Training Plan

Yanomamo Interactive DVD/Online

Team 6

Team members

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Secondary role: Life Cycle Planner

Rohit Mani: Primary role: Requirements Engineer, IV&V
Secondary role: Life Cycle Planner

Tushar Saxena: Primary role: Operational Concept Engineer
Secondary role: Requirements Engineer.

Sanjay Kutty: Primary role: Feasibility Analyst
Secondary role: System Architect

Shruti Sannabdhati: Primary role: System Architect
Secondary role: Prototyper

Crisitina Cano: Primary role: Prototyper
Secondary role: Feasibility Analyst

12/3/2013
## Version History

<table>
<thead>
<tr>
<th>Date</th>
<th>Author</th>
<th>Version</th>
<th>Changes made</th>
<th>Rationale</th>
</tr>
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<tbody>
<tr>
<td>12/02/13</td>
<td>SK</td>
<td>1.0</td>
<td>• Added expected information in each section</td>
<td>• Draft TRR package</td>
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<tr>
<td>12/09/13</td>
<td>SK</td>
<td>1.1</td>
<td>• Updated the feedback section</td>
<td>• TRR package</td>
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1. Introduction

The main objective of training material is to help the developers provide effective training to the stakeholders (administrators, operators, maintainers) in successfully operating and maintaining the system. This document captures all the required information for training and also the outcome of training.

Since the system is a simple website it is not required to have a training session to help the stakeholders use the system.

Following is the list of target group

- Professor: The system will be used by professors to teach the material.
- Researcher: The system could be used by researchers for research and referrals.
- Student: The students will use the system to learn the course.

The only skill expected by each group is that they should be able to use a simple modern website.

2. Schedule and Participants

2.1 Training Schedule

<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Location</th>
<th>Contents</th>
<th>Person being trained</th>
<th>Responsible Personnel</th>
<th>Training Materials</th>
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<tr>
<td>12/5/2013</td>
<td>2 pm</td>
<td>GFS 204</td>
<td>System</td>
<td>Professor Gary Seamen</td>
<td>Team</td>
<td>Training doc, User manual</td>
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<td>Training doc, User manual</td>
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<td>University Gateway</td>
<td>System</td>
<td>Student Reetika Rastogi</td>
<td></td>
<td>Training do, User manual</td>
</tr>
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2.2 Measure of Success

The main goal of the training session was to get some feedback on the trainee’s satisfaction in using the system. For capturing the satisfaction a feedback form was made which contained two sections.
The first section contained a set of questions that were to be answered using the system. The second section contained feedback pertaining to the ease of using the system and the functionality provided.
2.3 Training of Others

Since the system is a simple website it is not required to have a training session to help the stakeholders use the system. The only required skill that anyone is expected to have is that he must know how to use a website.

The stakeholders that we will not be training during the sessions are:

- Researcher
- Teaching Assistant

The client is will be responsible for training these stakeholders.

A user manual and training guide will be presented to the client, which will make it very easy for training any person who wants to use the system.

3. Tutorial and Sample Data

The Training tutorial is presented in form of a document with all the steps for using the system. The user manual is also a reference which can be used as a tutorial to understand how the system can be used.

The links to the documents are:

4. Training Feedback

This section will be identified after the training session.

The training session conducted was successful in capturing feedback regarding the system and its usability.

The client has had multiple sessions in which he used the system and found the system to be as per his requirements and rated the system satisfactory over all.

Student 1 was able to use the system with some difficulty and had issues with unclear instructions on how to use the system. In general the student rated the system on good on factors of knowledge gain and design, Fair on ease of use and navigation and a very good on responsiveness.

Student 2 was able to use the system successfully and also had issues with unclear instructions on how to use the system. In general the student rated the system on good on factors of ease of use, knowledge gain, responsiveness, Fair on design and navigation.