eDocent

a museum guide for your Android device

Group

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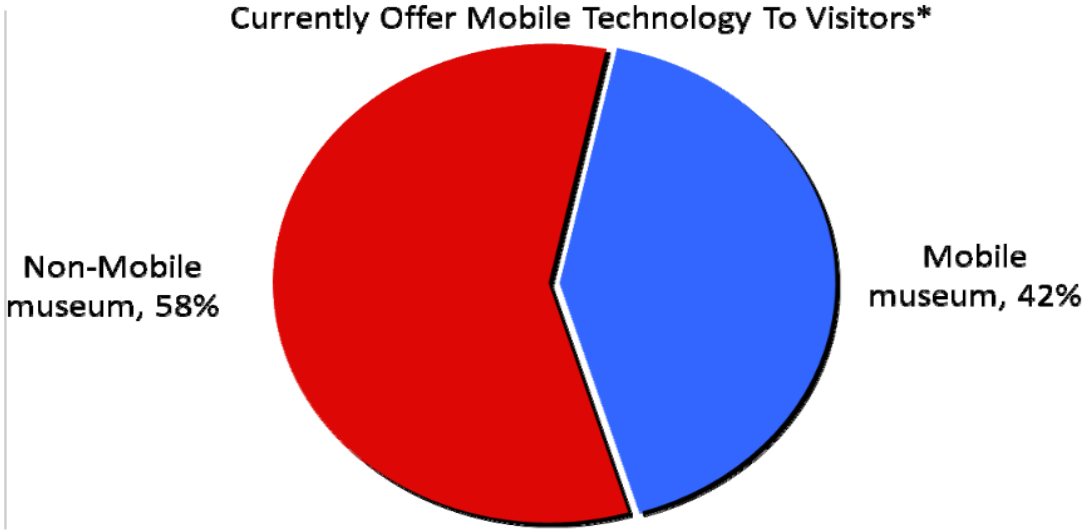
Overview

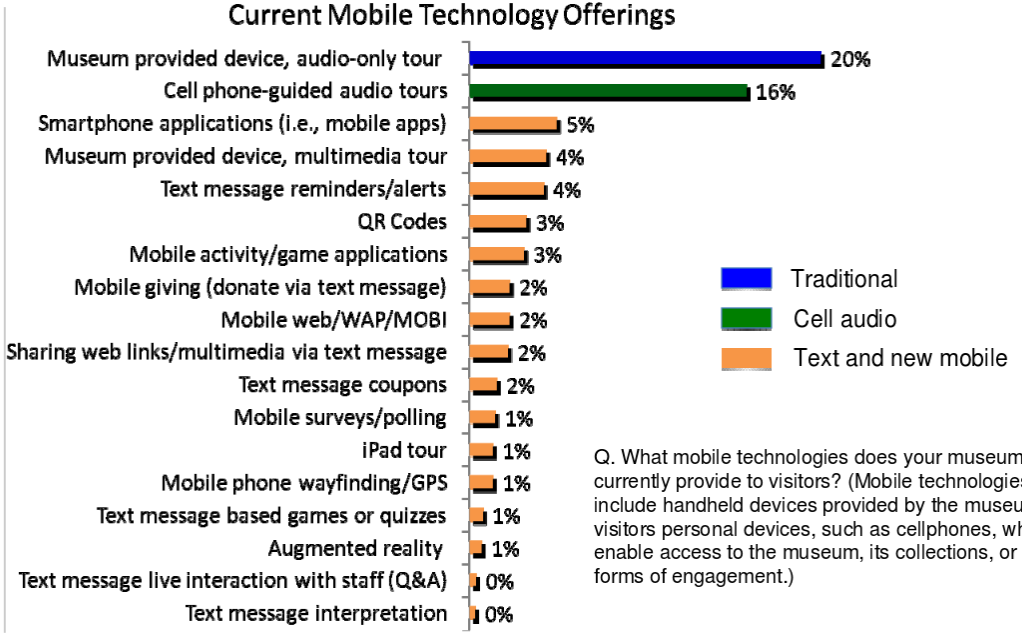
- Museums are enthusiastic about using mobile technology
- Lack the technical and financial resources to do so on their own
- Providing museums with an open source solution to engage visitors through mobile applications

