

Project schooooooosMate – a tablet client for schooooooos.com

schooooooos.com is a very simple and intuitive social learning environment specifically designed to satisfy the growing needs for new ways of learning. As an official digital school space, schooooooos.com promotes better social interactivity, social learning, informal learning, and co-creation of new digital media, all provided as a single online platform, strongly anchored on the real social circles (classes, schools, families), and respecting their normal privacy rules.

As a complement to the web access, we want to create mobile applications specifically designed for Android, iOS, or Windows phone tablet devices.

Goals

The key goals of this project is to develop a mobile application for students, parents and teachers that may be used as rich and mobile client for schooooooos.com, but not exclusively, and extended with additional features, considered relevant and interesting for a tablet device.

The vision for the application is a “smart paper notebook” with useful information (personal data, schedule, reminders, etc.) and blank pages to support the creation of notes and documents.

Skills and competences required

For this project it is required to have skills on software development, namely in Java, C++, or another programming language for the Android platform. Most importantly, candidates should have interest on user experience and multi-touch applications for Android.

We are looking for a team of three students to work co-located (or remotely) with the team of schooooooos.com (@Porto, Portugal), in concrete: two developers and one specially focused on user experience.

We prefer students that already have experience in development for Android but it is not a requirement.

Since the students will work in multicultural team, fluent English, both in written and verbal form is mandatory.

Workplan

May 2012:

- Welcome reception: introduction to Tecla Colorida
- Team building: Integration with the team
- Initial education:
 - Specific training on schooooooos.com
 - Agile development: “Our Scrum”
 - Sessions over Android development
- Planning the project:
 - Brainstorming
 - Detailed planning of the project

Project will have three checkpoints, one per each month (middle of June, July and August). Depending on the preferences of the team; checkpoint will include smaller releases of the final product.

September 2012:

- First official release of Schooooools.com Mobile

If you want to get a unique experience of working in international team with other professionals please send us:

- CV (Europass)
- Motivational letter

until 29th of February, 2012 to martina.simicic@teclacolorida.com.

For more details please visit: www.schooooools.com.

If you have any other doubts please do not hesitate to contact us.