Operational Concept Description (OCD)

Go Grrrls iOS App

Team 03

Sl. No.	Team Member	Roles
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7	Zhao Shi	Feasibility Analyst/ Builder

Version History

Date	Author	Version	Changes made	Rationale
10/08/16	AB	1.0	• First version; Tailored from ICSM OCD Template	• To describe the operational concept of Team 03's Go Grrrls App project
11/29/16	AB	2.0	• Incorporated feedback from FCR (benefit chain diagram, etc.) • New capability for sharing on social media added	• To describe the operational concept at the end of development stage

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1. Introduction

This document provides, in detail, the shared visions and goals of the stakeholders of the GoGrrrls iOS App for the GoGrrrls program. The success-critical stakeholders of the project are Skyler Milligan-LeCroy, as the client & project owner; young middle school girls as users and the development team.

The status of the OCD is currently at the end of development phase and this is the second version of the same. The GoGrrrls iOS app has been developed and tested as per client's requirements. It has been demonstrated to the client in the Core Capability Drive-through meeting. Most of the suggestions from the client have been incorporated in to the app. On final approval by the client the app will be deployed in the app store.
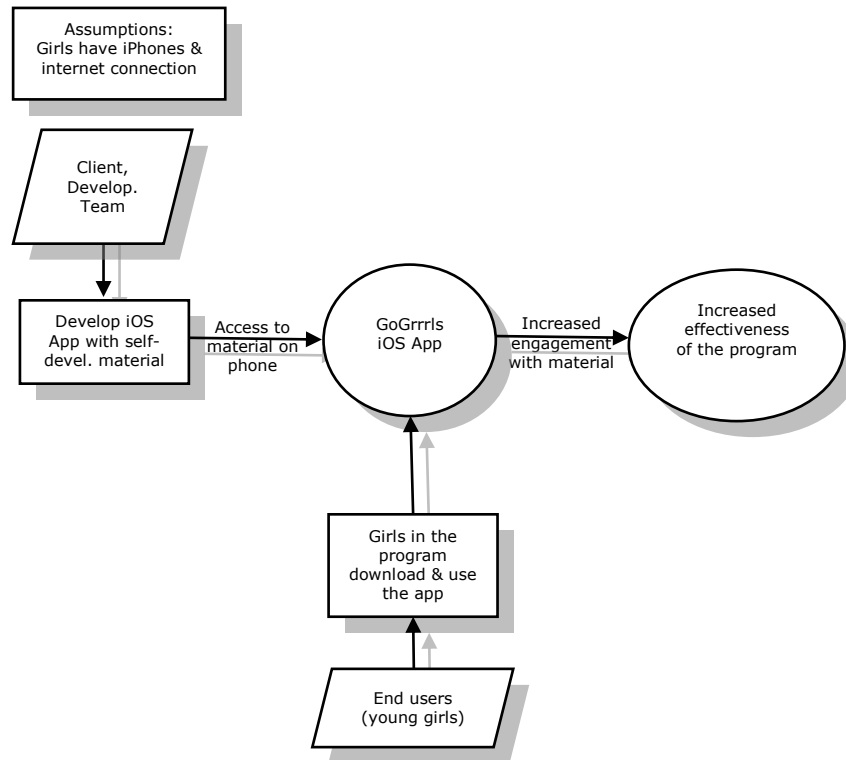
2. Shared Vision

2.1 Overview of the system

Table 1: The Program Model

Assumptions:
Utility in easy access of the GoGrrrls program content; need for material for personality development of young girls; girls owning an iPhone with a good internet connection

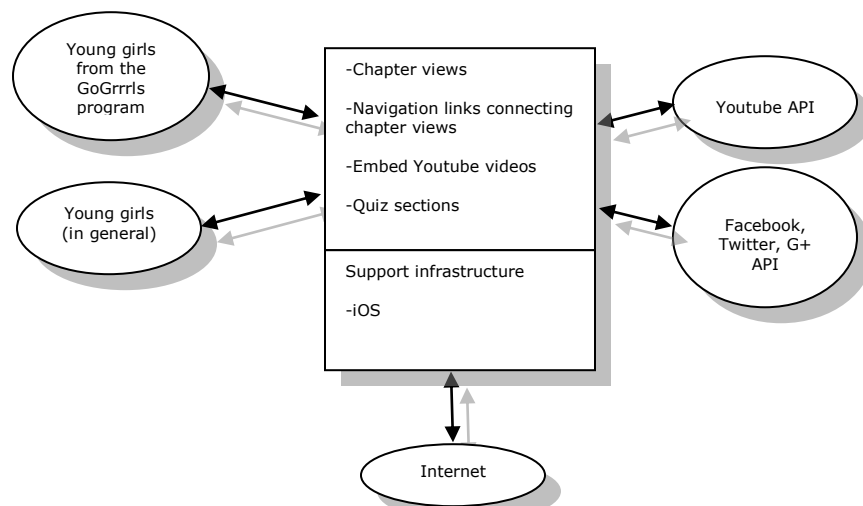| Stakeholders	Initiatives	Value Propositions	Beneficiaries
• Development Team • Client • Early adolescent girls (end users)	• Provide the personality development material organized into 7-8 chapters • Embed and enable users to access multimedia content like videos, audio clips, etc. • Enable users to test their understanding of material through quiz section at the end of each chapter	• The app would help girls in the program to engage with the material more • It would also help the girls access the material easily compared to a workbook • The app could also increase the visibility of the program across the country • Skill addition & enhancement to dev. team	• The end users • The client • Development Team

2.2 Benefits Chain

Figure 1 below shows the benefits chain diagram of the GoGrrrls iOS app.

