

# CMIT/Attic

## 1. INTAKE & PLANNING

- What is the problem we are trying to solve?
- Who are your main audience?
- What is the timeline for this project?
- What is the project's funding source?
- What is the desired platform for this project (mobile compatible; web; smart device, etc.)?
- What is the desired end result (if determined)?

## 2. DEFINE PROJECT SCOPE

- **Functional prototype:** short term, 1-3 months
- **Continued development:** medium term, 2-6 months
- **Scaled deployment:** long term, 4-12 months

## 3. PERIOD OF DEVELOPMENT

- Regular meetings with subject matter expert(s) and development team
- Agile method for development
- Milestone-based checkpoints

## 4. DEPLOYMENT

- Testing and evaluation for research
- Delivery for classroom use
- MVP or functional systems for commercialization

## 5. WILL THE PROJECT:

- Present knowledge as new information?
- Lecture, slides, text and imagery
- Evaluate knowledge? Augment knowledge?
- Build a research intervention?
- Build a commercially viable solution?

## 6. FUNCTIONAL PROTOTYPE

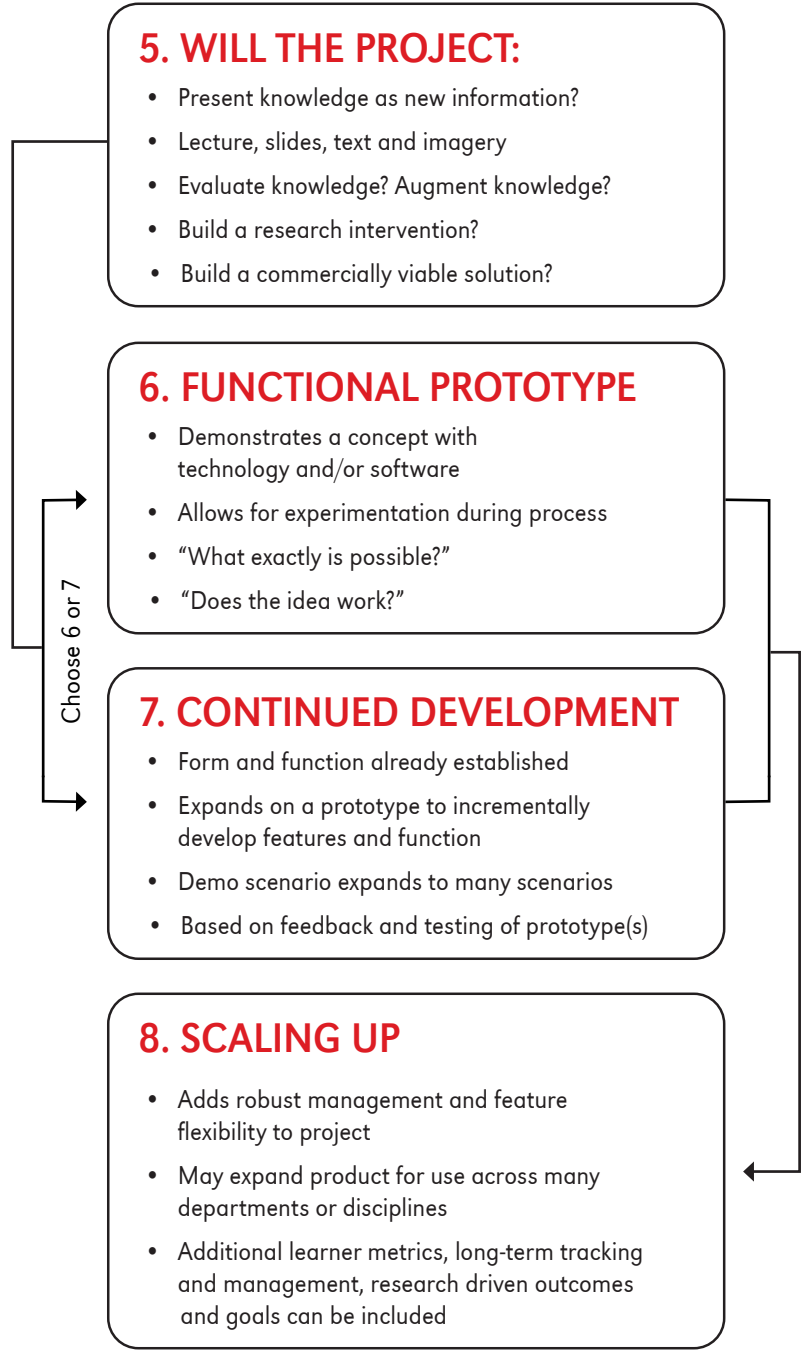
- Demonstrates a concept with technology and/or software
- Allows for experimentation during process
- "What exactly is possible?"
- "Does the idea work?"

