Front page

Heyeon

Leah

Liam

Min

Arturo

Huub

Introduction

Cyberbullying is a game

[(Holsteijn, Jeong, Lee, Sandoval Rodríguez, & Liam Voyle, 2019)](https://www.zotero.org/google-docs/?xc0xfI)

Table of contents

[**1. System scope and stakeholders**](#_s6wam53bhvpz) **3**

[1.1 New situation](#_psmoxqic78pd) 3

[1.2 System users](#_v8tt3rxmzl8v) 3

[1.3 Stakeholder goals](#_cs6iv68etvun) 3

# 1. System scope and stakeholders

## 1.1 New situation

Really general story about the game

RPG

## 1.2 System users

|  |  |
| --- | --- |
| Id | Name of the stakeholder |
| ST1 | Student |
| ST2 | Teachers |
| ST3 | MIL expert |
| ST4 | Development team member |
| ST5 | Team coach |

## 1.3 Stakeholder goals

(ST1) Student

|  |  |
| --- | --- |
| Description | A pupil someone who is learning at a school. Next, their age is 11-15. They are middle school students. They are to learn about cyberbullying prevention methods. |
| Responsibility | * To play the game and get a knowledge about cyberbullying prevention |
| Success criteria | * Clears the goals that are satisfied on every stage. * Make children understand what cyberbullying is. * Make children aware of the dangers of cyberbullying. |
| Notations / Issues |  |

(ST2) Teacher

|  |  |
| --- | --- |
| Description | Manager of the education process, generally teaches students (ST1) on methods around cyberbullying.  Next, teacher has educational contact with the students. Which, means that he/she takes notes and informs students about educational materials, makes students enthoustic about topics. |
| Responsibility | * Making sure that students (ST1) play the games. * Advice about education minorities. |
| Success criteria | * Note what makes the student understand the ways to combat cyberbullying |
| Notations / Issues |  |

(ST3) MIL expert

|  |  |
| --- | --- |
| Description | A professional on information structures, information ethics or media sources. Therefore, he can distinguish if information is false or true. Also, defines the MIL education of students.  Next, he can provide information about cyberbullying preventions, such as: user settings on social media, block users on instant messages. |
| Responsibility | Get information about the MIL progress of the students (ST1) and can check the effectiveness on the learning process. |
| Success criteria | * Check the learning development on MIL-skills. * Has statistics on the learning process. |
| Notations / Issues |  |

(ST4) Development team member

|  |  |
| --- | --- |
| Description | A development team is cross-functional expertised member within a team. And is responsible of the finalization of the product. |
| Responsibility | * Communication in between all roles  (ST1 till ST 5) * Completing tasks in the development process. * Notify members on issues |
| Success criteria | * Students (ST1) likes playing the game. |
| Notations / Issues | Has not role in the final use case of the project. |

(ST5) Coach

|  |  |
| --- | --- |
| Description | A person whose job teaches the development team (ST4) on project processes skills. Which, are related to the finalized product. At the same time, the coach is responsible for workproces liminiting epidiments. Who can not be fixed within the team (ST4) itself. |
| Responsibility | Shows opinions and has critical perspective on the outcome of the game. |
| Success criteria | * A smooth development process |
| Notations / Issues | Has not role in the final use case of the project. |

1.3 Use case sum up

Bibliography

[Holsteijn, H. van, Jeong, H. W., Lee, J. U., Sandoval Rodríguez, A. I., & Liam Voyle. (2019). *Cyberbullying prevention*. 24.](https://www.zotero.org/google-docs/?ZSzc3L)