



CSU Interact

A Sakai Implementation

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Introduction

- What is Sakai
- The Sakai Community
- How CSU selected Sakai
- Implementation Activities
- CSU Interact – the implementation of Sakai
- Observations and issues



What is Sakai

- Sakai is an online Collaboration and Learning Environment.
- Sakai is “Community Source” - a free and open source product that is built and maintained by the Sakai community.

From: sakaiproject.org



Sakai Modules

A set of generic collaboration tools forms the core of Sakai

Announcements
Drop Box
Email Archive
Resources
Chat Room
Forums
Threaded Discussion
Message Center
Message Of The Day
News/RSS

Preferences
Presentation
Profile / Roster
Repository Search
Schedule
Search
Web Content
WebDAV
Wiki
Site Setup

From: sakaiproject.org



Sakai Modules

Sakai core tools can be augmented with tools designed for a particular application of Sakai

Teaching Tools

Assignments
Grade book
Module Editor
QTI Authoring
QTI Assessment
Section Management
Syllabus

Portfolio Tools

Forms
Evaluations
Glossary
Matrices
Layouts
Templates
Reports
Wizards

From: sakaiproject.org



The Sakai community

- The Sakai community is made up of volunteer resources drawn from many organizations around the world
- The Sakai community operates on the basic principle of "meritocracy." A self-governing leadership team is responsible for each major aspect of Sakai.
- The community is involved in:
 - Development
 - Quality Assurance
 - Conferences, workshops
 - Community Support

From: sakaiproject.org



The Sakai Partners Program

- The Sakai Partners Program (SPP) provides the institutional and organizational base for the Sakai Community
- Sakai partners are dues-paying members of the Sakai Foundation who provide the intellectual, human and financial capital necessary to support both the foundation and the work of the community

From: sakaiproject.org



Sakai Worldwide



From: sakaiproject.org



How did CSU select Sakai

- Fast Track Approach
- A Different Approach
- FACT Framework



Fast Track Approach

- Initially used “fast track” approach
- Attempted to avoid lengthy investigation of requirements, focusing on reusing high level business requirements
- Success hinged on ability to easily identify low risk solution
- Reality was that too little information meant too many options = RISK



A Different Approach

- Once “fast track” abandoned needed alternative
- Extensive experience in the group not sufficient to address open source complexities
- Short environment scan showed two possible frameworks:
 - Business Readiness Rating
 - Open Source Maturity Model

Dr Philip Uys, Matt Morton-Allen, A Suggested Methodological Framework for Evaluating and Selecting an Open Source LMS



A Different Approach

- When neither BRR or OSMM seemed to fit began to consider afresh
- Agreed on the need for a framework that will be:
 - **Flexible** – willingness to adapt throughout
 - **Aligned** – consistent with strategy
 - **Comprehensive** – extensive and in-depth investigation
 - **Transparent** – rigorous debate
- Devised the **FACT** framework for our own needs

Dr Philip Uys, Matt Morton-Allen, A Suggested Methodological Framework for Evaluating and Selecting an Open Source LMS



The FACT Framework

1. Identify requirements
2. Weigh the requirements
3. Identify possible solutions
4. Identify “killer” requirements
5. Apply “killer” requirements
6. Determine short list
7. Identify overarching concerns
8. Apply overarching concerns

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Analysis of Overarching Concerns

	Group 1	Group 2	Group 3	Group 4
Access & Control	Sakai	Sakai	Sakai	Sakai
Enterprise	Sakai	Sakai	Sakai	Sakai
Framework Focus	Moodle	Moodle	Moodle	Moodle
Community Focus	Sakai	Moodle	Sakai	Sakai
Education Sector	Sakai	Moodle	Sakai	Sakai
Governance - Formality	Sakai	Moodle	Sakai	Sakai
Governance - Leadership	Sakai	Sakai	Sakai	Sakai
Research	Sakai	Moodle	Sakai	Sakai
Standards	Sakai	Sakai	Sakai	Sakai

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CSU Interact

- Enterprise Wide Implementation of Sakai
- Automatically provisioned each session for all subject cohorts
- Integrated with core systems, especially Banner - Student System



High level implementation activities

- Commission production environment – 4 weeks
- Develop Deployment Plan – 4 weeks
- Migrate data into production environment – 10 days
- Develop Test Plan – 3 weeks
- Deployment – 4 weeks (build problems)
- User acceptance testing (UAT) – 3 days (over a weekend)



The Implementation

- Trimester 3 2007 – pilot implementation of 20-30 subjects.
- Trimester 1 2008 – approx. 1000 subject cohorts. Had problems, generated frustration, but was workable.
- Autumn 2008 – approx 3300 subject cohorts. Largely a success.



CSU Interact

- Implemented a number of core Sakai modules: Chat, Announcements, Calendar, resources, Wiki, etc
- Integrated CSU tools: Forums, online subject outlines, EASTS, OASIS



Issues

- provisioning environments took a lot longer than planned due to n-tier delays
- enterprise data interfaces - lack of resources
- due to academic calendar the deployment window was small allowing for very little slippage and little time allowed to fix bugs identified during UAT
- Catching up on work not initially done due before implementation



Future Work

- Review, clean up, document, tools
- Other tools in various stages of assessment, piloting, implementation: Blogwow, Site Stats, Mnome (test centre), ePortfolio, Podcast Tool, Melete (authoring modules), Gradebook – (Sakai/Banner?)
- Developing additional CSU Modules: MSI (mandatory subject information), OSAM (Online Submission and Assignment Marking)



Personal Observations

- Forced questioning of CSUs attitude towards community source
- Post implementation realisation of the true cost of customisation – cost of moving away from baseline
- Agility not realised without compromise and hard decisions
- Required significant java skills
- A terrific base to build upon