Project Proposal

Project information	
Project	Allthink
Project Time-frame	15 weeks
Summary	Provide a powerful and easy-to-use tool to create, organize and share online interactive multimedia lessons
Process impact: This proposal, along with drafts of related documents, will be used by management to determine whether or not to approve work on this project. A clear and precise project plan helps set expectations that will be used later to evaluate the success of the project	

1-Background and Motivation

What problem does this project address?
Teachers nowadays need a tool which can help them create online lessons quickly and conveniently. Traditional offline softwares like Powerpoint are powerful in creating slideshow but are not really suitable for create, publishing interactive online lessons. That's why we create allthink to serve that need.

What are some current approaches to this problem?

There are some online office suite like Google Docs that can be used to create and share traditional lessons. Video lessons can be shared by using Youtube. Social network like Facebook can also be used as a channel to connect teachers and students. However, a unified solution is not yet to be introduced.

Why is this problem worth solving or worth solving better?
E-education is no doubt the future trend. A unified tool that can help teachers create, share interactive multimedia lessons is something that all teachers need.

How will this product be better than previous approaches?
We add innovative new features. We support both traditional material like pure text, image and interactive material like video, step-by-step docs.

Our system is designed with the intuitive user interface. Non-professional users can learn to use the product in no time, which is a key factor for the product's success.

Our system support Vietnamese.

2-Goal

What is the goal of this project?
Provide a powerful and easy-to-use tool to create, organise and share online interactive multimedia lessons

What are the defining features and benefits of this product?
- Reusable website engine with functionality for creating, editing, deleting, browsing lectures.

- The reusable website engine will support many kinds of resources:pure text, image, video, step-by-step and file. This allows the teacher to create the lesson they exactly want.

- The website engine will be secure and only allow users with the proper permissions to edit, delete, or create lesson. Students are only allowed to view the lessons and do the assignment.

3-Scope

We want to focus on the web application itself, and the features of that application that help build a good lessons editor.
- Work with common servers and browsers that we are already familiar with.
- Allow easy customizations of fonts and colors, with the same basic page layout.
- Enough security to greatly discourage abuse
- Support interactive units like video, quiz, step by step as well as traditional feature like image, text.

In Scope	Out of Scope
Building a web application for use with standard web servers and application servers	Building a new web server or application server
Working the most popular browsers (IE6, NN7/Mozilla)	Working with uncommon or outdated browsers
One simple sample look-and-feel	Our own high-quality look-and-feel. A library of look-and-feel options.
Security in the form of user accounts, passwords, and permissions	Special security against hackers. Finding or patching security holes in existing software components.

4-Deliverables

1. Online tool to create, manage and share interactive multimedia lessons
2. Vietnamese UI
3. Intuitive UI

5-Risks and Rewards

What are the main risks of this project?

1. There is a potential conflict between the goals of a powerful tool and a easy-to-use tool. We can only success if teacher can have enough tool to create the lesson as they want while they still can access these function easily.

2. There are significant technical difficulties in building a web site and web application. This will be a risk because only one person on our team has much experience with the relevant tools and technologies. Although the others will learn, we will certainly make some mistakes and suboptimal choices. We will address this risk by scoping the project such that we have enough time to train and to review the design and implementation.

3. The schedule for this project is very short. We will manage this by planning a conservatively scoped functional core and series of functional enhancements that can be individually slipped to later releases if needed.

What are the main rewards if this project succeeds?

If we accomplish the elements of our plan, we will have the chance to pass this subject.

6-Project Plan

Attached