MULTI-MEDIA CASE STUDY APPLICATION

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CASE DEVELOPER REQUIREMENTS

- The System should provide a development interface whose basis can be mastered by non-technical users.
- The System should have the ability to build cases with the option to track student progress by controlling content presentation in an intelligent way
- The System should allow the Instructor to be the case developer
- The time spent developing a case using this system should not take more than 40 hours
- The System should be capable of deploying cases remotely / Online

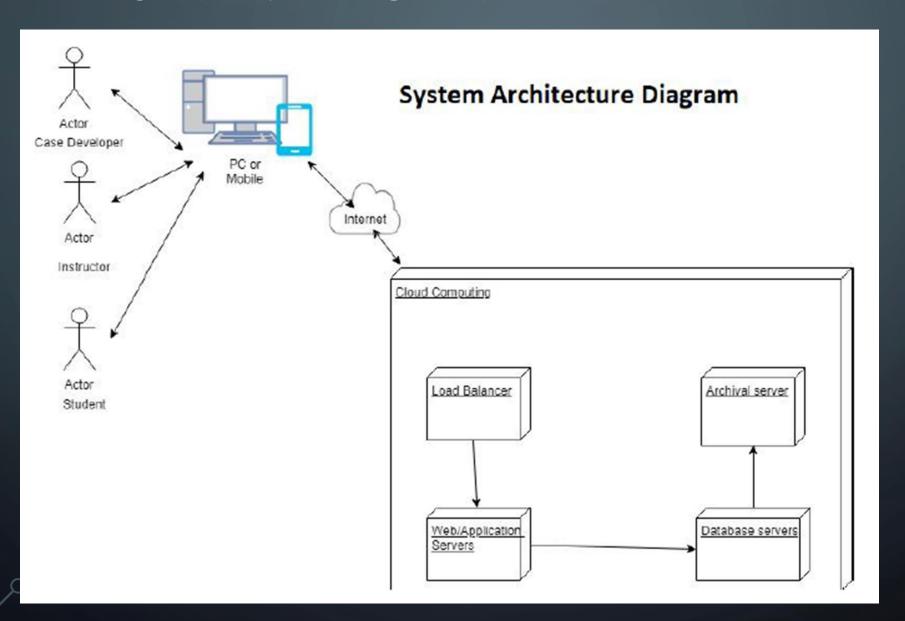
INSTRUCTOR REQUIREMENTS

- Setup case for delivery
- Tracking student progress
- Create Groups
- Interaction with students
- Assessment by instructor
- Control the case content display

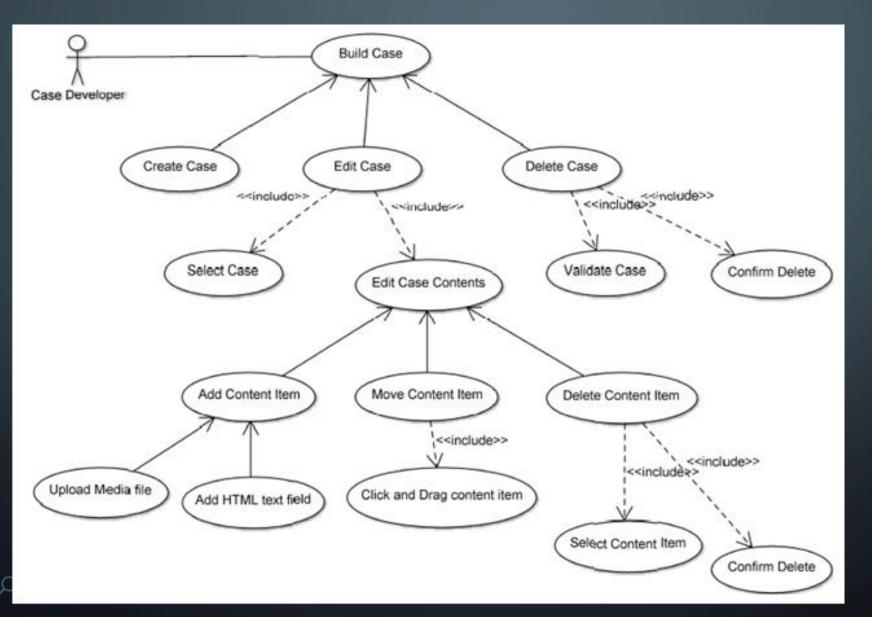
STUDENT REQUIREMENTS

- The Multimedia Case System should interact with students by supporting learner-directed engagement and assembly of knowledge
- The proposed system would need to be inspection-usable by students
- The proposed system should support up to ten student users working individually

