



WORK ROLE BRIEF

ROLE NAME	AIMS TOWARDS	SO THAT
QAppBuilder2	Building a new software application that helps people start new ventures	We can help individuals attaining richer lives in richer businesses that contribute towards richer social and natural systems.

BY DOING THE FOLLOWING ACTIVITIES (Delivery x Research projects)

Function 1

Build Prototypes

Starting from conceptual models, create Google spreadsheets with data structure and functioning formulas and scripts. These shall serve as learning tools to spot what should go into development and what not.

Knowledge (or strong interest in learning) about building formulas in Google spreadsheets and Google/JavaScript.

Function 2

Build SoftwareSpecs

Starting from predefined standards, define software specifications (including VIEWS, DATA and NAVIGATION) that shall be used to interact with the software development team.

Function 3

Coordinate SoftwareDevelopmentSprints

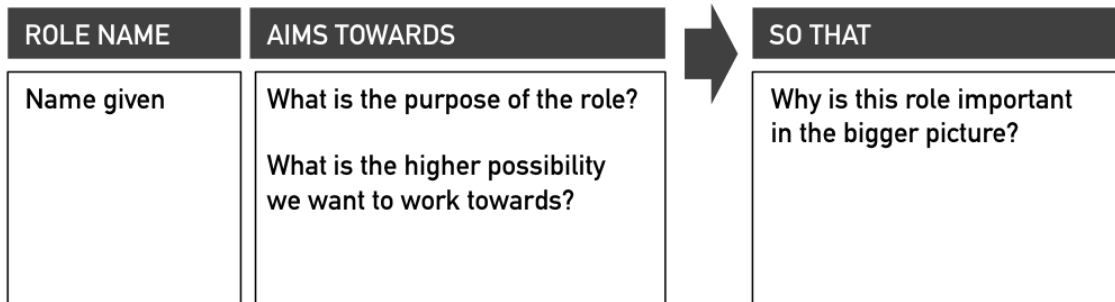
Starting from the specs previously defined, coordinate with the software development team and internal stakeholders so that the specs are properly implemented into the function.

Knowledge (or strong interest in learning) about Agile methodologies, html/css, JavaScript and python language.

WILL GENERATE THE FOLLOWING CONTRIBUTIONS

The different projects include different deliverables to be discussed.

We start explaining WHYs



↓ *then we explain HOWs*

BY DOING THE FOLLOWING ACTIVITIES (Type x Description)

A. DEFINING TYPE OF ROLE

<p><u>1. DELIVERY PROJECT</u></p> <ul style="list-style-type: none"> • Worker has long experience & track record • Worker brings credentials • Worker brings her methodologies • Worker brings her tools • Project scope is fixed in detail / budget / duration 	<p><u>2. LEARNING CHALLENGE</u></p> <ul style="list-style-type: none"> • Worker shows high curiosity/interest • Worker is willing to learn • Architect brings methodologies (worker contributes) • Architect brings tools (worker contributes) • Role is scoped in challenges that evolve once finished
<p><u>3. OUT-OF-SCOPE</u></p> <ul style="list-style-type: none"> • High difficulty / complexity • No curiosity/interest 	

B. DESCRIBING THE ACTIVITIES WITH FULL DEPTH

Activities in **Domains** or with **Elements** done thru **Methodologies**
 using certain **Tools** provided by a concrete **Supplier**

↓ *and finish with WHATs*

WILL GENERATE THE FOLLOWING CONTRIBUTIONS

What is the result of the activity?
 What contribution is generated?
 How do we measure the contribution?