Book-A-Study Room

Deliverable #2

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Client organization:

Vanier College Library

Client name:

Haritos Kavallos

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Executive Overview

To summarize, the business industry our company is in correlation with is educational. Our organization is Vanier College, and we are dealing with the library of the school, as the prototype we are developing is going to be for them and their study rooms. Libraries deal with lots and lots of books, which could also fall under the entertainment category, but our institution is primarily surrounded by education.

Our client operates in the academic world, considering it's a school, and more particularly, an institute of higher education. Academics deal with anything that has to do with learning, and getting an education. Therefore, that incorporates your courses, your teachers, your homework, etc. In addition to all that, an academic institute has a library, and that's the sub-organization in which our prototype is for.

Our client, Haritos, is the one in charge of the library, and the study rooms. His knowledge of computer science and technology is pretty vast, as he did once study in this exact field, and is pretty experienced with the things we are learning ourselves. As for our institute, Vanier College, and the other people who take part in the library affairs, most of them have a pretty decent knowledge of the tech world. Our generation is familiar with all of these devices and concepts.

The problem our client(s) are having is that when student's go to book a study room, they don't have access to it in advance. Meaning that, if they know they have an exam in two weeks time, they can only go the moment they want to study to book the room, rather than go there in advance to plan ahead of time. Our goal is to implement a system where students can book ahead of time. It would make life simpler for both the students and the people in the organization.

Once all information was gathered on our client's business industry, environment, and on the client themselves, we came up with a series of questions to ask. As business people, it is important to know who we are dealing with, what their expectations are, and the complexity of the problem we are dealing with. All that information, and then some, was/is important to find out.

Open Questions

There are a lot of things, we as the leaders of this project, would like to know about the company, before commencing the development of this prototype. One very important question would be to know a bit of history about the company/organization, and what exactly they do. It's something we need to know before proceeding any further, in order to know what exactly we are getting ourselves into. We would also like to know, as it's important, their intentions, and what their expectations of us are. After getting to know a bit about them and their intentions, it would be wise to ask a bit about our client himself/herself. It's important to get to know the person we'll be speaking with, to build a personal connection with them, as well as earn their trust. Furthermore, because we are computer science students, it's important to know how advanced their knowledge in the technological world is, and if they're good with computers and devices, since the foundation of our prototype will be based on technology and being able to use it.

Following information about the client, we would start finding out information about what exactly their problem is. The purpose of this prototype is to have identified an issue with the company, and later create a solution to their problem. After knowing the problem, it's important for us to find out if they've already tried to fix it, and it has failed, that way we don't embark on something that has no solution anyway, and is hopeless. Once having identified the problem, and having asked all the questions we needed to about that, we begin pitching our idea for the prototype that will fix that problem. In relation to that, there are some questions we'd need to know before the building process. A main question to know would be how the client envisions our idea as we pitch it. That'll be very useful when we start to create it, because we'll get to know the idea the client has in mind. Another important thing to know is how the client wants the design of the prototype to look, so we could sketch out. After getting the design layout, we need to know what the client wants. Some examples of this would be to know for how long a specific room could be booked, as well as how many students are going to be able to use those rooms, and how long in advance a student can book, etc.

Questionnaire

1. Tell us a bit about to history of your company/organization, and what exactly you guys do.
2. What is/are your intentions/expectations from us, as your developers?
3. Can you tell us a bit about yourself and your background, so we could get to know you a little more?

4. How knowledgeable are you and the company in computers/technology?
5. What type of business problem would you say you, as a company, are having?
6. Have you guys ever tried to solve this business problem, or would we be the first developers to try?
7. How exactly did you envision our prototype when we mentioned it to you?
8. How do you want the design of this prototype to look specifically?
9. How long can a study room be booked for?
10. How many students can be in a single study room?
11. How long in advance should a student be able to book a room?
12. Should the students have to check in/out during the time they are using/leaving the room?