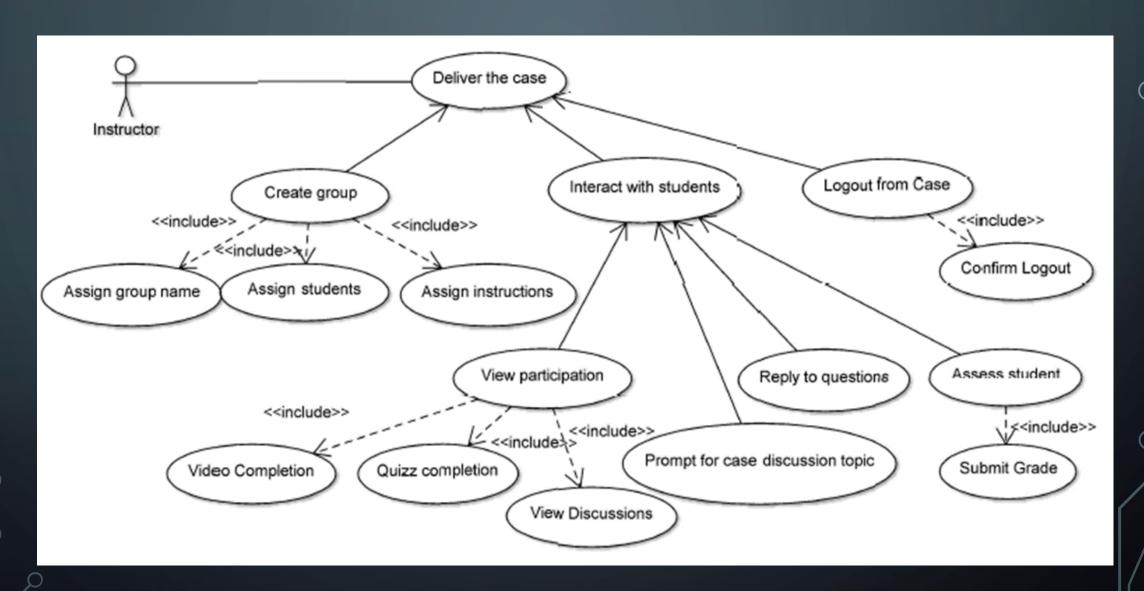
DEPLOYMENT DIAGRAM



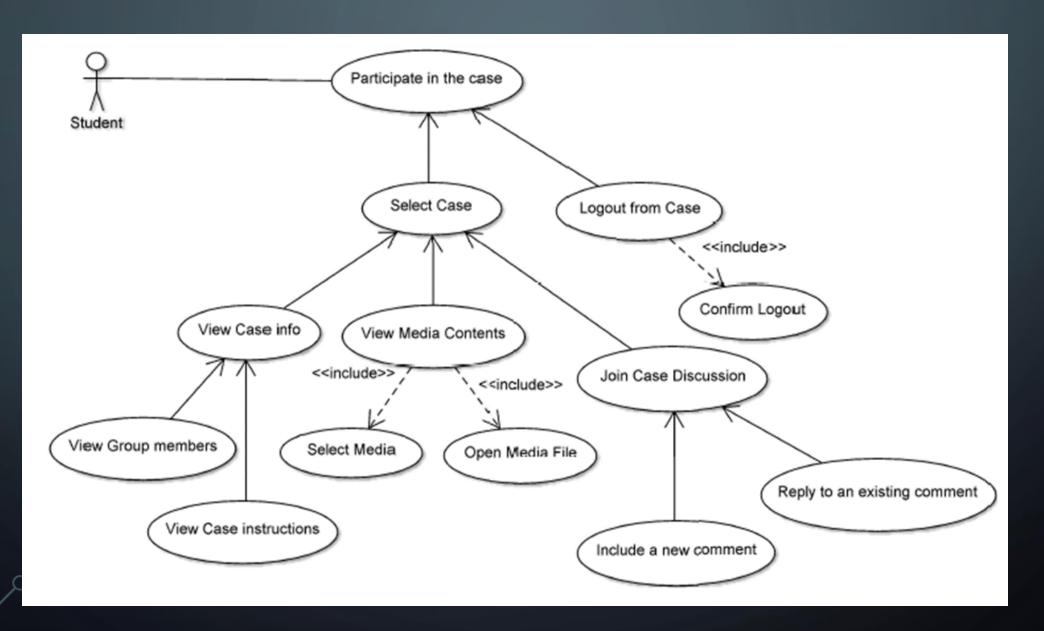
CASE DEVELOPER USE CASE



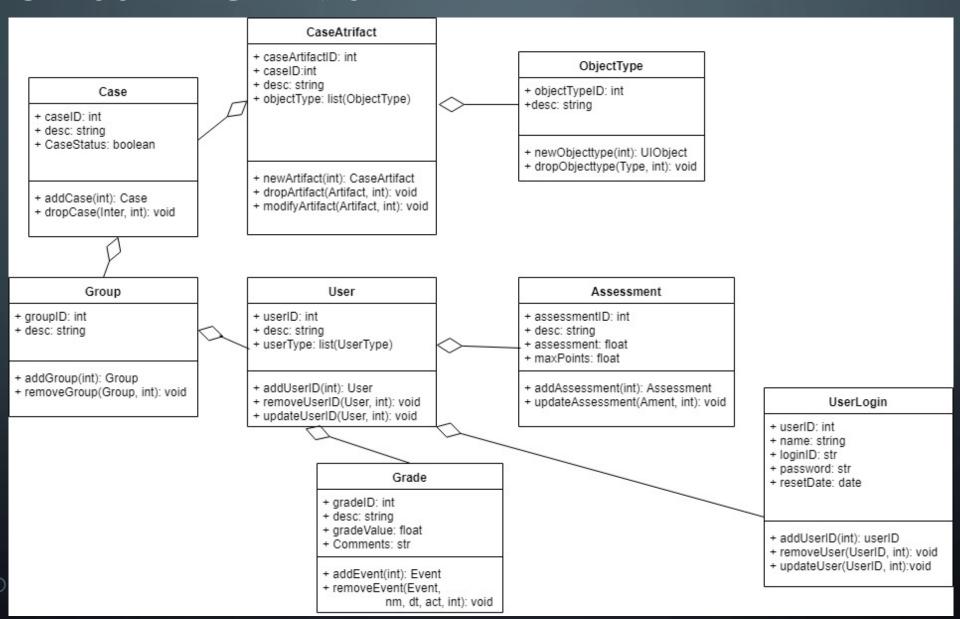
