
HASH INCLUDE

SIS 2.0

PROJECT: Student Information System v 2.0

Design Goals Overview

A. Developing two versions of SIS.

(i). Light version for basic use and optimized performance

(ii).Heavy version for more user interactive rich interface

B. Centralization to provide a one stop information center.

Team Description

Gouravjeet Singh: **(Project Manager)** - Gouravjeet earned his Bachelors degree in Computer Science from India in 2010. He worked with Infosys Limited for 2.5 years as a software engineer where he worked in various roles as a developer and analyst. His projects have given him vast experience in product development. He built and designed solutions for efficient data analysis and is efficient in problem solving. He is pursuing his Masters degree in Information Technology and Web Science at RPI with a concentration in Software Design and Engineering.

Roles and Responsibilities:

- Managing Architecture level Design issues.
- Managing team communication.
- Evaluating process performance and progress.
- Divide the work equally among the team.

Jacky Doll: **(Usability Tester)** Jacky is pursuing her Masters degree in Human-computer interaction at RPI with a concentration in cognition.

Roles and Responsibilities:

- Design, carry out, and present usability evaluation process
- Recruit and gather the opinion of real users
- Evaluate the data to help inform design process
- Questionnaires, interviews, and observation methods for qualitative and analysis

Anshul Kataria (UX/UI designer): Anshul is pursuing his Masters degree in ITWS**.** He did his undergraduate in Computer Science. Also he has worked as UI developer in Infosys for 2 years.

Roles and Responsibilities:

- To design wireframes showing the exact picture of system including fonts, colors, structure and organization of data.
- To decide UI technology to build system on.
- Develop user interaction scenarios and their association with the UI design.
- Identify issues with mobile interface and provide possible solutions.
- Performance analysis of UI elements.

Niharika Gupta(Technical Analyst): An undergraduate major in Electronics and Communication, Niharika is currently pursuing Masters in Information Technology. She has experience in working with simulation softwares and resolving hardware and software compatibility issues in practical design.

Roles and Responsibilities:

- To identify initial needs and scope of the project
- Acquisition and analysis of required data
- To fill out gaps between user needs and practical feasibility
- Suggesting revisions and modifications to improve efficiency
- Evaluating process performance and progress

Sameer Sawla: **(S/w Developer)** - Sameer earned his Bachelors degree in Computer Science from India in 2010. He worked with Infosys Limited for 2 years as a software engineer where he worked in various roles as a developer and analyst. His projects have given him vast experience in product development. He built and designed solutions for efficient data analysis and is efficient in problem solving. He also interned in the summer as a software developer at Cengage Learning Inc.,Boston. He worked there on full javascript stack. He is pursuing his Masters degree in Information Technology and Web Science at RPI with a concentration in Software Design and Engineering.

Roles and Responsibilities:

- Developing the newer version of sis i.e. Sis 2.0
- Collaborate with UX designer to ensure highly usable aesthetics
- Coordinate with Manager, Analyst to be on Agile track
- Get along with the tester to resolve the bugs identified

DESIGN GOALS:

To Build a Student Information System for RPI that will rectify the issues of the previous version.

The goals of our Student Information System are to deliver the following:

1. Central, up-to-date repository of information on all courses and course offerings; all prospective students, applicants, and matriculated students; student academic history; student housing; and degree progress that is easy to access and manage.
2. An efficient and effective Admissions' environment that includes campaign management, document and image management, and travel management.
3. An easy-to-use online registration process that supports effective academic advising.
4. An efficient course management system for entry and management of course descriptions, rules, and restrictions that can be easily accessed across the campus.
5. A tool that effectively manages department/program major and minor requirements, College degree requirements, and provides a simple yet comprehensive degree progress report for each student.
6. A self-service system that is highly *intuitive* and *efficient* for student and faculty.
7. A system that is flexible enough to handle changes in curricular policy and the academic advising process.
8. A tool where data is safe and secure.
9. A well-designed system that can handle thousands of concurrent users, can process thousands of requests simultaneously, is stable, and integrates easily with other applications.
10. To make user experience pleasant with SIS i.e. easy to work, easy to find information.
11. To make system light weight for important issues. We can have two version, lighter with important functions and information and heavier version with all those high graphics experience. By doing so we can overcome delays that would be inherit in highly rich UI.
12. Should be more interactive and rich in its content, means of just giving information it should give collaborative information. Ex: Can have course information on calendar, students link who have already taken that course, chatting options, news ticker.
13. Mobile accessibility would be provided as an enhancement.