Motivation



Q. What mobile technologies does your museum currently provide to visitors? (Mobile technologies include handheld devices provided by the museum or visitors personal devices, such as cellphones, which enable access to the museum, its collections, or other forms of engagement.)
* Note: Estimate is based on individual museum responses

Motivation



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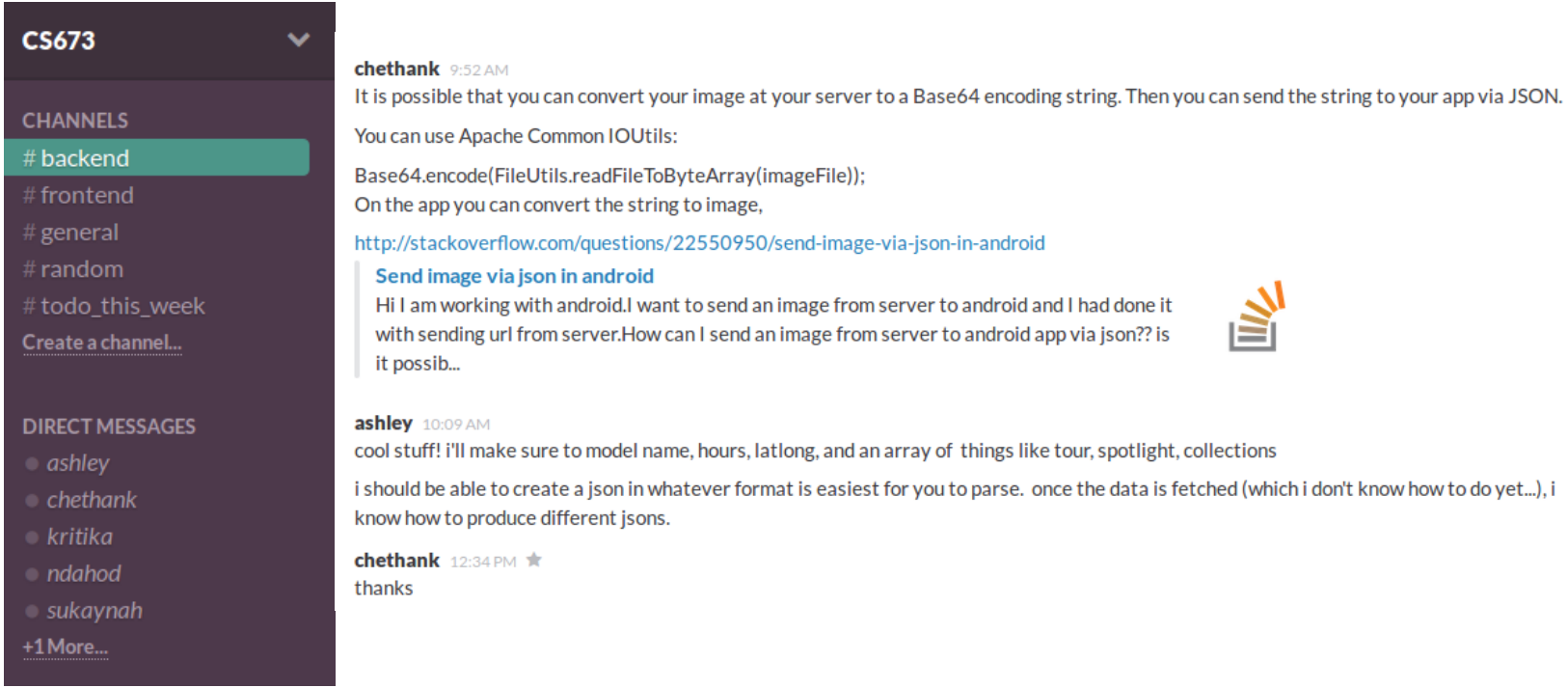
Two Components

