# G2KY as an IS

From [Cumbie's IS Model](https://una.instructure.com/courses/27055/pages/cumbies-is-model) we can have this:

**InfoSys = PPL + PROC + TECH ---> GOAL**

Let's take it from concept to practice in the context of our Getting to Know You (G2KY) activity and project.

**PPL** = the class as the survey respondents, you as the analyst, me as the manager, me as the developer/designer of the form and questions, etc.

**PROC = Process**: the instructions I've given you to take the data (.csv file) and convert it into something meaningful and actionable. **Procedures:** all the rules that govern this including Academic Honesty, how to prepare and submit, due dates, points, etc. **Protocols:** the technical rules behind it all including data formats (csv, pdf) and all the protocols included in TCP/IP that underlie making all of this possible.

**TECH =** HW: your devices and computers and peripherals (mouse, keyboard, modems, and even electricity) you and I have used at any time for this.

SW = our operating systems (Windows, Mac OS, iOS, etc.), web browsers (Safari, Firefox), Google's Cloud services (Sheets & Forms), Spreadsheets (Excel), UNA's Systems (Oracle-based Portal, Canvas Learning Management System), Presentation (Powerpoint), and many other behind the scenes (antivirus, I'net servers and layers in-between).

NW = Your bluetooth mouse/keyboard, local network, wifi, Internet service provider, Internet backbone, telephone companies...the whole gamut of connectivity.

**GOAL.** The goal is to gain an understanding about students' perceptions of technology. Can any generalizations and conclusions be made? Can these lead to actionable advice for a professor or college students?

Another goal is for you to see an "end-to-end" information system. It really has all of the components but has room for improvement.