INSTRUCTOR USE CASE



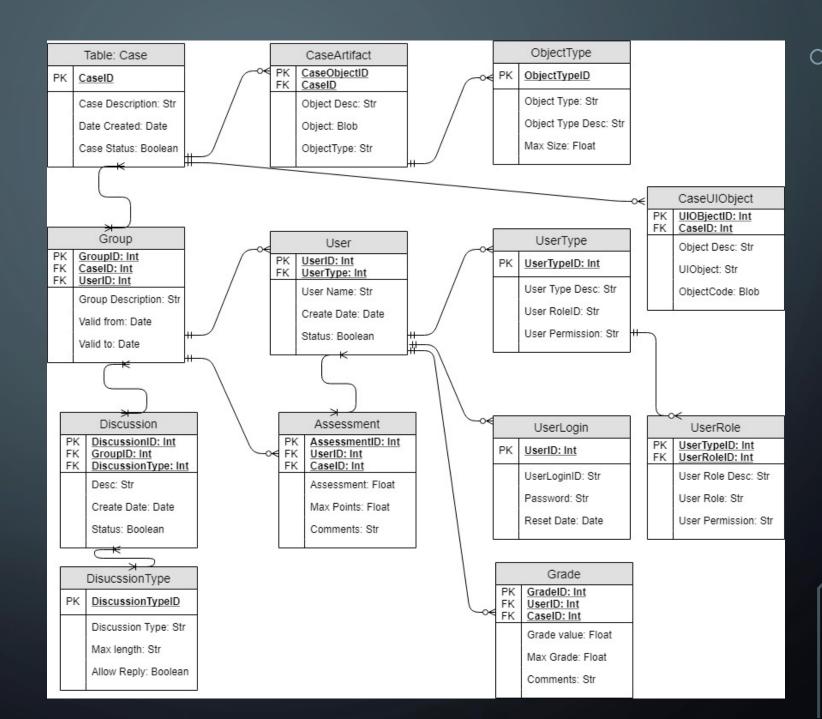
STUDENT USE CASE



CLASS DIAGRAMS

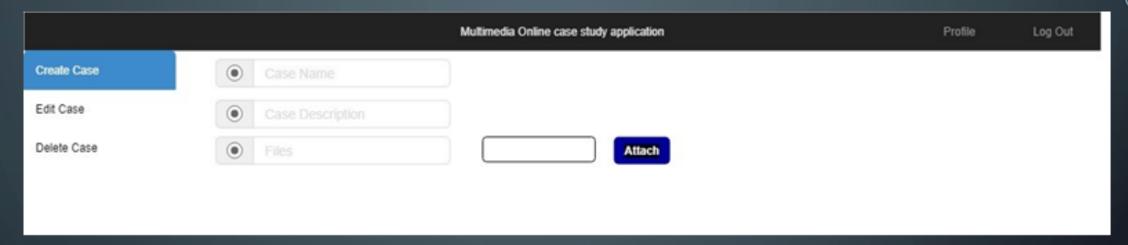


ER DIAGRAM



