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Project Description

Vipassana – Insight Awareness

# Background Description

Buddhism is a religion which promotes a set of values and beliefs which have been formerly introduced by Buddha some time between 6th and 4th centuries BC.[[1]](#footnote-1) It represents the fourth most followed religion in the world, as of 2010, with 7.2% of the global population. One of the associated practices is meditation, amongst many other spiritual activities including dream interpretation, healing, reincarnation etc. Today there are organizations which put forth the opportunity of trying some of these activities in a professional environment, such as Vipassana – Insight Awareness.

Currently, there are around 350 million Buddhists and a growing number of them are Westerners[[2]](#footnote-2), and the numbers only seem to grow. Ultimately, this can logically only mean an increase in the popularity of spiritual centers and spirituality itself. Having a community that promotes self-growth can be life-changing, and individuals have been globally discussing the matter of spirituality amidst a community for a few years now (‘There is nothing challenging about having deep thoughts all by oneself. What is interesting is doing this work in community […]’)[[3]](#footnote-3).

For the mentioned reasons, Vipassana – Insight Awareness is looking to grow and expand. It is a non-profit organization that offers lectures, workshops and journeys with the aim of helping individuals find inner peace. It offers clients the possibility to get educated in the art of meditation and karma.

The organization handles internal administration in an old-fashioned way, using paper and physical archives, which proves inefficient. Therefore, VIA is requesting a more systematic method of storing and managing data regarding employees, members and events. To optimize the way Vipassana organize their data, the company needs a more reliable, easily accessible, fast and up-to-date technique for controlling information. In order to keep the organization going, Vipassana wishes to involve its members and keep them updated on the latest news/announcements, hence the need to have a structured archive. When handling subscriptions, members might be more likely to enroll into the organization if the payment method is more convenient, thus explaining one of the purposes of a more well-organized network. Information about lecturers and events need to be registered, so that Vipassana can divide the teachers between courses, but also modify data, if need be.

A faster, better organized structure would allow Vipassana to manage their business in real time, which could offer the company a great advantage amongst the other popular spiritual centers around the world, but most importantly, boosting their relevance locally, becoming an attraction even for the less spiritual groups.

# Purpose

The purpose of this project is to create a functional, efficient, sustainable system to orderly store and/or modify information about Vipassana’s events, employees, members and subscriptions.

# Problem Statement

## Overall Problem

Vipassana lacks a system that keeps track of their data regarding lecturers, members and events and because of that they need to use physical archives and receive oral feedback about the lectures and events.

## Partial Problems to be addressed or solved

* In what way can the system be made, so it is easier for the user to operate on?
* How to make the system sustainable – i.e. easy to update information in real time?
* How to create a system that is easy to scale- i.e. relatively easy to add new features to expand the system?
* How can the user be assisted when searching for a specific information in the system?

# Delimitation

* There will be no connection implemented between Vipassana’s website and their application.
* The system will not be made into a database.
* The data display will not update in real time.

# Models and methods

In this section, the paper explains the different models and methods of which the group has organized their work around. This section covers methods used for teamwork, as well as the methods used to solve the variety of problems encountered in the project.

The team utilized Belbin’s Team Roles, Felder profiles as well as a SWOT analysis for their team work. The group also did a number of research on stress management. Besides that the group used the waterfall method, for making the project. Which means when one of the phases is done, it is DONE and will not be returned to at any point.

## Problems

Finding problems can often be a difficult task however, with the help of a method, which finds the problems for you, the group ended up with something looking like the table below. This method makes you ask yourself questions, which forces you to find problems and solutions to said problems.

|  |  |  |
| --- | --- | --- |
| WHAT | WHY | WHICH |
| Partial problem? | **Do we wish to study this problem related to the project?** | **Methods will we use?** |
| In what way can the system be made, so it is easier for the user to operate on? | To make it user friendly, to save time for the user as well as having an overall more approachable system. | Creating filters and separating data into its own category. |
| How to make the system sustainable – i.e. easy to update information in the code? | The system needs to be updated over time, since code gets outdated. | Structure the code so that it is easy to read. Add descriptive comments. |
| How to create a system that is easy to scale- i.e. relatively easy to add new features to expand the system? | In case, the user wants to implement new features. It also signals that the company is welcoming growth. | Structuring the code. |
| How can the user be assisted when searching for a specific information in the system? | The system should be considered a tool therefore, it should help the user as much as possible. | Add a variety of filters. |

# Time schedule

The assigned time for design and analysis is the same as implementation. Possible complications are taken into consideration and assumed time is added in advance to the addressed discipline. Deadline is known as 19th of December and a strict schedule is kept to assure the quality of the end product.

Design and analysis is the core of a successful project. The principle behind the discipline’s time scope is measure twice, cut once.

The only reason for implementation’s time scope to be equal to the design and analysis discipline time scope is the lack of code writing experience amongst the project members.

Testing is considered as a finishing touch of implementation. 80 hours at total provide roughly enough reaction time if any major issues are encountered during the Testing period.

The time schedule is planned in such a way, that the final product should be ready for handing in by 18th of December.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Design and analysis | Implementation | Testing |
| In total | 240 hours | 240 hours | 80 hours |
| Per member | 60 hours | 60 hours | 20 hours |

# Risk Assessment

## Time schedule

Spreading the project work through the time schedule can hold risks on its own. A slight change to the time table can destabilize the whole process, leading the group to an uncomfortable situation where rushing the project is the only option. To prevent that from happening, the schedule should be separated in two. The first part of the schedule will address a compact working process equally spread amongst the group members. The second part of the schedule will involve gap periods, that focus on polishing what has been done so far, and also can be used as a back-up time period, to finish the assigned task on time.

## Personal events

During the work process, a chance of personal problems occurring to any individual is conceivable. This may lower the quality of the end product and break the set time table. In case of personal events occurrence, a weekly break from the project shall be given to the affected person, and his assigned work will be spread amongst the other members.

## Style and logic behind code writing

Styles of code writing and usage of logic differentiates between group members. Repairing the code of the system may come as an issue if any problems are present after the end product is done. At the end of every week, newly written code will be gathered, discussed and ordered in a specific pattern to prevent that from happening. This will help the group to perceive the problem and address if any issue is present.

## Inability to complete an assignment

The system is being created in parallel to a learning process and some members may have difficulties completing tasks which are assigned to them. If the issue is not addressed, this may lead to straying from the set schedule and complicating the overall process. In case of that happening, the assignment shall be given to another member in exchange of a task suitable for the initial member.

*In a scale of 1-4, where 4 has the highest priority:*

|  |  |  |  |
| --- | --- | --- | --- |
| **Time schedule** | **Personal events** | **Style and logic** | **Inability to complete an assignment** |
| 4 | 3 | 2 | 1 |

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2. https://thebuddhistcentre.com/buddhism [↑](#footnote-ref-2)
3. https://www.nytimes.com/2014/07/19/us/examining-the-growth-of-the-spiritual-but-not-religious.html [↑](#footnote-ref-3)