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
- Laravvel/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

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