



PRINCE2 Web-based Canvas

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Blended Aim - Addressing Problems

- Professional life is nowadays heavily depending on mobility
- Demands professionals to excel in communication skills
- International exposure, is rarely addressed by undergraduate courses.



Blended Aim - What it is

- An annual project within the framework of Erasmus +, funded by European Commission
- Runs for three years, with partners from 8 different countries
- Its aim is to blend students from different countries in order to empower their employability
- Every year, a project course is implemented with students from distinct but complementary areas of study



Blended Aim - What it is

- Students work together to achieve a solution to a problem proposed to them
- They meet face to face at the beginning of the semester and at the end of it
- Most of the work is done at their home institutions, using online tools to collaborate
- At the end of the semester the developed product is evaluated



Blended Aim 2016

The goal of Blended Aim 2016 was to develop a web application based on the printed version of KICKOFF canvas, a collaboration tool developed by UWS Business Solutions GmbH

UWS is a management consultancy based in Paderborn, Germany. They are the investment and cooperation partner of KICKOFF canvas, a tool based on PRINCE2 methodology

The KICKOFF canvas is a collaborative tool which aims to help its customers to start a project. The ultimate goal is to reduce the time of long discussions and disagreements.

There are two key target groups – project managers and project management offices



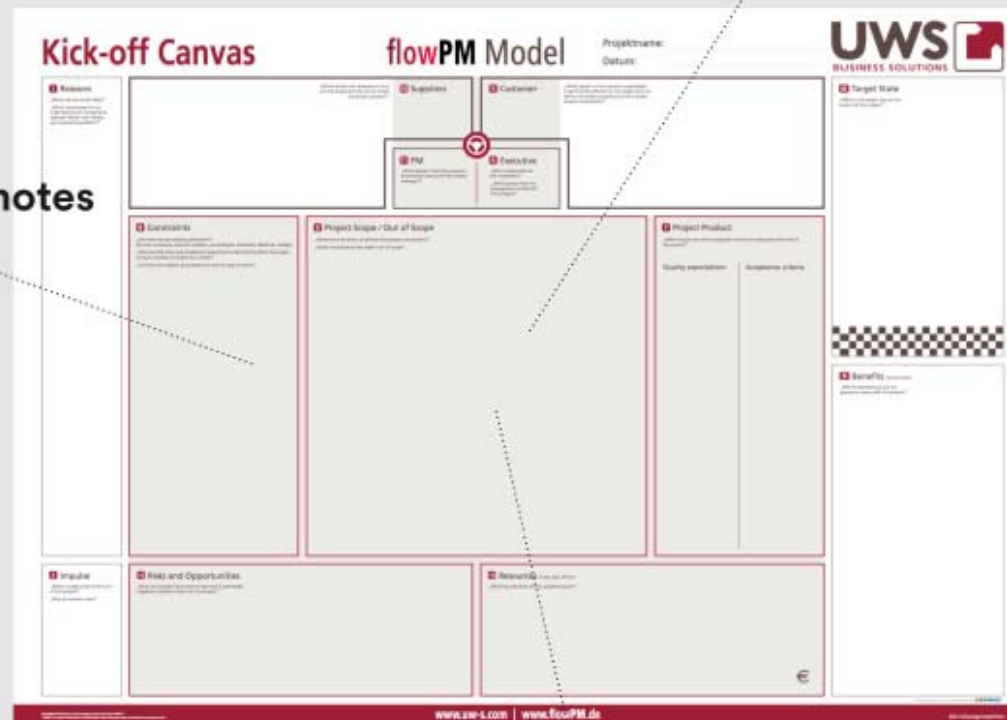
Blended Aim – KICKOFF canvas printed version



Original Canvas

Important things centred

Easy to change notes



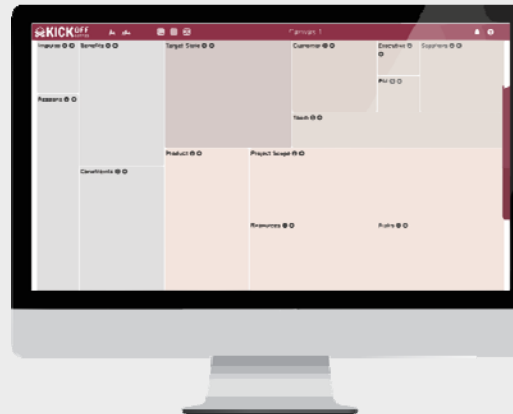
Quickly set up



Blended Aim 2016 – KICKOFF canvas online version features



- Web based canvas
- Useful widgets
- Simple design that guides you
- PRINCE2 basis



- Export of business case
- Customization
- SSL-Security
- Learning on the go



Scrum, an **agile framework** for completing complex projects

A Scrum team may consist of 3 to 9 people.

