Assignment 1

Purpose

- Work in a group to the production of a "wiki" structured document aimed at evaluating a proposed adoption of an information system in a given context.

- Research competitor products, analyse the impact of the new system uptake in the context/ organisation, and present arguments in favour and against such uptake.

Modalities

- You will work in groups (of 7 or 8 students each at the start of play)

- Work in each group will take place **virtually** on a common page for the group on the Canvas site

- Every student in the group **must** participate to the document production

- All work should be **traceable** on Canvas: be flexible in the way you organise group tasks so you can work online (either in sync or asynchronously)

What the task is

- Produce a wiki-style report (between 2000 and 2500 words) introducing an innovative system/application you would like to implement

  - note: your are not going to actually implement the whole of this system, so you can be wild with your imagination with minimal concern on whether you actually *can* realise it at this time

    - AS LONG AS…. (hold on there)

Things to include

- The **domain** your system is going to be relevant or important for (e.g. health, education, leisure, travel, social, etc).

- What makes it ***important*** WITH BACK UP REFERENCES. If it addresses a specific problem, describe the problem and why it is significant

    - *e.g. The number of people affected by Type 2 diabetes is expected to increase to 592 million by 2035 according to [citation] hence…*

- And/or what makes it ***new***: research and list between 3 and 5 direct competitors or similar systems on the market, and explain why your system will be different, better, etc

Things to include (2)

- Main **purpose** of this new system (e.g. connecting people, help manage their health/ a task)

- What different **categories of users** your system will have, and the way in which you envisage they will utilise the system (you can think of roles within an organisation, customers, casual users, etc depending on your system)

  - Aim to include from 3 to 5 categories

- Main **benefits** and **shortcomings** of your system, and the main obstacles and incentives for its **uptake** by users/ companies/employees

AND most importantly
(back to the AS LONG AS bit)

- Include a high level description of the DATA that this system is expected to hold and manipulate, and what the various users will utilise such data for

  - include a description for EACH of the user categories you have identified.

- **NOTE**: This part *will* form the basis for your database design in Assignment 2, so this is the part that needs to be realistic enough

Marking

- The mark will be a *group mark*, same for each member, on the quality of the work produced

- However, allocation of the mark to each member will be made on the basis of their participation to the work

  - Expectation: rule of thumb is that each group member puts in a *400word worth* contribution to the final work (which could be on the main document or on critical evaluation of the work before submission)

  - Also, a good level of engagement will be required, evaluated by looking at the analytics on Canvas

Organised tasks / organise tasks!

- You will be prompted with tasks to perform (e.g. "introduce yourself to the group" or "identify roles")

- But also you will need to distribute tasks among yourselves

- Important: make sure all contributions are evident on Canvas (if you "meet" outside of Canvas, assign a "minute taker" role to a group member, and make sure minutes are logged on the system)