1. Web application and service for hosting and pushing material
2. Android application for viewing material

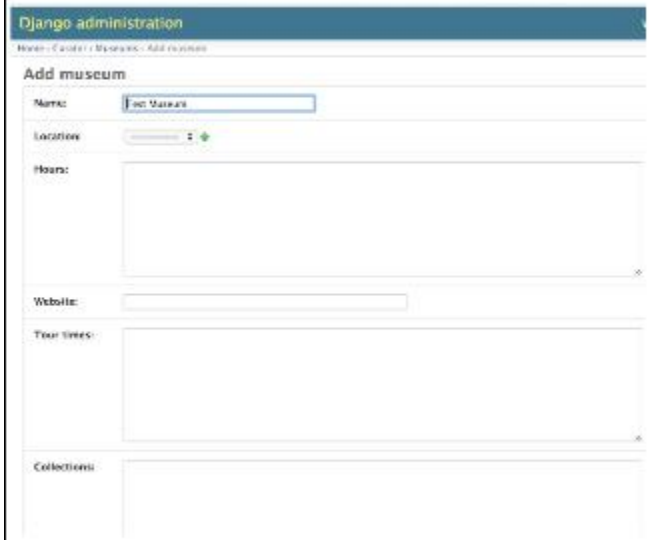
Management Plan

- Two teams
  - Web Application and Service
  - Android application
- Process Model
  - Agile Approach
  - Two development teams
    - Scrum approach