A *product owner* creates a prioritized wish list called a product backlog.

During *sprint planning*, the team decides how to implement pieces of the product backlog.

The team has a certain amount of time, a *sprint* to complete its work, but it meets each day to assess its progress (daily Scrum).

Along the way, the *Scrum Master* keeps the team focused on its goal.

At the end of the sprint, the work should be potentially shippable

The sprint ends with a *sprint review* and *retrospective*.

As the next sprint begins, the team chooses another pieces of the product backlog and begins working again.





Scrum **Nexus** Framework

15 students participated the Blended Aim 2016 project creating a big scrum team with a product owner and a scrum master. *The problem working with scrum:*

- Roles of students were not clear
- A lot of dependences in every sprint
- The meetings were long and the communications was hard

The solution to that problem was Nexus Framework, which supports multiple scrum teams and provides the process of working between those teams

- The students were separated into three scrum teams, five students each
- Each team had its own scrum master, but only one product owner
- The dependences were minimized

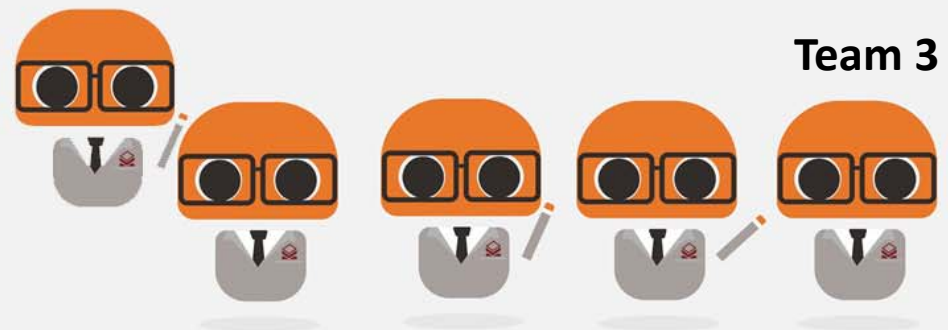
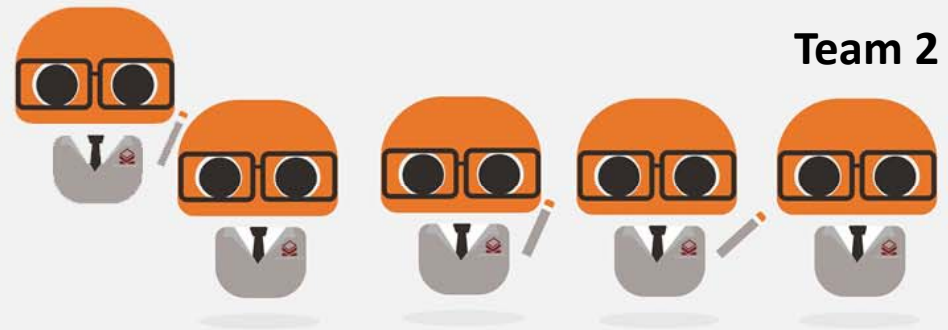
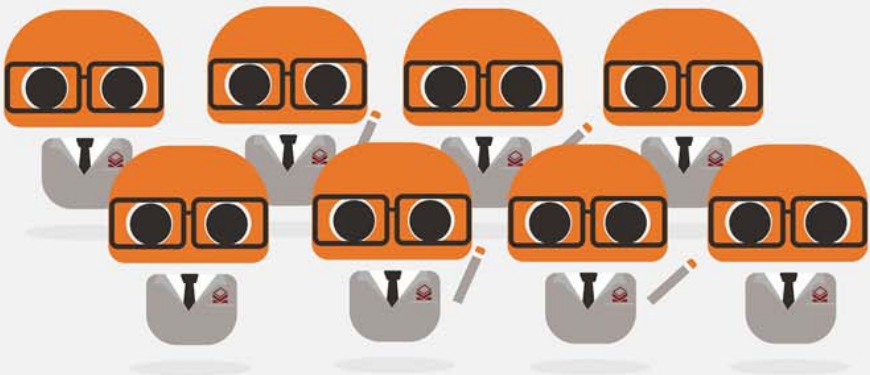
Designers



