Media AI
Adaptive. Intelligent.

Training Plan

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1. Introduction

This document will contain the training plan for the development of Media AI. It contains a schedule of training sessions, the learning objectives for each session, as well as specific topics that will be covered. Sample resources that will be used during the training process are also given.

2. Schedule

Duration: 1 week
Quick breakdown:
- Day 1 – Communication & group skills
- Day 2 – What is software development
- Day 3 – Understanding the big picture & review
- Day 4 – Decide teams and roles
- Day 5 – Create small test program

3. Day by day breakdown

3.1 Communication & group skills

Learning objectives
- Be able to communicate clearly and concisely
- Work together in a group to accomplish a common goal
- Learn to delegate tasks to each other
- Understand efficient team communication methods

Topics covered:
- Have each member read and then present a news article to the group, summarizing it, giving its importance, and fielding questions by the others
- Give example scenarios of situations that need immediate communication, including ones involving conflict and/or tension
- Set up real-life situations within the groups
- Do a few group activities that require getting to know each other better, personalities as well as some background information

Sample resources:
- LA Times, financial & technology sections
- Group Dynamics, by Donelson Forsyth
- Team-Building Activities for Every Group, by Alanna Jones
3.2 What is software development

Learning objectives:
- Understand the different techniques to developing software
- Become familiar with certain terms, definitions
- Realize that coding is not the only thing that makes up software developing

Topics covered:
- Cover object-oriented style of software development
- Give a history of software developing, and how it has changed as languages change
- Assign reading from *Mythical Man-month*
- Give a lecture of communication limitations, the idea of a man-month, and the concept of a silver-bullet
- Group discussion after the reading and lecture

Sample resources
- *Mythical Man-Month,* by Frederick Brooks
- Slides from Dr. Iba’s software development class lectures

3.3 Understand the big picture & review

Learning objectives:
- Learn how to break a project up into modules
- Review communication skills

Topics covered:
- Create a design for a sample project
- Compare and contrast each other’s designs
- Talk about cohesion and coupling

Sample resources:
- Slides from Dr. Iba’s software development class lectures
- Requirement specifications of multi-player Tetris or some other game (for sample design)

3.4 Decide roles and positions

Learning objectives:
- Assign each individual tasks, and create teams for larger sections of the project
- Learn about the part you are assigned

Topics covered:
- Give team first glimpse of Media AI’s design
- Make each programmer research their area
• Research Windows Media Player Radio (it currently streams music from msn.com to individual media players, and only gives the user the current song and access to what is coming up next—difference being all users get the same song streamed to them and the playlists are not adaptable)
• Find best methods, languages, software and servers to use; then study the syntax and setup of the respective parts

Sample resources:
• Media AI architectural design document
• Windows Media Player and Radio feature of Windows MP
• Internet
• Programming Books

3.5 Create sample program

Learning objectives
• Be able to work as a team
• Be able to use the software and languages used for the project

Topics covered:
• Set up a primitive, test environment
• Get a server functioning, and if possible stream a music file to a client computer
• Work towards a rapid prototype

Sample resources
• Media AI architectural design document
• Server machine
• Client machine
• Network