Communication



Architecture

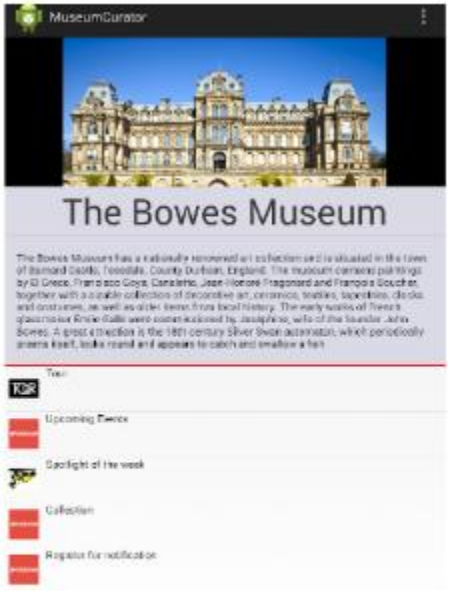


Web Application

Django

Database and
Web Service

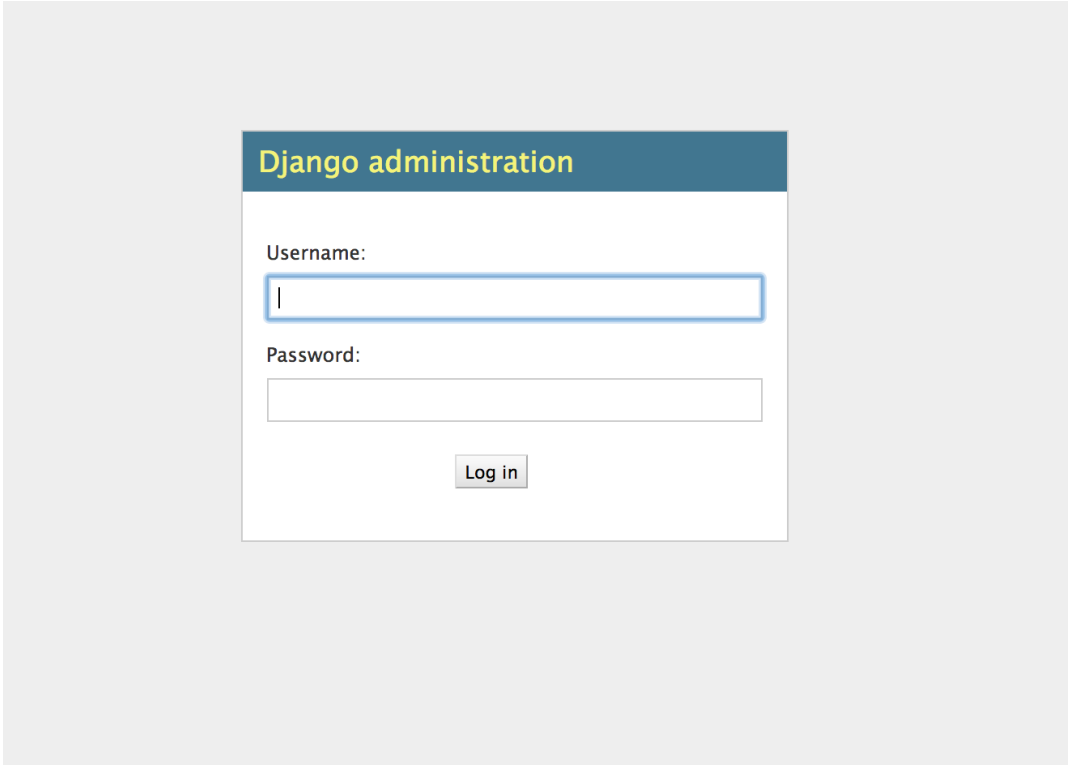
REST
(JSON)



