* TABLE 5-2/ Element of Project Planning

1. **Describing the Project Scope, Alternatives, and Feasibility**

The basic idea of the project is to create an applet on the "one.iu.edu" which will be accessible to every student of IU.

The initial set-up (data entry) will be done for each student by himself/herself. he/she will be provided with a questionnaire which will ask them about their hobbies, interests, learnings, place of origin, cultural aspects, sports interest, etc. This can be supplemented by providing SOPs. All the info. collected from this stage will be stored in databases and the students interested in that will be categorized and what they prefer will be stored.

Once the initial data entry is done, they will have various sub-options to choose from about what they need to know. These options will include stuff like airport protocols, ticket booking procedures and regulations, information about which places to visit for regional food, sports (cricket, shogi, mahjong, etc.) and many other things. There are some sports organizations and cultural associations like Chinese and Indian associations which can help. The project is selected by students of IUB as user department and our team members will help users to identify their requests.

(reference; format & needed things, Figure 5-10)

**2. Dividing the Project into Manageable Tasks**

1. Design survey.
2. Define the sample population of the surveyed students.
3. (i) Question students about their problems and how did they overcome them(Survey).
4. Interviewing the student organizations like ISA, CSSA, [OIS](https://ois.iu.edu/), KSA, etc. regarding what kind of help they can provide.
5. Interview UITS regarding process of building an applet
6. Visually analyzing the result of Interviews (WFD, DFD)
7. Research the available resources (specifically the resources already available through “One.iu.edu”).
8. Statistically analyzing the survey for implementation.
9. (i)Develop the database of student information.
10. (i)Design the user interface. (Will be decided After interviewing UITS)
11. (i)Usability testing
12. Creating deliverables
13. Communication and management

1, 2 - Subbu & Lydia

3 - Together (Through Communication)

4, 5 - Lydia & Xin  WFD, DFD (help from Juyoung An)

6, 7, 8 - Juyoung An and Subbu

9 - Sophia

10- Xin CSS

11 - Sophia

12, 13 - Jay (Project manager)

cf. Providing instructions on cultural differences (Relationship b/t Professors & Students, Costumes, Volunteer, Non-verbal language, Mandatory things (engaging sports, exclusive group)

Two people in a task

**3. Estimating Resources and Creating a Resource Plan**

Lydia & Xin: survey methodology, interviewing student organizations

Xin: interviewing UITS, design the user interface

Juyoung An: Text mining, Devising deliverables

Jayendra Khandare :

**4. Developing a Preliminary Schedule**

**5. Developing a Communication Plan**

**6. Determining Project Standards and Procedures**

**7. Identifying and Assessing Risk**

* hard to understand
* lack of motivation/ Giving choice to enter the step
* Privacy problem

**8. Creating a Preliminary Budget**

Professor said that we do not have to consider this part.

**9. Developing the Project Scope Statement**

10. **Setting** a Baseline Project Plan

See figure 5-10