

The Education Partnership - Team 2

Executive Summary

Community Partner

Catherine Price

Student Development Team

Alex Bainbridge

Walter Donnellan

Juliann Fields

Background

The Education Partnership is a non-profit committed to providing school supplies for in-need students. Their mission as stated on their site:

To address educational inequities by providing and enabling access to the tools and resources necessary to support teachers and enhance a student's ability to learn and succeed.

The Education Partnership has approximately 15 employees and 3 main programs: Students 2 Students, Adopt-a-School, and Supplies Initiative.

Project Description

Project Opportunity

The project opportunity was to assist The Education Partnership in creating a sustainable and manageable system for their new STEAM Kit lending library. This would allow for the library itself to last longer and have room to grow while not becoming too much to manage.

Project Vision

The project vision was to replace The Education Partnership's use of a google doc for teachers to reserved educational STEAM kits with a fully-functional web application. The application would allow teachers to select what kits they wanted to reserve and would allow employees of The Education Partnership to manage kits and export inventory reports.

Project Outcomes

One of the most notable outcomes of the project is the kindled relationship and foundation of trust between The Education Partnership and the Information Systems department of Carnegie Mellon University. In addition to that, The Education Partnership was able to have a level of control in creating a custom process in which they would manage this lending system, offering them a sense of ownership over it and trust in it. The technological outcome was the webapp itself.

Project Deliverables

Included in the deliverables are the following: The TEP Lending Library Application, functionality training videos, template csv's for schools and users, contact information for developers for maintenance and debugging purposes, login credentials for admins/managers/volunteers, and other documentation for TEP to reference to learn more about Ruby, Heroku, and other technologies used in the solution.

Recommendations

TEP should have an admin at any given time for the Lending Library, and when problems arise in the application, TEP should use both the resources and contact information we provided them with to solve the problems.

Student Development Team

Juliann Fields served as the designer and the secondary project manager. She will graduate in May 2019 with a Bachelor's in Information Systems and minors in Human Computer Interaction and Game Design. She will be interning this summer at Microsoft as a Software Engineer and aspires to pursue a career in game design and game user research.

Walter Donnellan was the Client Relationship Manager and main functionality tester. He will graduate in May 2019 with a Bachelor's in Information Systems and a minor in Human Computer Interaction. He will be interning with Praetorian in the Summer 2018 and hopes to do web security consulting as a career.

Alex Bainbridge acted as the lead project manager and code quality expert. He will graduate in December 2019 with a Bachelors in Information Systems and a minor in Computer Science. He will be beginning the Masters in Information Security in the Spring at Carnegie Mellon University, and wants to be a penetration tester in the future.