



Educade.org Case Study

Client Information: Educade.org

Educade.org is a revolutionary online portal that answers the needs teachers have today and prepares students for success by providing free, ready to use lesson plans paired with engaging learning technologies. Tools include hundreds of apps, games, and hands-on activities with lessons aligned to Next Generation and Common Core standards, making it fast and easy to use. Educade is a platform for change with the mission to build a community around sharing engaging and interactive educational content. GameDesk and leading U.S.-based multinational telecommunications corporation, AT&T, power Educade.org.

Client Brief

The idea of building a platform to share educational content existed as a static web platform format. However, the GameDesk team, along with AT&T, wanted to build a more dynamic framework to enable organization and classification of content for the best end user experience. The classification and organization of the content would be across subject, grade level, and tool type. Being a platform open for content contribution, the experience of submitting content for the platform needed to be hassle free as well. On top of it all, there was a major time constraint to have the framework built within three months. Due to this time constraint and the overall requirement, the management understood the need to utilize a Ruby on Rails framework, and hence, approach India-based Ruby expert, Josh Software.

The Josh Software Edge: *Delivering the Best End User Experience Through Building A High Performance Web Solution*

Coming on the project highly recommended, Josh Software was given complete freedom to derive a solution to build this heavy-duty content management platform. Josh Software had complete freedom on the technology and architecture of the platform and provided the entire technical strength to the GameDesk team. Being experts on the Ruby on Rails framework and using MongoDB as the database, Josh Software was able to turn around the project within the time constraints laid out by the client.

To enable quick filtering of the content through the classification of standard, subject, and tool type, the Josh Software team advised the client to send all the content and data to the browser to enable fast data loading and search. They built a client side filter for the end user to filter in a real time to browse and select the content of their requirement rather than pagination which will hinder an efficient content filtering process. A major challenge was to have all the content present on the home page for filtering data and also ensure that the webpage loads instantaneously to ensure excellent user experience. To enable this, Josh Software built a content streaming and search filtering tool that enabled the web page to load the initial few widgets and then at intervals silently stream all the remaining widgets on the page. This solution allowed for a great user experience. This tool enabled the data to be hosted on the browser, where the client-side filter could be possible even when the user was off-line.

Impact

When the beta version of Educade was introduced in June 2013, the response was overwhelmingly positive. Educators, content providers, and students were impressed by this unique solution to making serious learning fun. In a short period of time, the portal boasts over 4,000 registered users. The Josh Software team continues to work with the GameDesk team on a regular basis for continuously building web solutions to keep improving the end user experience.

While working with GameDesk, the Josh Software team was able to derive a content streaming and search-filtering tool that helped improve the performance of the platform immensely. The organization has contributed this solution to the open source network for use in building future web solutions for the entire Ruby community. It is available at <https://github.com/jiren/filter.js>