

## **Read With Panda**

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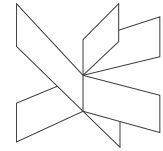
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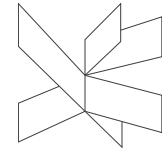
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## Table of content

1	Background description .....	3
2	Definition of purpose .....	5
3	Problem Statement .....	6
4	Delimitation .....	7
5	Choice of models and methods.....	8
6	Time schedule .....	9
7	Risk assessment.....	10
8	Sources of Information.....	11

Appendices (including Group Contract)

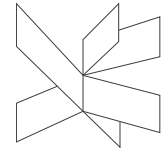


## 1 Background description

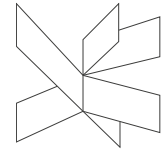
Ernest Hemingway once said: “There is no friend as loyal as a book”. That sentence can be read on a few levels. One aspect of it is being shaped by a book. On that point an association between reading and the level of empathy can be distinguished, namely the less adults read, the smaller they define their empathy to be (Jamil Zaki, 2011). That leads to the statement, that reading boosts one’s quality of empathy, as well as the ability to see the world from other people’s perspective (Christopher Ingraham, 2016). What is more, “a book is a device to ignite the imagination”. As Alan Bennett stated, reading develops imagination and creativity (Dennis J. Sumara, 2002). But this is not everything a book has to offer! Among the vast range of its advantages reading has been proven to reduce the stress level (Putai Jin, 1992) and improve one’s communication skills by extending one’s vocabulary (Gery Deer, 2016).

Taking under consideration all the enumerated benefits one can gain from books, reading should be a common habit and should be growing into importance and popularity as time passes. Unfortunately the reality is different. In 1982 the percentage of Americans reading books for pleasure was on the rate of almost 57%. That may seem as a small number, but the perspective changes while comparing with the percentages from 2015, which is only 43% of the American population. More than every second American did not read any work of literature during the year 2015. And that does not only count to the proverbial man in the street, but even the educated citizens, that are supposed to be the intelligence in the country, who have put enough effort in gaining knowledge, to achieve a graduate degree, are on the level of only 68% of “intelligence” who have read any work of literature for pleasure (Christopher Ingraham, 2016).

There are multiple reasons to the issue of the decreasing popularity of books. One of them is being surrounded by various types of distraction. As technology progresses, so does the number of ways of spending free time. Nowadays the act of reading a book has to compete for people’s attention with the internet, movies, or computer games. Unfortunately for the books, people tend to choose the latter ones (Christopher Ingraham, 2016; Michael Kozlowski, 2018). Additionally, is the matter of availability of books. As most of the competitors of books can easily be found on the internet, the case is often looking differently for books. Even though a book can be found in an e-version, many people declare to prefer the classic printed versions. Moreover, paper based books increase one’s reading comprehension more than e-books (Hanho Jeong, 2012). That leads to the issue of availability. While to find a book one has to access multiple sides and search for it, or even (God forbid!) go out and look in a library or a store, still not having the certainty of finding it, it is just simpler to use the time on the internet.

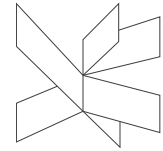


Bearing everything that has been mentioned in mind, it can clearly be seen that the humanity is in a need of a way to increase the popularity of books again. One approach to this issue could be combining the traditional books with technology. As it has been stated, people fancy technology. That is why combining books with technology could attract them, if done in an appealing manner. Another approach could be simplifying the process of looking for a book. Namely, connecting libraries with bookstores. In that case, readers would have a bigger range of artworks to choose from and would save time they would normally have spent on looking for books.



## **2 Definition of purpose**

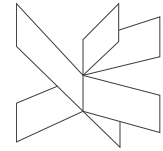
Improve the accessibility of books.



### 3 Problem Statement

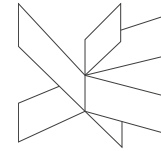
Problem statement:

- What functionalities does a bookstore provide?
- What functionalities does a library provide?
- What should the user be able to do in the system?
- What would make the user interface attractive?
- What information should be stored about users?
- Is membership needed?
- What work methodology should be used while developing the project?



## 4 Delimitation

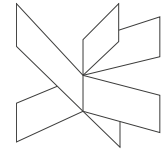
- The system will connect only one bookstore with one library. However, the architecture and design should support connecting more institutions.
- The membership in the Library won't be taken into consideration
- The system will not fulfill the requirements with minor importance and one with normal, which are:
  - The administrator of the system should be able to manage administrators of the bookstores and libraries
  - The customer should be able to see his/her personal information
  - The customer should be able to see books he/she has borrowed and has not given back in his/her account
  - The system should send reminder emails 3 days before the return date



## 5 Choice of models and methods

<b>What</b> Partial problem	<b>Why</b> Why study this problem?	<b>Which</b> Which models/theories are expected to be used to solve the problem?
What functionalities does a bookstore provide?	To provide the functionalities of the bookstore	Online research, talk to the customer
What functionalities does a library provide?	To provide the functionalities of the library	Online research, talk to the customer
What should the user be able to do in the system?	To make the system attractive and functional	Business logic; use case requirements
What would make the user interface attractive?	To attract people	Conducting an online survey; UI design; check trends
What information should be stored about users?	To make the system functional	Business logic; use case requirements
Is membership needed?	To provide all the needed functionalities	Business logic
What work methodology should be used while developing the project?	To provide a high efficiency and performance	SCRUM and UP (Ken Schwaber, Jeff Sutherland, 2018,

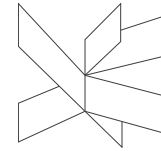




## 6 Time schedule

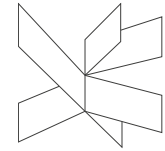
The total amount of work hours expected to be spend is 1375. That means 275 hours per person. The overview of the phases is as follows:

- 16.09.2018 - Inception starts
- 11.10.2018 - Inception ends
- week 42 - Autumn break
- week 43 - Elaboration starts
- week 47- Construction starts
- 19.12.2018 - Deadline



## 7 Risk assessment

RISK	PROBABILITY	IMPACT	EFFECT	RISK REDUCTION ACTIONS	RESPONSIBLE PERSON	RESPONSE
<b>Group member's illness</b>	Medium	Medium	Time	Divide group work in small tasks	Michaela (scrum master)	Redistribute group work
<b>Technical breakdown</b>	Medium	Medium	Time, completion of key tasks	Work with reliable technical equipment, Backup important files	Michaela (scrum master)	Replace with alternative stuff
<b>Group member's sabotage</b>	Low	Medium	Time, concord among group members	Team-buildings	Michaela (scrum master)	Redistribute group work
<b>Unrealistic planning and scheduling</b>	High	High	Time, full project completion	Detailed pre-analysis of time schedule	Michaela (scrum master)	More conservative estimation, usage of SCRUM, take out features



## 8 Sources of Information

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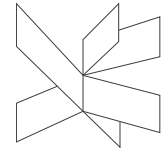
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## **Appendices**

APPENDIX 1 – Group Contract – GroupContract.pdf