

# Literacy Uplift SSHRC Project

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## Project Vision Document

**Version 1.0**

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### Revision History

| Revision | Date | Author | Reviewed By | Summary of Changes |
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### Document Approval List

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## **2. Introduction**

The Literacy Uplift Project is a web application that is focused on helping Canadian adults to learn essential literacy skills. This document holds the initial specifications and purpose, as well as a log and description of involved stakeholders. It has information on the problem the project aims to solve and how it will be solved, and descriptions of the requirements that must be met.

### **2.1. Purpose**

This document serves as a record of the initial vision and scope of the Literacy Uplift project. It is an overall summary of the project goals and requirements, as well as involved stakeholders and their desires. It will be referred to as the project is completed to ensure changes are aligned with the initial vision and may be used as an introduction to the project.

### **2.2. Scope**

#### **2.2.1. In Scope**

This project will finish with a working web and mobile application that are connected to each other through a back end. This will allow users to have an account that works on both the web and mobile applications, which will store information on their use of the application which can be used to help them learn literacy skills. They can enroll in specific classes, which will be linked to their teacher through the account. They will be able to chat with teachers and other students, and teachers will be able to monitor student progress.

#### **2.2.2. Out of Scope**

The creation of the mobile application is not a part of this project, it is already done. The project will add a back end to this application to enhance its functionality. The creation of specific lessons to improve literacy is also not involved, some are already made and more can be added once the back end is in place.

### **2.3. Definitions, Acronyms, and Abbreviations**

xAPI – Experience Application Programming Interface. A tool designed to help track and store information about a user's learning habits.

CLLN - Canadian Learning and Literacy Network. A Canadian organization dedicated to learning literacy.

TESL – Teaching English as a Second Language.

SSHRC – Social Sciences and Humanities Research Council. A Canadian federal research-funding agency for social sciences and humanities.

PIAAC – Programme for the International Assessment of Adult Competencies. A worldwide study of the literacy, numeracy, and problem-solving skills of adults.

## 2.4. References

| Reference File Name         | Version | Description   |
|-----------------------------|---------|---|
| T25_High_Level_Requirements | 1.0     | Describes the system users and their roles. Describes the features available to each user in a context diagram.   |
| T25_Personas                | 1.0     | Describes what the users of the system will require for their use. Examples are varied based on a user's literacy level.  |
| T25_Summary                 | 1.0     | Briefly describes the need and use of the system. Contains the desired outcome from the stakeholder, the requirements of the students working on the project, and the problem assessment of the system. |
| T25_User_Stories            | 1.0     | Provides a general list of desires from the entities using this system. Teacher, student, and administrator are listed with hypothetical wants and needs.   |

**Table 1 References**

### **3. Positioning**

#### **3.1. Business Opportunity**

The Canadian Learning and Literacy Network (CLLN) has found that 42% of Canadian adults have low literacy skills. Those who lack literacy skills have a more difficult time participating in the digital economy and their civic lives. This project is designed to help these adults improve their literacy skills, which could bolster the overall Canadian economy and help people participate in civic life.

#### **3.2. Problem Statement**

The problem of low literacy skills among Canadian adults affects the Government of Canada. It impacts the overall Canadian economy and its communities. Increasing the literacy ability of Canadians would generate more tax revenue, increase Canada's education level and its overall prosperity.

#### **3.3. Product Position Statement**

This project is for Canadians who want to improve their literacy skills. The Literacy Uplift is a mobile and web application that will allow people to better participate in the modern economy and community life. Unlike other online learning platforms, ours will have the ability for schools and students to create accounts, allowing teachers the ability to monitor progress and help along the way.

## 4. Stakeholder and User Descriptions

### 4.1. Stakeholder Summary

| Stakeholder Name | Represents                         | Role  |
|------------------|------------------------------------|---|
| SSHRC            | The project's funding organization | They will be overseeing the completion of the project and ensuring it meets its goals   |
| Project Head     | The project leader                 | Will be directly overseeing the developers and ensuring they are working well, and act as an information relater between developers and the SSHRC |
| End Users        | Those using the application        | To use the Literacy Uplift application and communicate any problems with it   |

Table 2 Stakeholder Summary

### 4.2. User Summary

| User Name | Description                      | Responsibilities   | Stakeholder |
|-----------|----------------------------------|--|-------------|
| Students  | The primary users of the system. | Use the final application and help report any existing problems within the system.         | Self        |
| Teachers  | End users of the system.         | Use the application to raise the literacy levels of their students.                        | Self        |
| Admin     | Monitors of the system.          | Ensure the technology used within the system is working correctly and is being maintained. | Self        |

Table 3 User Summary



## 5. Stakeholder Requirements

| ID  | Requirement  | Stakeholder |
|-----|--|-------------|
| 001 | Teachers and students should be able to message one another          | 001         |
| 002 | Students can save progress in activities                             | 002         |
| 003 | Teachers can keep track of student progress                          | 003         |
| 004 | System should be able to adapt and allow integration of new features | 004         |
| 005 | System should be able to easily add, remove or modify classes        | 005         |

**Table 4 Stakeholder Requirements**

## 6. System Features

| ID  | Feature  | Stakeholder Requirement ID |
|-----|--|----------------------------|
| 001 | System should allow login                      | 001                        |
| 002 | System should be able to save progress         | 002                        |
| 003 | System should save user data                   | 003                        |
| 004 | System should be able to track user's progress | 004                        |

**Table 5 System Features**

## **7. Assumptions**

- The learning material will be provided to us through the project lead. Developers will not be responsible for this.
- Users will be able to improve their literacy skills through the use of technology.
- Students and teachers will report any encountered problems with the application.
- All desired features are possible to create in PHP.

## **8. Constraints**

- The project back end is constrained by the functionality of xAPI and will only be able to track users' learning in ways that are allowed by xAPI.
- Due to the limited time available to the developers as students project work will be slow as coursework, assignments, and exam studying will take priority at times.
- Due to the project using new frameworks and technologies developers must take time to learn these. Until all developers are familiar and able to work with the framework there will be a slow pace of work on the project.