

I. IDENTIFIKAČNÍ ÚDAJE

Název práce:	Web application for project planning of special effects and post-production company
Jméno autora:	Bc. Ondřej Chvíla
Typ práce:	diplomová
Fakulta/ústav:	Fakulta elektrotechnická (FEL)
Katedra/ústav:	katedra počítačové grafiky a interakce
Oponent práce:	Mgr. Mاريو Dubec
Pracoviště oponenta práce:	Universal Production Partners, a.s.

II. HODNOCENÍ JEDNOTLIVÝCH KRITÉRIÍ

Zadání	průměrně náročné
The student chose to smartly simplify the main tool for project planning to a basic management, in order to achieve the goal in a single-programmer setup within reasonable time.	

Splnění zadání	splněno
Purpose of the thesis to create a prototype of a web application that allows planning and visualization of tasks on particular projects for the trick and post-production company was achieved.	

Zvolený postup řešení	správný
General approach to the analysis was very personal and thus allowed for very specific task implementation, except of low-priority notification which understandably would require a deeper implementation with UPP communication and notification tools.	

Odborná úroveň	B - velmi dobře

Formální a jazyková úroveň, rozsah práce	B - velmi dobře
The thesis has minor spelling and numbering mistakes, but construction of English sentences is clear and well readable without major syntactical issues.	

Výběr zdrojů, korektnost citací	B - velmi dobře

Další komentáře a hodnocení	

III. CELKOVÉ HODNOCENÍ, OTÁZKY K OBHAJOBĚ, NÁVRH KLASIFIKACE

Use case diagram is partially incorrect (e.g. it doesn't consider Kristina – the project manager, used in later mentioned scenario examples). But since that particular aspect depends on the development of company hierarchy and assigned responsibilities, and since the system is prototyped to be flexible, different tasks can be designated to different logged in users. So, it is not a mistake per say.

The initial usage scenarios count heavily on the ideal construct of notification, which of course without implementation cannot be utilized. However, the scenarios are created to set the goals and without knowing the goal of the ideally finished application, the programmer cannot proceed with proper application design, it is a plus in thinking and planning. The way of description should be adjusted, as readers unaware of UPP workflow pipeline may get lost in the flow of events.



POSUDEK OPONENTA ZÁVĚREČNÉ PRÁCE

There are better examples to a storyboard, as the attached examples in the thesis are more of a comic book style than storyboard style of the drawing. For unexperienced reader, these images can be misleading.

As for the low fidelity development and testing, the setup description is clear and the results of testing conclusive enough to allow progressing further to high fidelity prototype.

The programming language used to develop such prototype is not robust enough to develop a system similar to complex industry applications create to manage postproduction, like Shotgun, but well chosen for the purposes of achieving laid out goals and justified in the thesis comparison.

The final results show that the diplomant achieved the main goal and built a good starting-point prototype which could potentially allow him to even lead a team of programmers and develop a system robust enough and flexible enough to satisfy the needs it is designed for.

Additional questions:

After testing working prototype, would the student choose different design of building the system, besides dropping the tables as mentioned in the Conclusion (Chapter 8)?

Does the student consider the prototype model to be extended and interconnectable with the UPP notification system in the setup it is programmed for the purposes of the thesis? If not, let him explain why we abandoned the interconnectivity completely.

Předloženou závěrečnou práci hodnotím klasifikačním stupněm **B - velmi dobře.**

Datum: 14.6.2018

Podpis: