Innovative Education – IED

We have listened to the concerns of UVU and understand the reasons for throwing away the current UVSim prototype in-order to meet the functional needs required.

After much technical debate we have decided to keep the current prototype, but not build off of it entirely. There is vital functionality that can be transferred over from the previous UVSim prototype to a new UVSim prototype that can meet the future functional needs. These important functions are the projects functioning operations that we have already developed in the codebase. Although code can always be subject to change, we see important use in the already developed UVSim operational codebase. It can be noted that changes will be made to the internal codebase to meet the needs of a GUI, but the core functionality will remain the same.

Another important reason for keeping the current UVSim prototype is that it is a console-based application, compared to the next prototype in development that will have a GUI to control its functions. We see the benefit of having a console-based application prototype that has the same basic functionality as future UVSim prototyping. The main benefit is that it can appeal to a wider audience of users, some users prefer the simplicity of a console-based application, while other users prefer the intuitive nature of a GUI. We see the importance of allowing the application to be reached by the users preferred route of interface.

Although we are aware that UVU desires the old prototype to be thrown away, we will focus all development resources on the next UVSim prototype to meet the next set of desired functions, while the previous prototype will be backlogged for later update.