Hyper Analysis Toolkit (HAT): A Case Study in Faculty Developed Software

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The availability of inexpensive, high-powered personal computing environments is revolutionizing the business of higher education. The past "textbook-centric" world of academia is rapidly changing into a new "software-centric" form. As such, many faculty are now interested in creating educational software but, because the process is unlike that of writing a textbook, have little experience with or understanding of the task.

A case study of a faculty-developed software product would be helpful for faculty to understand the process. To this end, this workshop will examine Hyper Analysis Toolkit (HAT), a student-oriented personal CASE tool developed under a grant from the Office of Technology Transfer at the University of Hawaii by Ken Griggs and Jackson He. Dr. Griggs conceived the idea for the creation of an inexpensive CASE tool for students based on ten years of classroom experience in teaching systems analysis and design. Dr. He was the principal software engineer on the project.

HAT is a Microsoft Windows based application that can be used in any course where business process reengineering or process and data modeling are components. HAT incorporates much of the functionality found in professional CASE tools including a data flow diagram editor, an ERD editor, and a data dictionary. In addition, the software provides hypertext linking of system specifications (found in interview transcripts) to graphical objects in data flow and entity relationship diagrams. A simple systems modeling problem will be presented and modeled using HAT.

The workshop will be of general interest to any faculty thinking of creating software and of particular interest to faculty who teach information systems analysis or business process reengineering. The workshop will focus on the HAT case study with reference to (1) obtaining funds for software development, (2) managing software projects in a university context, (3) packaging the product, (4) distributing and marketing the product, (5) copyrighting your software, and (6) educational software trends.