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# Project Proposal - Procurement and scheduling platform for Espoo Hobby Path

## 1. Introduction

The Finnish model of leisure activities is a model that has been in use in almost all of Finland since 2021 and promotes the well-being of children and young people by offering free leisure activities in connection with the school day, according to the wishes of the children.

Much of the time spent on coordinating the activities involves scheduling them in cooperation with the service providers and the schools that provide the premises for the activities. Providers of recreational services are selected through a procurement process, after which the groups are scheduled according to the available facilities and timetables of the schools. In Espoo, there are around 200-250 recreational groups per year. There are thousands of groups in Finland as a whole.

In the City of Espoo, the activities are coordinated by the Cultural Unit and the team for Partnerships and Promoting culture. We want to make it possible for every child and young person to enjoy a hobby. One step towards achieving this goal is to develop a system that effectively links activity providers and schools.

## 2. Project goals

**Back-End Development:** Create a robust and scalable back-end system that can support multiple user roles. The admin role will have overarching control and monitoring capabilities, while service providers will have the limited ability to edit activities, manage schedules, and interact with clients.

**Front-End Development:** Develop a straightforward and user-friendly front-end interface tailored for school contact persons (clients). The interface should be intuitive, allowing users to easily browse activities, read descriptions, and directly communicate with service providers for bookings and negotiations.

**Automated Communication:** Implement a feature that automatically generates and sends out necessary communication materials, such as booking confirmations and reminders once an order is placed by the user.

**Feedback/Rating System:** Include a simple system where school contact persons can provide feedback or rate the activities and service providers, contributing to a community-driven quality assurance mechanism.

30.8.2023

### 3. Technologies

The development team has the freedom to propose technologies that align with their expertise and best suit the project's straightforward yet impactful goals. This project offers a unique opportunity to work on a full-stack application that addresses real-world challenges in the domain of public services and community engagement. While the project is focused on core functionalities, it provides a canvas for innovation in areas such as integrations, data pipelines, and automated communication systems.

Familiarity with cloud services will be beneficial for scalable deployment, and experience in data import or integration will be helpful for fetching data from various sources. The use of Git for version control is expected, along with the utilization of public Continuous Integration (CI) tools for testing and deploying the software.

### 4. Requirements for the Team

We invite you to take the initiative in designing and creating a solution that addresses the real-world challenges of connecting hobby providers with schools and individuals in Espoo. While expertise in full-stack development is beneficial, we do not expect you to know everything before the project starts.

Key Factors for a Successful Project:

- **Eagerness to Learn:** The most important factor for us is a team's willingness to learn new things, whether it's in front-end, back-end, or even UX design.
- **Flexibility in Scope:** The project's scope will be tailored based on your team's preferences and expertise. Whether you're interested in front-end, back-end, or UX design, there's room for you here.
- **Adaptability:** We value an exciting and useful outcome, even if the project scope needs to change on the go. Openness and flexibility to adapt to project changes are crucial.
- **Teamwork:** This is a team effort, and we expect everyone to contribute collaboratively to achieve the project's goals.
- **Critical Thinking:** Willingness to question existing systems and find the key questions that need answering is highly valued.
- **Community Impact:** While not a requirement, an interest in contributing to public services and community engagement is a strong plus.

### 5. Legal

**Intellectual Property Rights (IPR):** The software developed will be open-source, licensed under the GNU General Public License (GPL). This ensures that any

30.8.2023

derivative works will also be open-source, fostering a community-driven development environment.

**Confidentiality:** The client will share some confidential information with the students

## 6. Client

City of Espoo, Unit for the Promotion of Culture and Partnerships

The City of Espoo, through its Espoo Hobby Path initiative, is committed to providing free, flexible, and diverse recreational activities for children and young people. The program is aligned with the Ministry of Education and Culture's Finnish Model for Leisure Activities and aims to offer activities both at schools and in nearby facilities. The Espoo Hobby Path focuses on enabling children and young people to explore new hobbies, engage in a variety of activities, and potentially find a pathway to more goal-oriented hobbies. The offerings are diverse, ranging from culture and art to hands-on activities, gaming, and coding.

As the City of Espoo we want develop management based on information, data analysis and effectiveness. We will, together with partners actively utilise digitalization throughout the operating processes and with the help of digitalisation, we will increase the openness of our activities, develop new platform solutions and speed up service processes. This is all in our strategy, The Espoo Story

We cannot provide much technical support but will provide the project team with a meaningful project, a project owner and orientation and support on a weekly basis. If needed, we can provide part-time desks at various locations in Espoo (Otaniemi, Tapiola, Karakallio). We use Teams for online communication and will agree on the tool to use with the group together. We will have regular meetings at one of our offices.

Client representative:

- Main contact / Product Owner: Project manager, Kimmo Sillanmikko  
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