Project Proposal

Project Title: Building an Intuitive iPhone App to Help AWANA Leaders Manage Their Classrooms and Students Better and More Efficiently.

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Major: Computer Science
Project Course: CPSC 498

Proposed Project Dates: January 26, 2016 – April 22, 2016

Abstract:
The AWANA Leader app is a classroom management app that will:
- manage students
- track individual student progress in their assigned handbooks
- help leaders keep attendance

The app intends to streamline several responsibilities of AWANA leaders and allow them to make better use of their classroom time.

Business Profile:
AWANA is a global nonprofit organization that runs entirely on volunteer staff in area churches, teachings kids about the Bible and its message. Children are given handbooks that they must complete by the end of the school year, and attendance is checked along with a regular list of requirements that students must complete each week. Each student also receives awards (AWANA Bucks) based on their progress and attendance requirements. Volunteer leaders must keep track of all of these things, and an app would be helpful in making the process easier on volunteers.

Descriptive Scenario:
Currently, there exists no app to specifically help AWANA leaders. Leaders must manually track attendance, attendance requirements, the rewards that are based off of those, and student progress. There is a lot of paper and time wasted by these processes, when they could be made easier by an app of this nature. A problem that might arise would be if leaders are on their phones more than they are helping students because of the app.

Normative Scenario:
The end goal is to have a more cohesive AWANA classroom by the use of the leader app. Leaders will be able to keep better track of each students progress rather than having to constantly check each students individual handbook. Leaders will be able to keep better track of attendance and attendance requirements in order to continue giving accurate rewards and be able to keep better tabs on which students are actually in attendance each day- an important necessity for fire drills and emergencies.

Motivation:
I am a new AWANA leader, and I have found over the past year that these processes that have been repeatedly mentioned are time-consuming and hard to keep track of. It would be far easier to manage my AWANA classroom if I had the help of an app like the one I am suggesting. I have also found that it is far more rewarding for the kids if they are able to see their progress and rewards, and an app like this would help make those things more visible to them and easier to keep track of in order to actually be showing them.

Plan of Attack:
The main objective of this project is to provide a working app that provides all of the services mentioned. The two most important functions of the app are the attendance tracking and progress tracking; if those two functions are available, then the project is successful. An attractive app would be favorable, but it is not required for the project to be a success.
A proposed timeline of the project is as follows:

- Week of 1/24:   continue to practice Swift with demo projects
- Week of 1/31:   have the basic framework of the app up
- Week of 2/7:   have simple class and student adding functions
- Week of 2/14:   have manual attendance working
- Week of 2/21:   have manual reward tracking up
- Week of 2/28:   connect attendance checklist and reward tracking
- Week of 3/6:   have individual student viewing available
- Week of 3/13:   have student progress available
- Week of 3/20:   connect each element with individual student pages
- Week of 3/27:   finish any remaining requirements before live testing
- Week of 4/3:   live testing; give app to other leaders for testing
- Week of 4/10:   continue live testing and update based on feedback
- Week of 4/17:   make any last minute improvements before project end