Overview

Application Goals
U-Survey was conceived by U-MO as a way to foster communication between presenter and audience by providing an instant poll/response feedback loop.

• Provides dynamic, interactive presentations
  • Polls an audience using web interface
  • Creates presenter-audience dialog
  • Allows content to be changed mid-presentation
  • Displays survey results as the audience provides responses

Technology Goals
Audience members interact using web-enabled mobile devices, which eliminates the need for costly proprietary devices and makes U-Survey an attractive alternative.

• Employs accessible interaction mechanisms
• Supports most commonly available software

System Features

Survey Management
• Real time adding and editing of surveys, questions and answers
• Security options to control availability of surveys to audience members
  • Available: Open to all users
  • Restricted: Open to users specified by the presenter
  • Closed: Open only to users given unique Survey ID

User Accounts
• Presenter
  • Creates and edits surveys
  • Manages audience lists
  • Views survey response histories (individual or group)
• Audience
  • Browses and registers for surveys
  • Takes a survey and submits responses

Mobile Device Support
• System accessible via mobile device browser
• Survey participation usable on a variety of devices

Design

CakePHP

• MVC framework
• Database Abstraction Layer
• Object Relational Mapper
• Automates common web development features
  • Form Helpers
  • Reusable Elements
  • Supports external vendor plug-ins
    • Chart support using Open Flash Chart

Controller was subclassed into major system feature sets: Audience, Users, Presenters, etc. Corresponding models implemented the ORM to a variety of database architectures. Where possible, view elements were written to reuse common functions, such as searching.

Scrum

Process Goals
SCRUM's iterative process reflected well the specific technology needs of the project, and was well-suited to the team's experience and expertise

• 2 Week Sprints
• Documents
  • Burndown Chart
  • Defect Removal Chart
• SRS document
• Meetings
  • 2 Stand-up meetings per week
  • Sprint planning meetings before each sprint
  • Priorities reevaluated
  • Review meetings followed each sprint

• 2 Week Sprints
  • Prioritized Features

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Show Survey Results

Survey Results
1. Which publishing strategy is most applicable to open content space such as?
   1. Online
   2. Print
   3. Print or Online

Question 1

Number of Responses

Option