Business

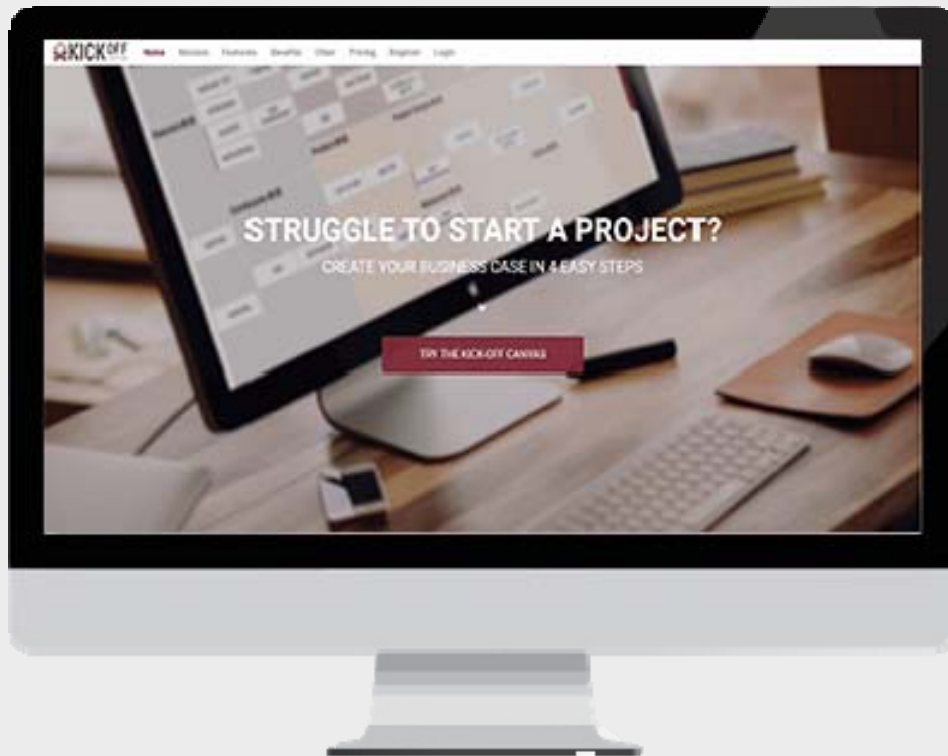


Developers





Application – Landing Page



The landing page is a website where information about the KICKOFF Canvas is provided

A customer can choose between the free version and the enterprise

Log in to the dashboard with an existing account or register to create a new one

Get in touch with UWS company for more information and support



Application – Dashboard

Only a registered user can access the dashboard

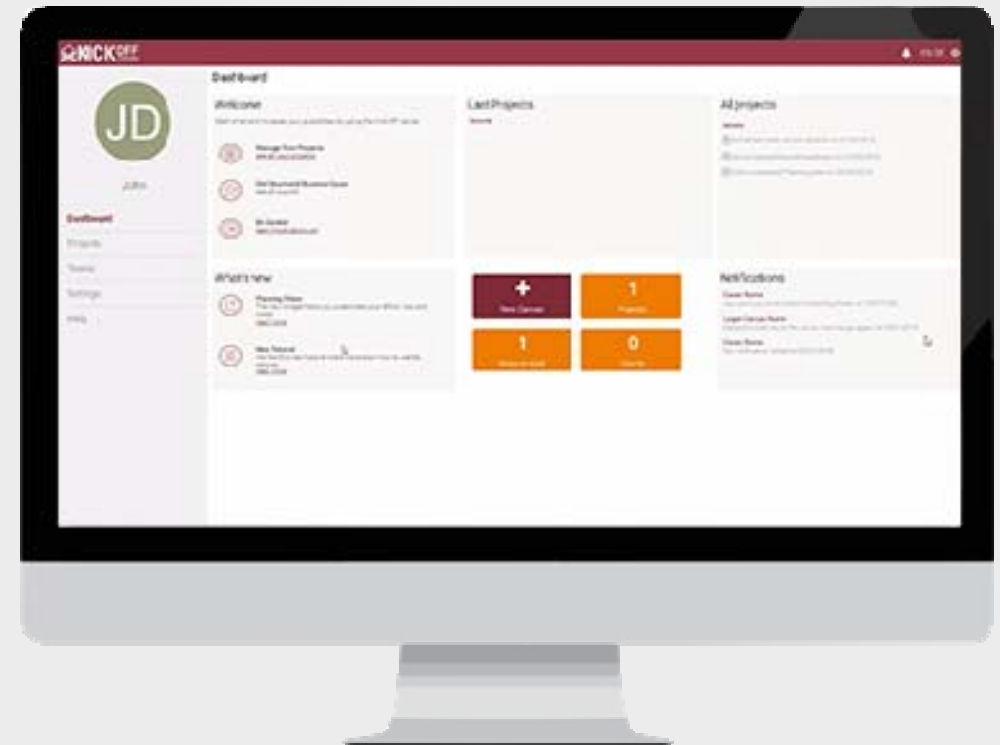
The user can manage all projects or create a new one

