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CSS 360

January 19, 2018

System Comparison and SDLC Interests

Group: Sparkle Motion

1. iLearn vs. UW Canvas

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| **Differences** | |
| **iLearn** | **UW Canvas** |
| For students age 3 to 18 | For college-age students |
| Not open source | Open source platform |
| Older | Newer |
| **Similarities** | |
| Both are used through a web browser | |
| Both are service-oriented systems | |
| Both offer similar utility and configuration services | |

Diagram of UW Canvas architecture

Browser-based user interface Canvas app

Configuration services

Group management Application management Identity management

Application services

Email notifications Internal messaging Calendar Class dashboard User profiles Modules Word processing Video conferencing Class recordings Grading system Discussion boards Quizzes/Tests ePortfolios Comment system

Utility services

Authentication User storage Search functionality Design tools App storage Interface

1. SDLC Model Interests
   1. Scrum
   2. Dynamic Systems Development Method (DSDM)
   3. Adaptive Software Development (ASD)