KOFORIDUA POLYTHECNIC

NOTICE BOARD MOBILE APPLICATION

FOR HND COMPUTER SCIENCE

Student’s Name: Date:

Department/program:

Award:

Tentative Title (or final title):

Approved by Dean, School of Applied Science and technology

Signature Date:

Approved by Head of Department Computer Science

Signature Date:

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**INTRODUCTION**

The NoticeBoard Appis a simple application that disseminates information to students and staff through a smart phone thus allowing them to access updates on school activities and other important notices anywhere and at any point in time without any restriction. NoticeBoard App aims to provide a viable replacement for physical noticeboards, in the form of mobile applications.You can easily announce/share notices by sending it in the form of text, images and other media/non-media files like short-videos, PDFs, DOCs, audios, etc.

**BACKGROUND**

In every organization or institution, information dissemination plays a crucial role. More often than not, authorities perceive information dissemination to be a one-way form of communication, circulating information and advice mainly through mass media in a cost-effective and timely manner (Dhawan, 2009). In some cases, the media used are in the form of posters, pamphlets and the sticking of notices on traditional notice boards. The traditional notice board is the widely used media in most academic institutions.

Mobile phones are one of the modern telecommunication technologies that have emerged over the past decades to facilitate communication among people within and across countries. It has become a key communication tool and an essential part of everyday lives in the world today. The spread of mobile phone is affecting people’s lives and relationships and also, how people interact. The mobile phone, having become an integral part of our daily lives is also, prevalent on campuses and is commonly used in sceneries where learning occurs for both academic and non-academic purposes.

Smart phones have transformed education from the students and lecturer’s perspectives (RHL, 2014). These powerful tools have enhanced communication, research, literacy, etc. and continue to impact the way students learn and interact. Most of these smartphone users are always glued to their smartphones more often than not.

This research seeks to employ the use of the smartphone in dissemination of notices in higher educational institutions specifically the computer science department, Koforidua Polytechnic.

**PROBLEM STATEMENT**

The computer science department is one of the three departments in the Faculty of applied science and technology in Koforidua Polytechnic. The department is made up of approximately 400 students ranging from 1st to 3rd year.

Information dissemination in the department is done using the traditional way of pasting notices on the departmental notice board. New notices are usually placed/pasted amongst the old ones with the inscription “NEW” indicated on them.

Students are responsible for reading and adhering to notices pasted on the board no matter how short the notice is given.

This way of disseminating information comes with a myriad of issues/problems.

1. Some students miss out on notices because they have not been to campus for some days, reason being that perhaps they have no lectures.
2. It is very easy to miss out on a new notice even when you visit the board often, especially when the old notices are not taken off before putting the new ones on
3. Some students do not have the time to settle down and read all the relevant information posted on a notice board especially where digital printout cannot be made easily.
4. Some deviant students mutilate or remove paper notices from the notice board after reading leaving other students uninformed.
5. There is unregulated display of information, difficulty in archiving of past/old notices and thus, no efficient reference to past relevant information being posted.
6. Retrieving past/old notice is cumbersome because of the traditional filling system employed.
7. Some students often view private notices that are intended for some particular group of people.

Considering these problems and the mobile phone penetration rate in the department, a mobile platform application like the NoticeBoard App is a more effective solution to efficiently.

**OBJECTIVES**

* 1. **GENERAL** **OBJECTIVE**

The main objective of the study is to design and implement an application that will enable students and lecturers to access information or notices easily at their own convenience from their smartphones.

* 1. **SPECIFIC** **OBJECTIVES**

To develop a mobile application that will;

1. Send information to students and lecturers via smart phones.
2. Enable the user to create private notice board group to keep confidential information from unauthorized views.
3. Archive information that has even expired for future reference.
4. **JUSTIFICATION**

The mobile phone, having become an integral part of our daily lives is also, prevalent on campuses and is commonly used in sceneries where learning occurs for both academic and non-academic purposes. As such, this study is important to educational organizations because it aimed at providing easy and more reliable means of getting information across to the students and staff population by the use of a mobile phone application.

There are many related mobile application in the market today that addresses these needs but they have a lot of setbacks. Some of these apps happens not to be user friendly and also comes with a very poor user interface. Another means of disseminating information to students and staff is the use of electronic notice boards. Even though it has a great advantage over the traditional notice board, it still does not satisfy the need of disseminating information to everyone regardless of where they are.

1. **SCOPE**

The NoticeBoard App will be built for the Koforidua Polytechnic, HND Computer Science Department of which can be accessed anywhere and anytime on their smart phones. The notices are going to be categorized according to groups and managed by group admins who are usually the executive of the Koforidua Polytechnic, HND Computer Science Department.

**6.0** **METHODOLOGY**

This project will use agile development as its methodology. This methodology will provide a chance for the system to be tested at every phase in its process and go back and forth to make some necessary changes. Changes can be made even in late development and also a working software can be delivered at the end of each phase. In the case of the noticeboard app, the project will be divided into five models. After each model is completed, a working part of the NoticeBoard app will be given to some selected users for testing. Based on their feedback, changes will be made accordingly. Data will be collected for analysis using interviews, observation and review of existing documents. The system will be developed using C#, Angular and Apache Cordova for the front end, web API to build HTTP based services Ionic framework as a platform for developing the application.

**DELIVERABLES**

The deliverables that will be produced at the end of this project are as follows:

* The final project report
* Source code
* The NoticeBoard Application

**8.0 CONSTRAINTS**

* Time factor will be a constraint that will narrow our study.
* Significantly, inadequate supply of relevant books, materials and current information relating to the subject of study can affect our findings and search.
* Combining the research work and academic schedule can be a hectic one.
* Resource to finance the project work.

**9.0 SCHEDULE**

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| ACTIVITIES | DESCRIPTON | DATE START | DATE END | DURATION |
| 1 | Project Proposal | 16th Nov, 2015 | 30thNov,2015 | 2weeks |
| 2 | Chapter 1: Introduction | 1th Dec,2015 | 7th Dec, 2015 | 1 week |
| 3 | Chapter 2:Literature Review | 8th Dec,2015 | 15thDec,2015 | 1 week |
| 4 | Chapter 3: System Analysis & Design | 1st Jan,2015 | 29thJan,2016 | 1 month |
| 5 | Chapter 4: Implementation | 29th Jan,2015 | 28thFeb,2016 | 1 month |
| 6 | Chapter 5 :Summary, Conclusion and Recommendation | 18thMar,2015 | 28ndMar2015 | 1weeks |

**10.0 REFERENCES**

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