Create Project Deliverables

Learning Outcome:
Create an IT solution application and associated documentation and training to address a client organization’s problem.

Bloom’s Level: 6 - Creating

Students will be first given the assignment in module 10.

Students will turn in the assignment after module 13.

What is the primary focus of the Create Project Deliverables assignment?
For this assignment, you will complete the project deliverables and train your client regarding their use and maintenance.

What are project deliverables?
The project deliverables are the software and associated documentation and training you propose for the project. Together, the deliverables provide an information technology solution to the client organization’s problem.

What is the purpose of the Create Project Deliverables assignment?
The purpose of the Create Project Deliverable assignment is to use the technology you selected to implement your solution and provide supporting documentation and training that enable the user to effectively use the solution.

What are the components of project deliverables?
- Software you developed (e.g. web pages, databases, spreadsheets)
- Documentation regarding the software features and how to use and maintain it
- Training you provide to the client organization

What activities will you perform during the Create Project Deliverables assignment?
- Create programs, code, and configuration files (e.g. HTML, CSS, JavaScript, SQL, reports, spreadsheet formulas and functions), as applicable to the chosen technology to develop your solution.
- Debug and test the component parts and total solution
- Maintain an ongoing problem log of the major issues you encounter including a description of the issue, resources consulted (e.g. online, print, peer students, facilitators), problem solving techniques, and solution.
- Write and edit documentation regarding the solution’s operation and maintenance
Create Project Deliverables

Learning Outcome:
Create an IT solution application and associated documentation and training to address a client organization’s problem.

Bloom’s Level: 6 - Creating

Students will be first given the assignment in module 10.

Students will turn in the assignment after module 13.

Cont.
• Develop training materials (e.g. videos, job aids, guides, presentations). The exact form of these materials will depend on your solution.
• Schedule and conduct training sessions with your client.
• Submit the solution artifacts (application source and executables, documentation, training materials) to the assignment dropbox.

What advice would help me with this assignment?
• Besides your course materials, there are many good resources that can be found with web searches regarding the technology you have chosen for your solution.
• You will often find that someone has encountered the same problems as you and has developed a solution and posted it in a forum, blog, or other online resources.
• Your peer students are also good problem-solving resources. Sometimes you may overlook the solution to a bug that someone who is not so close to the problem might quickly find.
• Don’t make documentation and training any more complicated than what is essentially required. Simple techniques such as short videos, one-on-one training sessions, and single page “cheat sheets” (job aids) may be just as effective, if not more so, for your client than formal classroom-like training or lengthy user guides.