## 7. CONTINUED DEVELOPMENT

- Form and function already established
- Expands on a prototype to incrementally develop features and function
- Demo scenario expands to many scenarios
- Based on feedback and testing of prototype(s)

## 8. SCALING UP

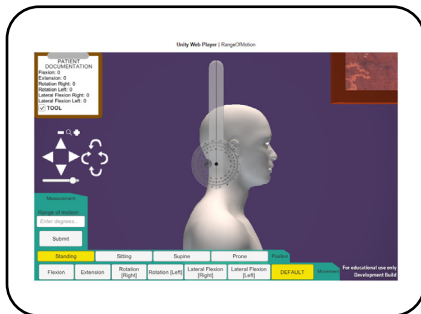
- Adds robust management and feature flexibility to project
- May expand product for use across many departments or disciplines
- Additional learner metrics, long-term tracking and management, research driven outcomes and goals can be included



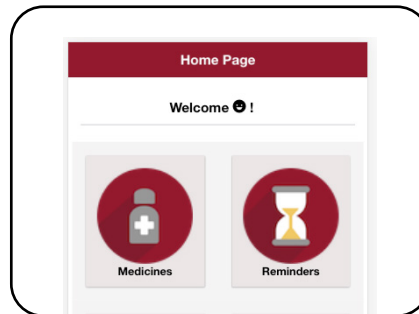
## Capabilities

- Game Design
- Website Development
- Mobile App Development
- Web App Development
- Graphic Design
- Animation
- Databases
- Laravel/PHP Web-based Applications
- Adapting to/learning new technology as needed
- Adapting to client's preferred way of doing things
- Replications of MVC frameworks

## Sample Projects



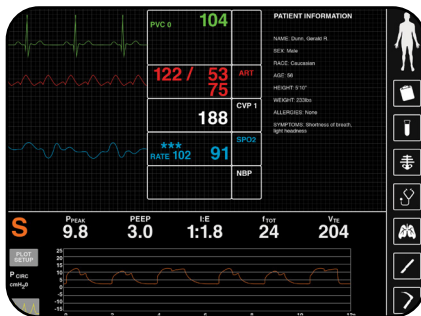
Range of Motion Measurement Simulator



UNMC mHealth App



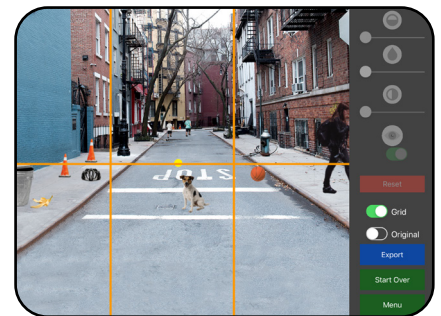
SAC Museum: Four Forces iPad Game



Ventilator Simulation Medical Training



Gout Racer Game



UNMC Glaucoma iPad App

## Contact

**Dr. Deepak Khazanchi**

**email:** khazanchi@unomaha.edu

**office phone:** 402.554.2029