Figure 1: Benefits Chain Diagram of GoGrrrls iOS App Project

2.3 System Boundary and Environment

Figure 2 shows the system boundary and environment diagram for the current project.

Figure 2: System Boundary and Environment Diagram of GoGrrrls iOS App Project

3. System Transformation

3.1 Information on Current System
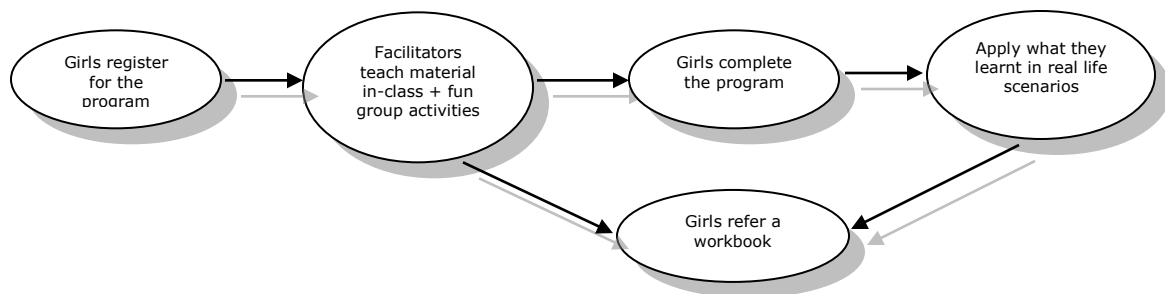
3.1.1 Infrastructure

Presently, the GoGrrrls program is administered as an after-school in-class program to young girls in some schools in Arizona to empower them with knowledge and skills to build a healthy future for themselves and their families.
The GoGrrrls project is a program of Child & Family Resources Inc., a non-profit organization in the state of Arizona.

3.1.2 Artifacts

A workbook with the material organized in to various chapters is available. There are several video clippings provided by the client corresponding to different sections of the material like the girl's bill of rights, sex education, negative emotions, etc.

3.1.3 Current Business Workflow

Figure 3: Current Business Workflow of the GoGrrrls program

3.2 System Objectives, Constraints and Priorities

3.2.1 Capability Goals

Capability Goals	Priority Level
OC-1 Content presentation: The system must be able to display text content organized in to 7-8 chapters	Must have
OC-2 Multimedia: The system must allow users to view short videos embedded in the chapters	Must have
OC-3 Self-Assessment: The app must have quiz sections at the end of each chapter for self-assessment	Must have
OC-4 Sharing on social media: Users must be able to share the multimedia content on social media sites like Facebook, Twitter, etc.	Optional/ Nice to have

3.2.2 Level of Service Goals

Table 2: Level of Service Goals

Level of Service Goals	Priority Level	Referred WinWin Agreements
Access to course material (organized into 7-8 chapters) from inside the app	1	WC_3928
Should be able to view the embedded videos from within the app	1	WC_4221
Self-assessment sections	1	WC_4220

3.2.3 Organizational Goals

The following are the broad, high-level objectives and aspirations of the sponsoring organization(s) and any organizations that will be using and maintaining the new system:

OG-1: To help the girls in the program to engage with the material more and better retain the knowledge

OG-2: To help the girls to access the material easily compared to a workbook

OG-3: To make the material accessible to all with a freely downloadable app

OG-4: Increase the visibility of the program

3.2.4 Constraints

The following are the main constraints of the system to be developed:

CO-1: iOS App: The app must be able to run on different iPhones (6, 6+, 6SE, 7, 7+)
CO-2: Zero Monetary Budget: Client will provide with app developers account, etc., but otherwise the budget is highly limited.
CO-3: In-app video playback: The app should be able to play embedded videos from within the app

3.2.5 Relation to Current System

Table 3: Relation to Current System

Capabilities	Current System	New System
Roles and Responsibilities	Facilitators deliver content in a classroom environment. Organizers bring facilitators, resources, girls registered for the program together.	The roles and responsibilities of the facilitators and organizers of the program remain as is. However, we need to have somebody to take care of the maintenance of the app in the long run
User Interactions	Girls registered in the program have access to material only through a workbook	They will have access to the material through the app anywhere & anytime. Girls who are not registered in the program can also access the material as the app is free for all
Infrastructure	Classrooms, workbook and other learning materials	Same as before. Additionally, the app is published on the app store. Videos embedded in the app are uploaded on to Youtube
Stakeholder Essentials and Amenities	Lectures; group activities; access to course material	The client wants to provide girls with a source of material that's easily accessible.
Future Capabilities	N/A	Extend the app to other apple devices like iPad, etc.

