**The Read-A-Thon**

**1. Introduction**

* The Read-A-Thon is a common fundraising event used by schools and school booster programs (e.g., PTA) to encourage students to read while also getting donations/pledges from friends, family, community members.
* The purpose of this project is to provide 1)a space for students to track their reading and pledge goals/progress and 2) (secondarily) an easy way for donor-sponsors to pay the coordinating organization.
* This site is first-and-foremost focused on tracking student progress, providing reader support with encouragement to continue to read, suggested reading, and a built-in tool to help students find something new to read.

**2. User Interface Design and Prototype**

* Sample user interface layouts: See attached and accessible at <https://wireframe.cc/zN6A1h>
* The UX should be very simple, with children in mind as the main user.
  + Nav bar will highlight (on right side) links for students to register, login; left side will include links to About and Contact.
  + Body:
    - Jumbotron with company name and a donate button
    - A brief description of the project’s purpose, supportive language encouraging both students’ activity as well as supporters to donate
    - Further reading section: To include a list of books to read and API where users can search by book/target grade level
  + Footer: focus on contact information and links to social media; a spot for collecting emails for visitors who would like to be contacted about the site.

**3. Navigation Structure**

* General Navigation experience:
  + Anyone can view main page/about/contact pages
* Additional student experience:
  + Students will register by first name/last name/school/class
  + Once registered, student can log in
  + Once logged in, student will:
  + See Text field(s) where they can:
    - write down what books they read (string variable, not linked to specific books) and
    - # of hours read (drop down or numeric by quarter hour)
    - And Name & Amount of pledges received
    - After they complete this form, they submit
  + After Submitting, alert displays encouraging them to keep reading and gives a summary of the information they just submitted.
  + After alert, they are redirected to main page
* Donate experience
  + This only capability to take donations (students will gain pledges off-line)
  + Donor clicks button to donate.
  + Form to collect the donation about, their Name (or Anonymous), student’s name they are supporting, Student’s school and class. All fields are optional except donation amount.
  + User is sent to an external pay site, e.g., Pay Pal

**4. References**

* Provide any references relevant to the report.

Similar Sites:

<https://www.read-a-thon.com/> - I like the main page

<https://risefundraiser.com/campaign/readathon2018?design-mode=TILE>

<https://p.pledgestar.com/>

API: <http://developer.bookshare.org/docs/read/api_overview/Request_and_Result_Formats#GradeSearch>

**Development in Stages Plan:**

1. Static Site (links work, informational, no logins or donate button)

For Student

1. Students can register, log in, fill in information & submit. Students may/may not receive feedback after submit.
2. Student functionality increased
   1. Students receive feedback alert after they submit.
   2. They can see what information they have submitted, visuals to encourage them (such as badges, alerts like “You’ve read 10 hours, congratulations!)

For Donor

1. Donor button activated – donor can fill out form, submit and be redirected to paysite to complete transaction

Reporting/Mongo

1. Reports can be generated from student’s submissions, which can be sent to class teacher

Additional Functionality (If time allows!)

* Students can set goals (I want to read X# books/X# hours/raise $X.)
* Main page: Leaderboards on main page of top achieving class(es); Student visuals showing their progress

**Wireframe**

