Bi-Weekly Report 2

27th October 2016

Team 1: Microsoft Capita Data Visualisation Project

Carlota Ortega Vega, Fasbeer Eskander and Bethany Graves

OVERVIEW

Over the past two weeks, we interchanged projects with the other Microsoft Capita team, as there had been a misunderstanding regarding which team was to do which project. We met with both the mentor for the data mining project and the data visualisation project. This allowed us to start researching the technologies we require for our project and start gathering requirements.

MEETINGS

19th October 2016

Both Microsoft Capita teams met with our contact in Capita for the data mining project. Simon Bell. In the meeting, we were given the SIMS software to install in our computer and also walked through the installation process. We also discussed the anonymisation tool that Capita uses and that we will to use the data from the software for our project and the targets for us to improve on it.

20th October 2016

After correcting the misunderstanding and switching the projects, we met with James Randall and got the client-student relationship set up properly. We learned about the software SIMS Discover which is used to display data collected from schools on attractive visual representations. We were told to improve on the existing software and set up a web app according to the software which is currently a desktop app. We are to focus on the front end programming to make the web app for SIMS discovery. We were also told about Phaser.io which contained game libraries which might be helpful for our project.

TASKS COMPLETED

- Met Capita contacts for the data mining and data visualisation projects

- Discussed SIMS Discover software on which data visualisation project will be based
- Discussed possible projects for data visualisation and chose the most suitable one
- Started research on data visualisation technologies
- Decided on project roles of each team member

PROBLEMS

- Changed projects so had to repeat initial research
- Need to go through SIMS Discover demo with James Randall to gather requirements and start our prototype

FUTURE PLAN

- Continue research on data visualisation techniques and web development
- Online demo of SIMS Discover with James Randall
- Gather requirements from Capita website videos of SIMS Discover and online demo
- Continue developing project website

INDIVIDUAL REPORTS

Carlota Ortega Vega

Over the past two weeks, I have been in charge of contacting the client and arranging the meetings. After our meeting with James Randall, I started researching some of the technologies he mentioned would be useful for our project, such as the TypeScript programming language. I have also gone through the information I found online about SIMS Discover to start thinking about the requirements for our project and the user interface of the web-based app we will build. Moreover, I have been working on our project website, and learning HTML to do this.

Fasbeer Eskander

The first week I was still conducting research on data mining techniques when we learned that there has been some misinformation and we had to switch projects. After switching the projects, we had to re-do much of the research for the project. After speaking with James, I learned more about C# and did some more JavaScript which he said would be required for the project. I further researched on the language called typescript and noted down the minutes for the meeting that was held.

Bethany Graves

My time since the last bi-weekly report has been split between improving my proficiency on programming languages used for the web, such as HTML and Javascript, and researching the best technologies to use for the sake of our particular project. This includes researching (to a lesser extent than Carlota) a programming language recommended to us by James Randall called Typescript, as well as exploring the possibilities of using a game library. To this end I have been researching the scope of Phaser.io as recommended to us by James as well as taking this idea further by looking at various other game engines and recording pros and cons of this method versus more traditional ones, and creating ideas for future experiments using game libraries.