3.3 Proposed New Operational Concept
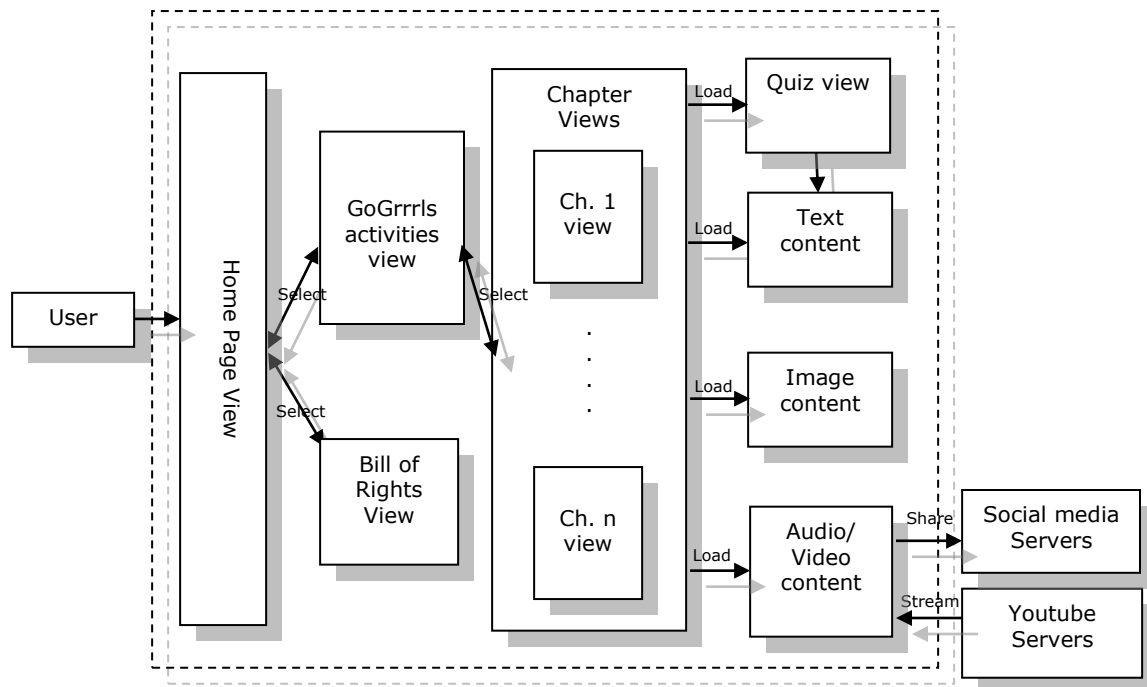
3.3.1 Element Relationship Diagram

Figure 4: Element Relationship Diagram of the proposed iOS App
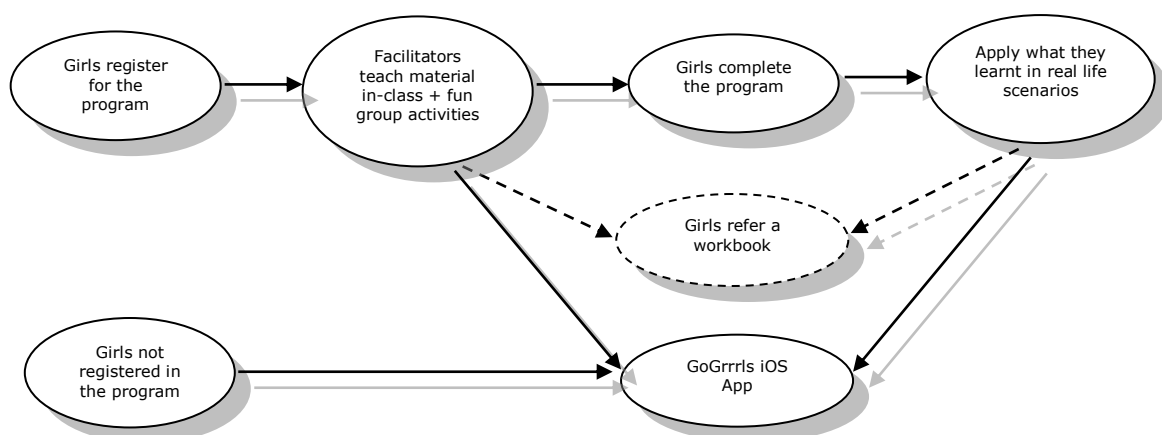
3.3.2 Business Workflows

Figure 5: Business Workflows Diagram with the new system incorporated into the existing system

3.4 Organizational and Operational Implications

3.4.1 Organizational Transformations

The main organizational impact of the new system is the following:
- The need to find a new system maintainer to take care of the system in the long run

3.4.2 Operational Transformations

As the app is intended to supplement the current program, it is not likely to cause any significant changes in the current operational procedures/ workflows.