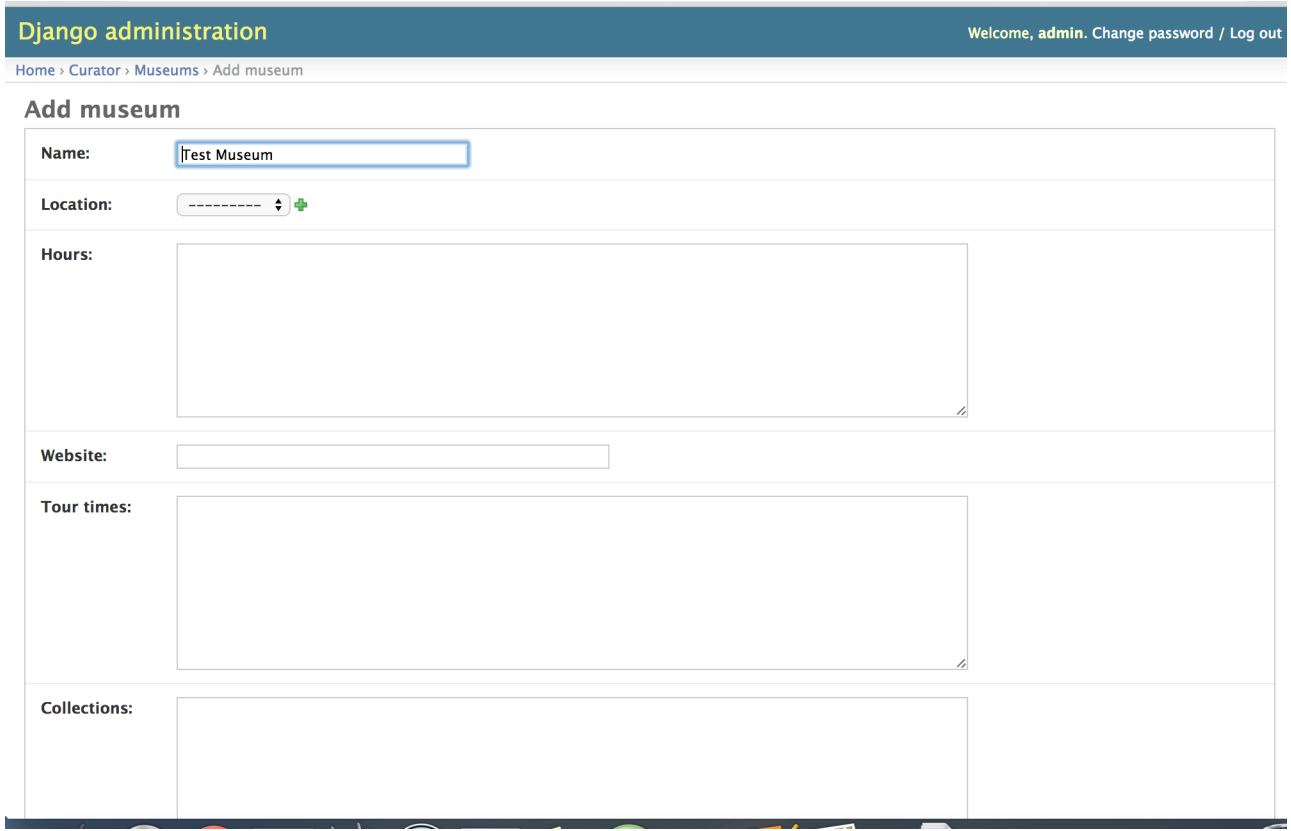
Android Application

Interface for museum curators

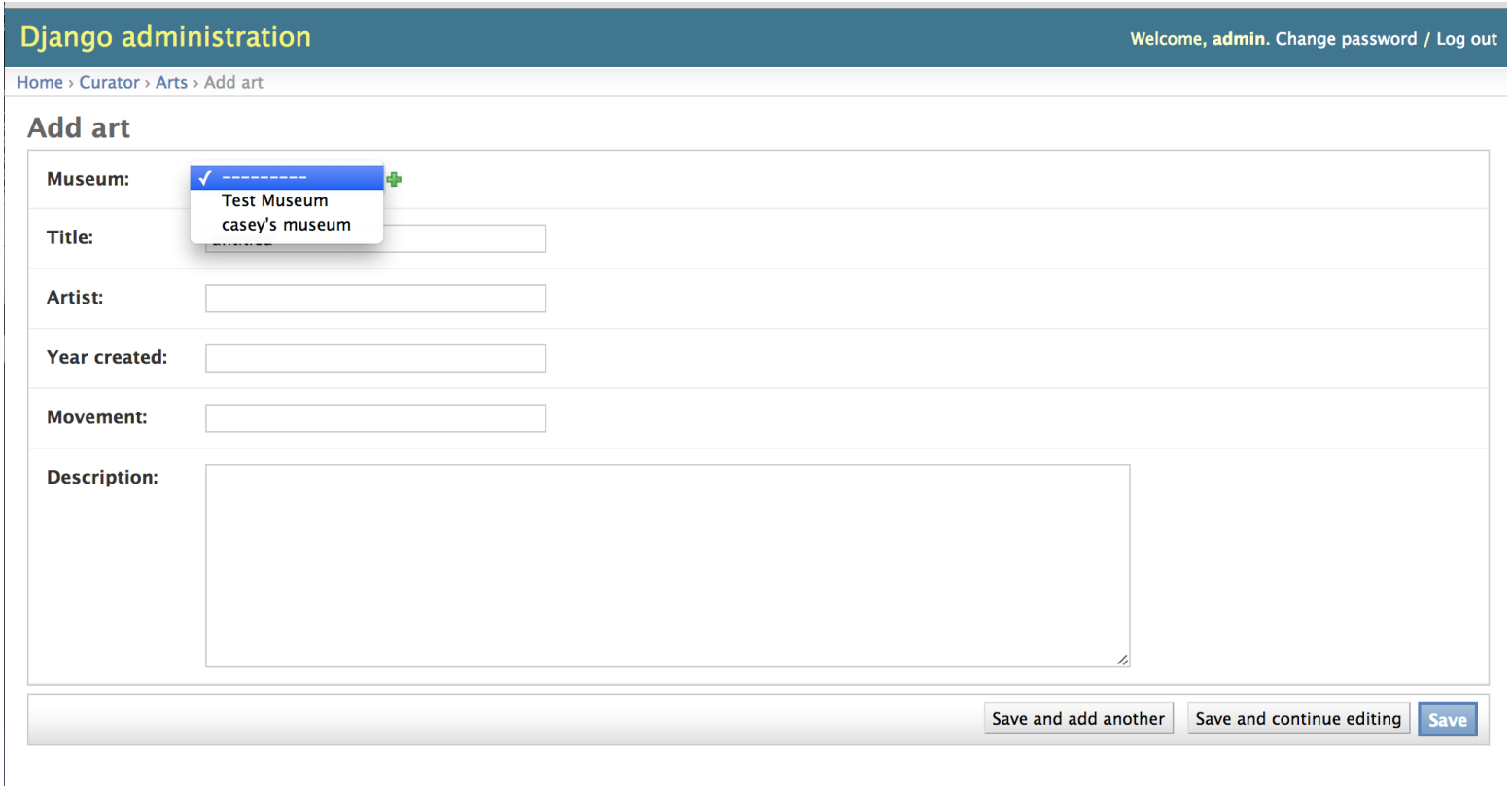
- Django admin interface
- museums can logon
- ability to add information about museum
- ability to add information about art



