UW System FY16 Innovation Program Project Report

- **Due on 11/23/2015**
- **Email completed report to Sasi Pillay, CIO, UW System: spillay@uwsa.edu (cc: dtrendt@uwsa.edu)**
- **Please Note: All reports will be posted on the Innovation Program Project Reports web page.**

(*Not to exceed two pages)

Project Name: **A Mobile Application to Support First Year Seminar/First Year Experience**	
Report Preparer: **Tim Krause, PhD**	
Date: **22 November 2015**	Report Interval: **60**

1. Briefly recap project objectives. Have implementation tasks to date caused any meaningful adjustments to the project's original objectives?

    Objectives to date are largely on track. A couple of implementation tasks have resulted in some adjustments to our original objectives. The two main issues we have dealt with: 1) hiring student developers took longer than expected, but has been completed. A very competitive labor market for students resulted in limited interest. This issue was ultimately mitigated by raising the hourly rate from $15/hr to $20/hr and by making personal appeals to candidates for this work.

    We are also adjusting by involving George Heeres in a more hands-on way with development work. 2) Focus groups are complete but suggest that the original idea for the mobile application weren't going to support the First Year Seminar/First Year Experience given that our First Year students are motivated in a more "in the moment" fashion than we anticipated. The application will shift from more of a 'scavenger hunt' gamification style to a more social 'open door' concept.

    Among other things, we learned that student behavior wasn't what we expected: they're much more likely to go home on weekends and to be unaware of what is going on, on campus. As a result, we're going to shift and try and develop an application that both helps students connect over common interests on campus, but make navigating campus life easier for them (note: there is a TON of information available on www.uwsp.edu but students report that it's not convenient for them to access).

2. What is the status of in-progress project tasks?
    We have completed a number of objectives including: project setup and setup of development environment; ideation and design. We have also completed an acceptable amount of requirements gathering to create what we consider to be a 'minimally viable' application.

    We are about 10 days behind with respect to development work. See below for mitigation tactics.

3. Compare the current status of the project with regard to scope, schedule and cost with the original submission. Please also describe the cause for any significant variance from the original plan.

	Original Proposal	Actual Status
Scope	The most significant work planned was finalizing (and revising) the mobile application, designing main screens , defining screen flow/interactivity,	We have completed all of the scope of this work, but as mentioned above, were slower to start development than originally anticipated.

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	defining non-functional requirements and starting development activity.	
Schedule	Completion of two, three week sprints.	Completed 1 1/2, three week sprints.
Cost	Approx. $5,000.00	$2,400.00

4. Risk Assessment
   a. Describe any significant new or anticipated risks to the project's successful outcome with regard to scope, schedule or cost.

   In order to attract students to the project, hourly rate had to be set at $20/hour instead of the budgeted $15/hour. At least some of the professional staff have agreed to reduced stipends to help manage against this change.

   The team also thinks that the focus groups conducted changes the scope in a manner that will result in a mobile application that is both more appealing to our target audience (traditional, first year students) and likely will be easier to develop.

   The team and I also believe that focusing on a minimally viable product will also help us to appropriately manage the scope of this project.

   b. Describe the mitigation strategies to address these new or anticipated risks.
   The team has setup Team Foundation Server and will be working with technology and supporting tools with which everyone is familiar.

   One unanticipated mitigation strategy: the original notion was to hire three student developers. Ultimately we ended up with a team of three that I would describe as: 1) advanced student developer; 2) junior student developer; and 3) advanced student developer; advanced student designer. This mix should help the team to move more efficiently than originally projected.

   The team is also managing a "parking lot" list of functional requirements for later versions of the application.