Project Proposal

Q Gamification and social dimensions

1. Introduction
- uQualio® develops a video learning platform to train users, increase their knowledge and competences (www.uqualio.com)

- Our concept is to let corporations' push video based microlearning as part of learning, branding, marketing etc. in a simple, cheap and effective manner

- uQualio® is browser based and runs on most devices if the end user has a network connection

- We're in production and continuously improve our product with larger and smaller features

2. Project goals
- We want to increase the uQualio® learning effect by adding gamification and social interaction as part of the experience

- Main goals for the project (design suggestions ready, final design and implementation in the system by the student project team, input from project team solicited 😊)
    - Add gamification widgets, statistics and nudging to the user experience
        - Scoreboard for user, scoreboard for course, scoreboard for version
        - Statistics for course, site and corporate
        - Notification automation
    - Increase the social dimension
        - Allow more interaction between course manager and participants, user to user, user to corporate
        - Follow: implement follow feature for users, corporates, register interests,
        - Integration with social media platforms (logon via social media platform, add features to share posts, …)
    - Make it more fun by increasing the systems social dimension to be better and learn more … while keeping ahead of our peers 😊

3. Technologies

- uQualio® is implemented modern software tools using
  - Angular 6
  - TypeScript
  - C#, .NET Core
  - PgSql
  - AWS
  - ServiceStack, RestSharp, IIS
  - SendGrid, GatewaySMS, Stripe

- Development tools
  - Visual Studio/Visual Code/ … ('vi' – as long as you don't jank)
  - JetBrains tools (Rider, DataGrip, …)
  - Git/sourcetree
- CI
  - TeamCity
  - Octopus

- If the team determines we need new components or new tools to deliver the project goals we will add them

4. Requirements for the students

- Students must have basic programming skills in C#/.NET, Java, JavaScript, TypeScript and/or html
- Having SQL skills, DevOps, unit test or test automation experiences will be a plus

- The students are exposed to a real-life production environment. We will put them through
  - Product training
  - Hearts and mind ("Pragmatic programmer", "97 things…")
  - Development training using video and hands-on assignments to increase their understanding of what good code is – and why it matters
  - Development process steps with tools and processes to match a production system and how your can design you CI to ensure quality

5. Legal Issues

Intellectual Property Rights (IPR):
  1. uQualio® gets all IPRs to the results.

Non-disclosure agreement (NDA):
  1. Signing the NDA included in the ITU's contract template is required.

6. Client

- uQualio® is a start-up founded in 2017. We are 3-5 people in Denmark and we have a development team of 3-5 people in Minsk, Belarus.

- Christian Bjerre Nielsen, CTO, represents uQualio®. He has 25+ years' experience with software development and is product owner with hands-on daily code review, test and development. Christian knows our tools and code in depth.

- We invest the time required to deliver working software in cooperation with the ITU project team.

- uQualio® makes the following available to the project:
  - Office space on our corporate site in Veksø Sjælland (1 km to S-tog), two days a week or as needed
  - Access to tools and resources to run development (YouTrack, Git, ServiceStack licenses, Office 365 if needed, …)
  - Free lunch, coffee, tea, cookies, fruit, soft drinks, beer, wine…

Client representative(s)
- Product Owner / Technical specialist / Fixit all ...
  Christian Bjerre Nielsen
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Preselected Student Team Members
- NA

7. Additional information

- Working languages are C#, Danish, English, html or JavaScript as needed

- Documentation and written communication in English

- We expect the project team members to bring their own hardware

- Our sales and marketing staff expect product demonstration about twice a month with new features and changes to existing features

- Fresh air and beautiful nature with lots of wild life around our office location