Training Plan

LiveRiot Video Editing System and social networking enhancement

Team 04

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12/08/2013
# Version History

<table>
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<tr>
<th>Date</th>
<th>Author</th>
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<th>Rationale</th>
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<tbody>
<tr>
<td>11/30/13</td>
<td>Ye Tian</td>
<td>1.0</td>
<td>• Tailored from IICSM TM Template</td>
<td>• To describe whether our clients</td>
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<td>need training or not</td>
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<tr>
<td>12/08/13</td>
<td>Ye Tian</td>
<td>1.1</td>
<td>• Few Update</td>
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1. Introduction

Our clients indicate that they do not need a training for the product we developed. Therefore, there is not a need to write a training plan for it.

2. Rationale

1) As we discussed on Basecamp

   **Training Plan**
   Posted by Ye Tian Monday at 6:17pm

   Hi,

   I'm writing docs for the final ARB and delivery. One is the Training Plan. Do you need any training about this iOS app?

   Besides, what do you need for the integration of our app into yours? Well-commented code and a description of architecture and component design?

   Ye

   Discuss this message

   **Charles Zivko**
   No training is needed. Any documentation, diagrams, and comments in code would be great to make integration by our team easier.

   Charles.
   Posted Monday at 6:43pm

2) The app is pretty simple and straightforward to use. Three key features are authentication & authorization, viewing and sharing. The app’s interface is designed based on other popular iOS application, like Facebook and Twitter, which makes the way of using our app similar to theirs.

3) As shown above, our goal is to make it easier for our clients to integrate this into their app. They have basic understanding of how iOS app is designed and what it should be like. What we need to do is to adhere to the common practice of building an iOS app so that they will not find it hard to understand our design and documents.