CASE DEVELOPER SCREEN MOCKUPS

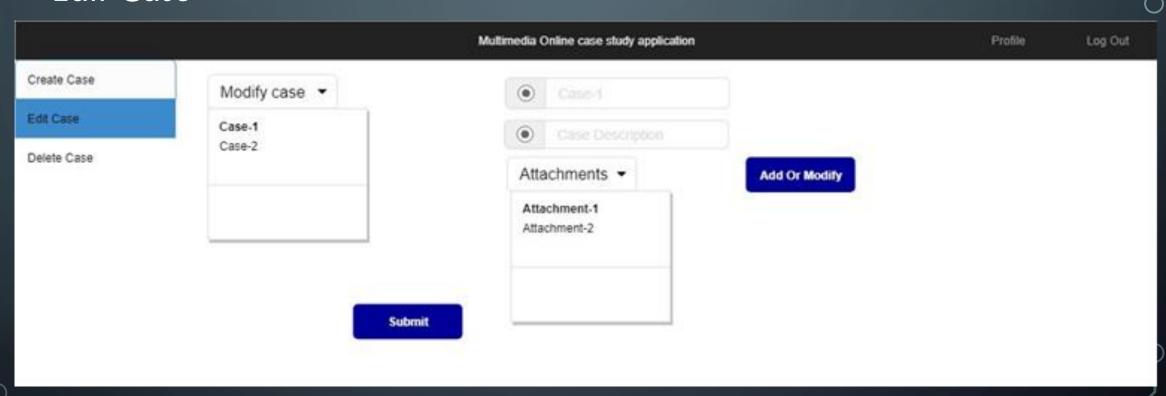
Create Case



Allow case developers to create new cases by entering the new case name and description.

