A student affairs platform

Challenges
- Requires business domain knowledge in different functional areas
- Integration with disparate systems
- Siloed culture
- Financial investment

Purpose
- Complements SIS, LMS

Concepts
- Student access to knowledge base
  Includes info and people
  How do we mirror the needs of our customers and not just the needs of our organizations/developers. We design for our customers and we are not the customers.
  - How our organizations and JDs designed in SA?
  - How can we make it so that our value is on helping students?
- How does the product benefit the students?

Security
- Authentication
  - External
    - ADFS
    - Shibboleth
    - LDAP
    - OAuth
  - Local
    - Authorization
      - Local
        - External
  - Audit
    - Student access to knowledge base
    - Includes info and people
    - How do we mirror the needs of our customers and not just the needs of our organizations/developers. We design for our customers and we are not the customers.
    - How our organizations and JDs designed in SA?
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    - How does the product benefit the students?

Functionality
- Student lifecycle management
- One-stop shop
- Collaboration
- Social media integration
- Student data/activities
- Staff / expertise
- Resources list
- Smart search
- Business intelligence
- Management
- Operational
- Dashboards
- Business intelligence
- Email
- Communication
- Reminders
- Event management
- Participant data collection
- Calendar
- Card swipe
- Bar code scanning
- Communication
- Attendance mgmt
- Web services
  - API
  - RSS
  - XML
  - Flat files
  - iCal/vCal
  - LMS
- Interfaces
- Extensibility

External campus systems
- Campuslabs
- Career Services
- Symplicity - Nacelink
- Co-curricular
- Adirondack
- Cbord
- Housing
- RoomSync
- Judicial affairs
- Symplicity advocate
- Judicial Action
- Campuslab
- Alcohol/Drug Education
- Leadership
- Health and Wellness
- Student health
- Orientation
- Student health
- Leadership
- Health and Wellness
- Campuslab
- Alcohol/Drug Education
- Extensibility
- Interfaces
- Common APIs
- SSO
- OAuth
- Kerberos
- Communication
- Reminders
- Encourage students to submit info
- Gamification