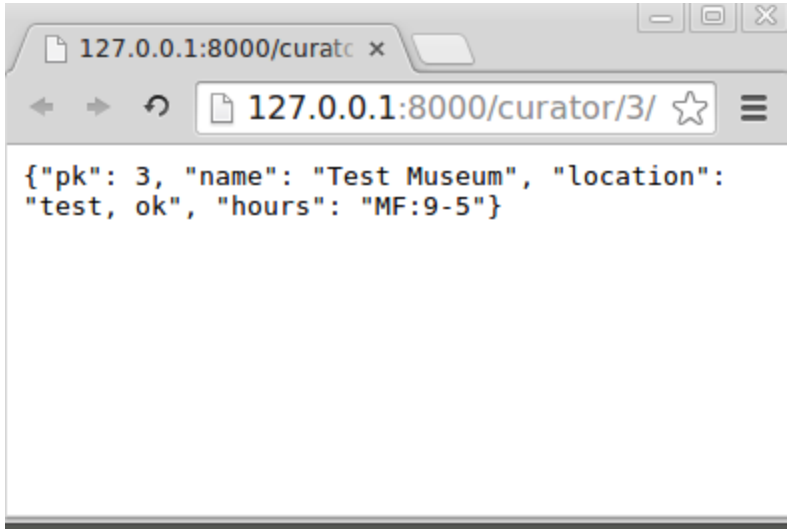
Login page



Add and edit museum information



Add and edit art associated with museum

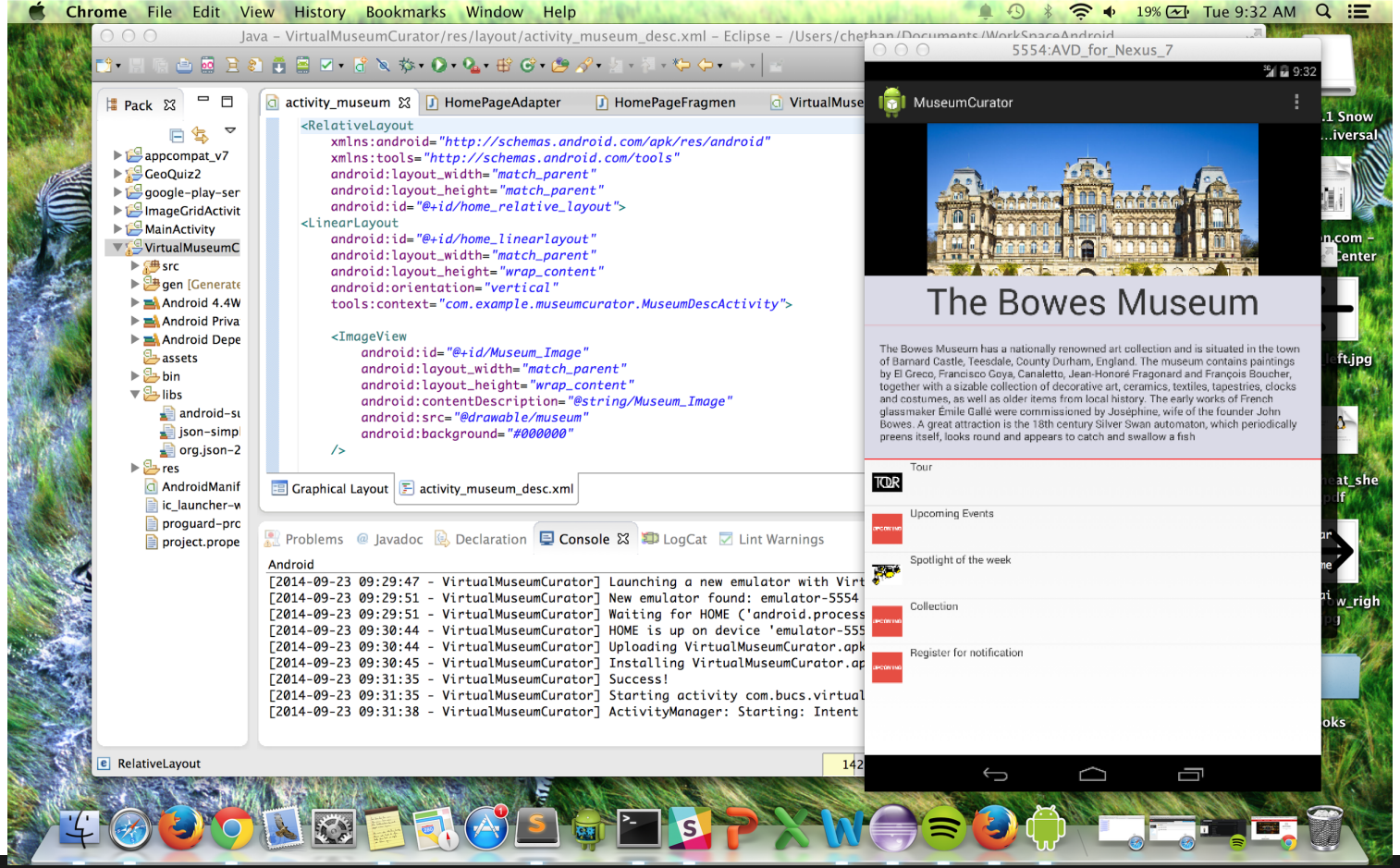

127.0.0.1:8000/curatc
127.0.0.1:8000/curator/3/
{"pk": 3, "name": "Test Museum", "location": "test, ok", "hours": "MF:9-5"}

Web Service

Interface for museum patrons

1) The front end will have a QR code scanner to look up information.

2) Will also have list of Collections, Events, Tours, Spotlight.



Prototype of the Front page Activity

Timeline

Iteration 1

- Models for database
- Museums can add all their information
- REST protocol for communicating with Android application
- Android visual of museum information and ability to select museum on the app and see the museum info

Timeline

Iteration 2

- Museum can upload art objects
- Mobile application has access to these objects through search or browse.

Timeline

Iteration 3

- Add QR/bar code to directly look up objects in mobile application.
- The mobile application will be able to play audio files about each art objects.

Quality Assurance

- Metrics
  - Fault Profile
  - Breadth Testing
- Standards
  - Documentation
  - Coding
  - Comments
- Inspection
- Testing
  - Unit Testing
  - System Testing
  - Integration Testing
- Defect Management

Configuration Management

- GitHub repository
- Main branches: front end and back end
- New features will be tested in branches off of the two main branches

Questions?