Add new members to an existing project canvas and create new team

Change his settings, like username, password, etc.

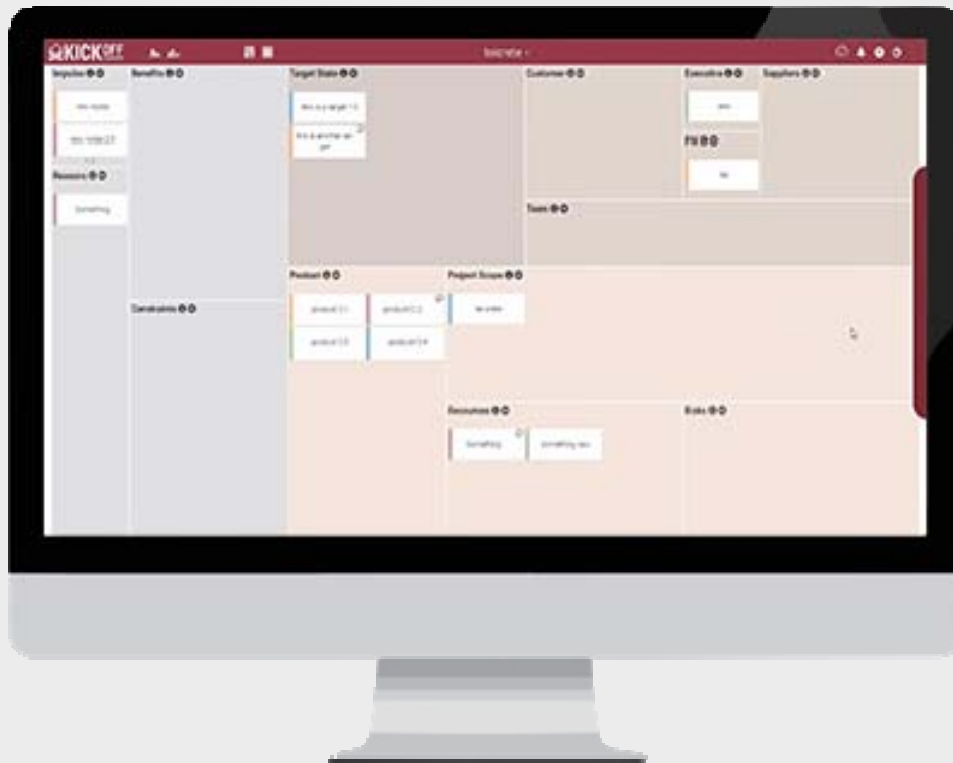
Receive notifications from other users who work on the same project or added him to a new one

The user can access all canvases and logout





Application – Canvas



The canvas is based on the printed version of UWS KICKOFF canvas

A user can create multiple different project canvases

Each canvas has a group of users working on it

A user can add, edit, move, copy and delete notes

The users have simultaneous collaboration and manage notes at the same time

Information for each section of the canvas is provided

An enlarge version of the canvas is available

The user can access other canvasses and logout



Students worked at the frontend of the application and were involved in:

- The whole landing page construction, including responsiveness, effects, animations, register, login and logout functionalities
- Dashboard, including design implementation, responsiveness and user profile
- Canvas member management, like adding a member to a canvas, view canvas current members, delete members and giving roles to members such as administrator, editor and viewer
- Sending default emails after specific actions were made, such as registering



Blended Aim

Thank you!