

Topic: Library Management System

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1. Problem Background

- a. Most library management systems are very well organized but do not give incentives for people to keep seeking knowledge aside from obvious needs like research and studying. There is no reason to read beyond what you need to accomplish at that given time.

2. Target

- a. The goal to be achieved by the end of the semester is to create a library management system to entice users to seek out knowledge proactively by having a set of rewards per milestone that you can redeem every time you deliver a rental.

3. Causes

- a. The problem arises from a lack of motivation. Without the need to pursue knowledge we do not generally try to improve it and that is where the need to implement a solution arises.

4. Countermeasures

- a. Provide a discount to selected stores every other rental.
- b. Set a yearly quota and if that is met provide another benefit.
- c. Facilitate the delivery of rentals as to speed up the delivery process.

5. Check/Evaluate

- a. Measure the amount of people who take advantage of the system.

- b. Disinterest in the provided benefits for using the rental system or reading in the library.
 - c. Maintain rewards which maintain the users immersed in the program.
- 6. Act/Standardize
 - a. The success of the library system would be determined by the engagement of the users and how much growth we can maintain.
 - b. Depending on how the users react it is possible that tweaking would be necessary to accommodate different perspectives as well as consider multiple options per reward cycle.
 - c. By the end we would have learned how to properly manage a database and how to properly store and utilize the information within.