing the IPRO deliverables; these include the team minutes, project plan, midterm report, weekly report, final report, CD-ROM, abstract, presentation, and exhibit. Each team member will be 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.

4. Expected Results

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 contacts 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. 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.

Technical Team

The technical team will be fixing bugs in the operation of the website. The beta testing of our software should 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. These 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.

5. Budget

At the current time the IPRO does not foresee any required expenditures.

6. Schedule of Tasks and Milestone Events

Please see separately attached MS Project file.

7. Individual Team Member Assignments

Technical Team
John Groszko (Sub team Lead) – delegates work in 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

Client Communications Team
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.
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.

IPRO Report Team
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

8. 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