Software Concept Used in Project

Numerous concepts were utilized from the lectures in the project which yielded great results. One of the concepts I have used in the solution was the Cynefin framework. This was a massive tool to justify my solution and work on the technical part of the implementation. The concept helped me to gain better performance in my solution. The Cynefin framework was used to figure out functional requirements in the early testing phase. Most of the use cases of the solution were tested with the framework in order to provide insights on how users will go about completing tasks. The framework gave feedback on whether users are able to complete tasks and upon receiving errors are able to move forward. The feedback from this helped me to modify the functionality in the use case. These fixes were made in many places which would make the platform useful to provide better user experience.

The second concept I have used in the solution was the content of digital habits of (Findable, discoverable, accessible, understandable, usefula, and meaningful) from the lecture Content Literacy. This concept helps me to structure the User Interface pages with meaningful information. One of the requirements of this software solution was to have a clean user interface, because of the large range of technology utilization skills in the community. Well throughout the layout were implemented to show specific information on the screen. The content strategy has been used in developing the content of digital habits.The substance component of the digital habitat was used to get a better understanding of the content that will play a role in the solution, which was to seek aid for young students. The solution is structured by keeping the customer in mind. The website layout is simple and only showcases what a user needs to see. In figure 1 the nav bar only includes two pages and all of the other functionally is hidden. This makes the screen

less complicated and does not overwhelm the user. In figure 2 more functionalities are available for users with a login.

Figure 1: User Nav Bar

Figure 2: Login User Nav Bar

The workflow is structured in a way that is easy to produce content such as requesting items with easy to findable, understandable and meaningful fields representing specific data. The governance of the platform was to decide who has the control over the requesting items. This strategy helped in providing a feasible solution to the SDGs goal.

The third concept I have used in the solution was the gathering information of my Community of Practice Dimension. It was valuable to understand the Domain, Practice, and Orientation dimensions of the communities. This theory helped me to figure out what types of tools and features my community needs in the solution. I have tried to make my solution very close to how the community works and what they like and dislike.

Overall these concepts helped me understand my community on how it functions and what are people's roles. Furthermore, the concepts gave me good perception on what kind of tools the final solution needs and users' abilities to use these tools. Therefore, the solution have

been tested in different scenarios where the users might get stuck and the way to get out of those

problems.