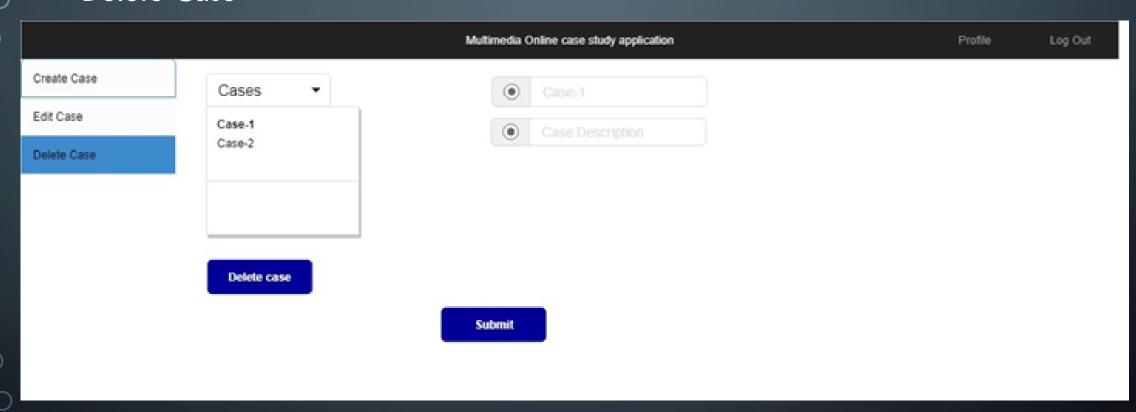
CASE DEVELOPER SCREEN MOCKUPS

Edit Case



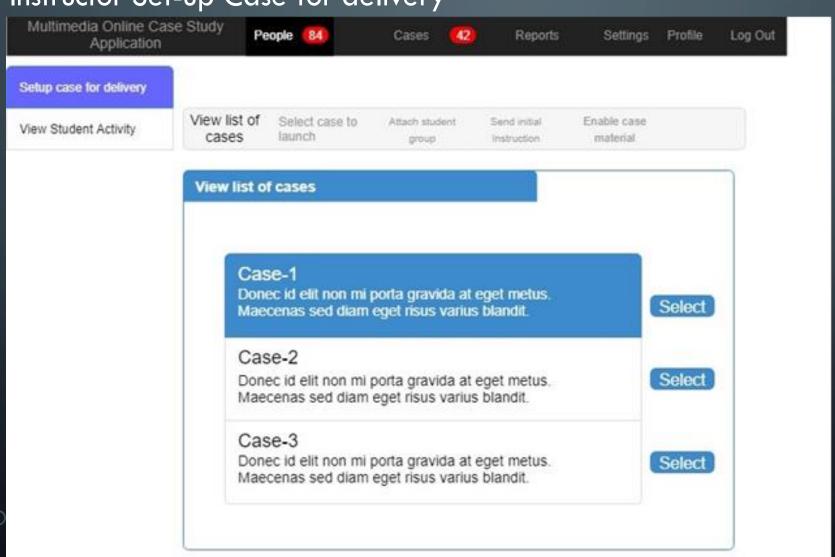
CASE DEVELOPER SCREEN MOCKUPS

Delete Case



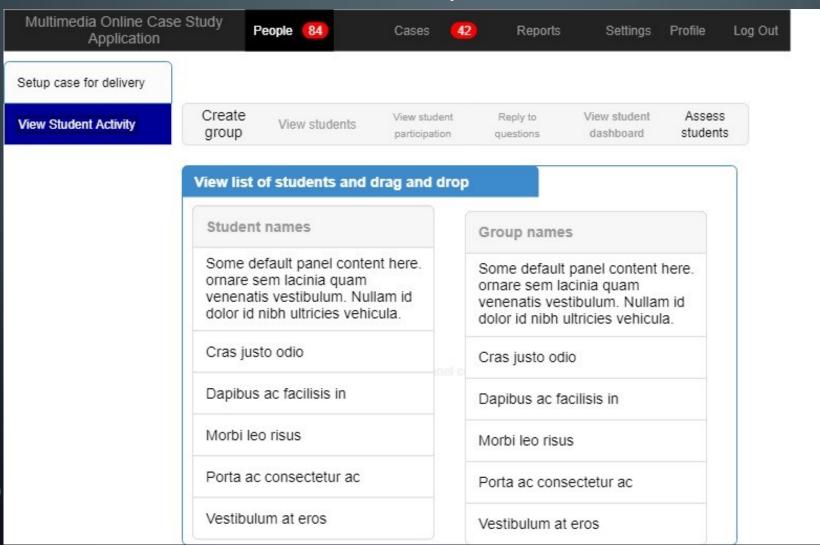
INSTRUCTOR SCREEN MOCKUPS

Instructor Set-up Case for delivery



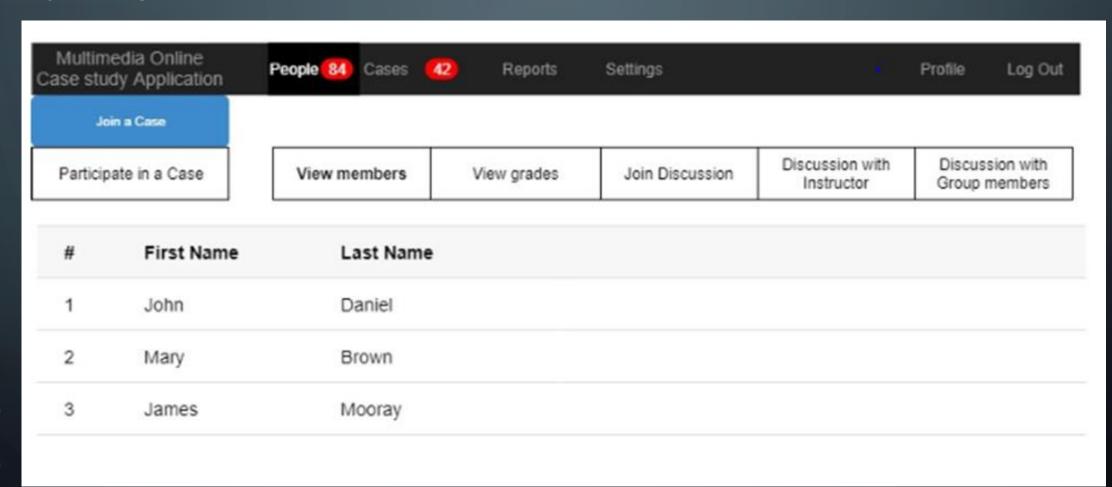
INSTRUCTOR SCREEN MOCKUPS

Instructor View for Student activity



STUDENTS SCREEN MOCKUPS

Join a Case — View



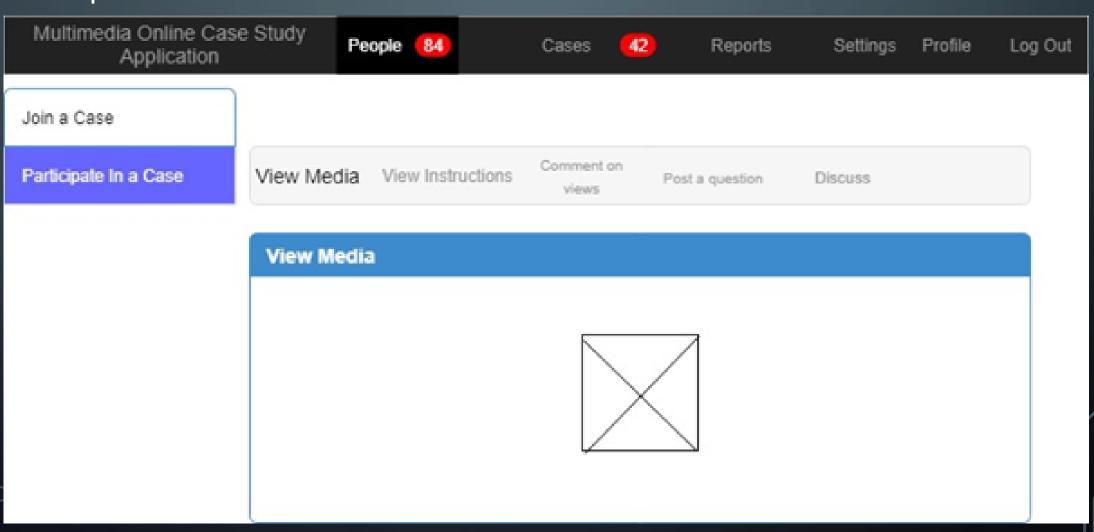
STUDENT SCREEN MOCKUPS

Participate in a case



STUDENT SCREEN MOCKUPS

Participate in a case – view additional details

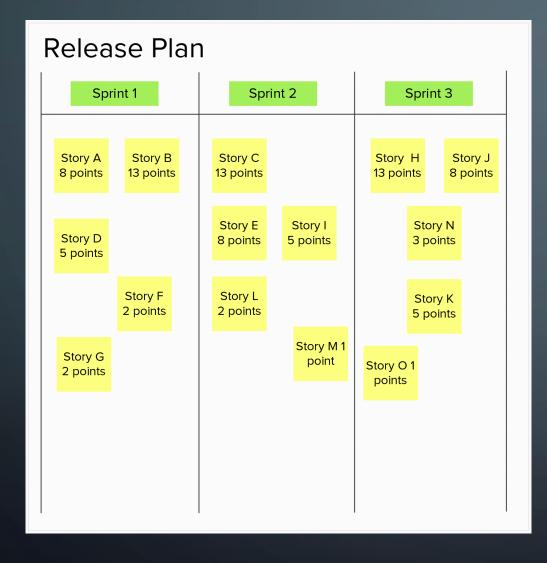


ROADMAP

Multimedia Case Study application - Roadmap

Year 1			Year 2				Year 3			
Q1 Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10	Q11	Q12
Initial Cloud IaaS readiness Use Case Developer MVP Interface (dev & test)	Instructor MVP Interface (dev & test)	Student MVP Interface (dev & test)	Re-evaluate Cloud laaS readiness to support new features Use Case De set of feature Upgrade Cloud laaS to support new app features	Instructor next set of features (dev &Test) veloper next es (dev & test)	Student ne features (d		Case developer final set of features (dev &Test) Re-evaluate cloud laaS readiness to support final set of features Upgrade Cloud laaS to support final set of features	Instructor final set of features (dev &Test)	Student final set of features (dev &Test)	

> RELEASE PLAN



- Estimated starting team velocity per
 Sprint = 30 user story points
- Release after every 3 sprints
- 90 user story points per release