

D&D Knowledge Management Information Tool Feasibility Study for **Cross-Platform Mobile Applications**

Introduction

- The D&D Knowledge Management Information tool (D&D KM-IT) is a web-based knowledge management information tool built for the D&D user community. A feasibility study is being conducted on crossplatform application frameworks for their viability to the D&D KM-IT mobile needs.
- Currently, three main Operating Systems comprise the majority of the mobile market IOS, Android, and Windows, requiring a separate application for each device (Figure 2).
- Cross-development software allows the development of one application using one language, that can be ported or deployed on multiple devices with little effort (Figure 1).

Requirements



Native Development Cycle

Implementation

Mobile Forms and Applications Blog. (2013, February 1). Retrieved October 3, 2014. | Reed, B. (n.d.). On BlackBerry's U.S. market share hits 0%. Retrieved October 3, 2014. | Reed, B. (n.d.).

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Methodology

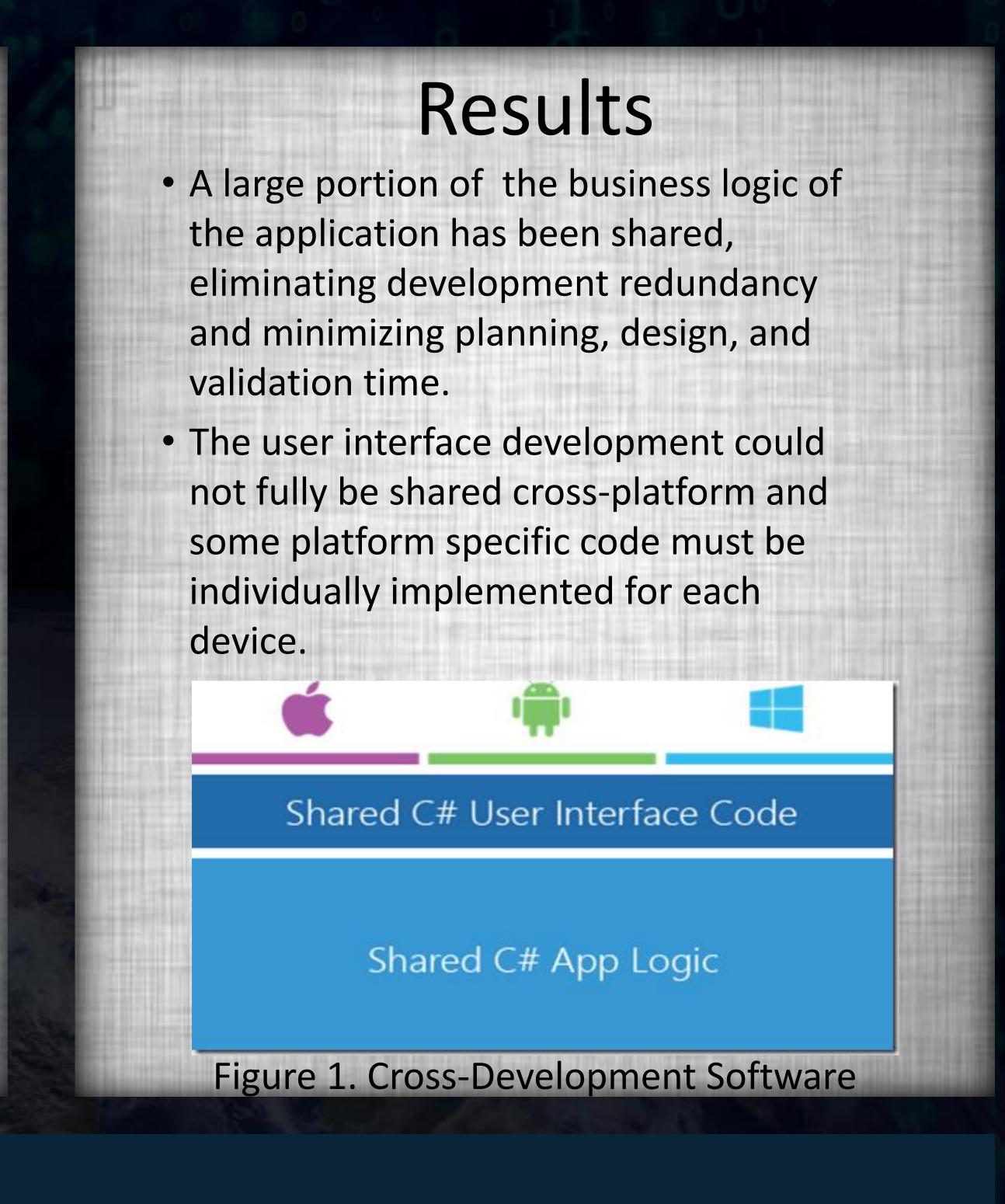
- Using Xamarin, a native cross-platform framework, create a shared mobile application using Visual Studio.
- Build a D&D KMIT mobile application designed for the three major mobile platforms
- Use Xamarin to compile the application into native applications for the three target platforms.
- Build and deploy the application on all three mobile platforms.
- Perform benchmark tests of the developed applications to analyze the performance on the three platforms.

Maintenance

Application Markets







Maintenance

Requirements





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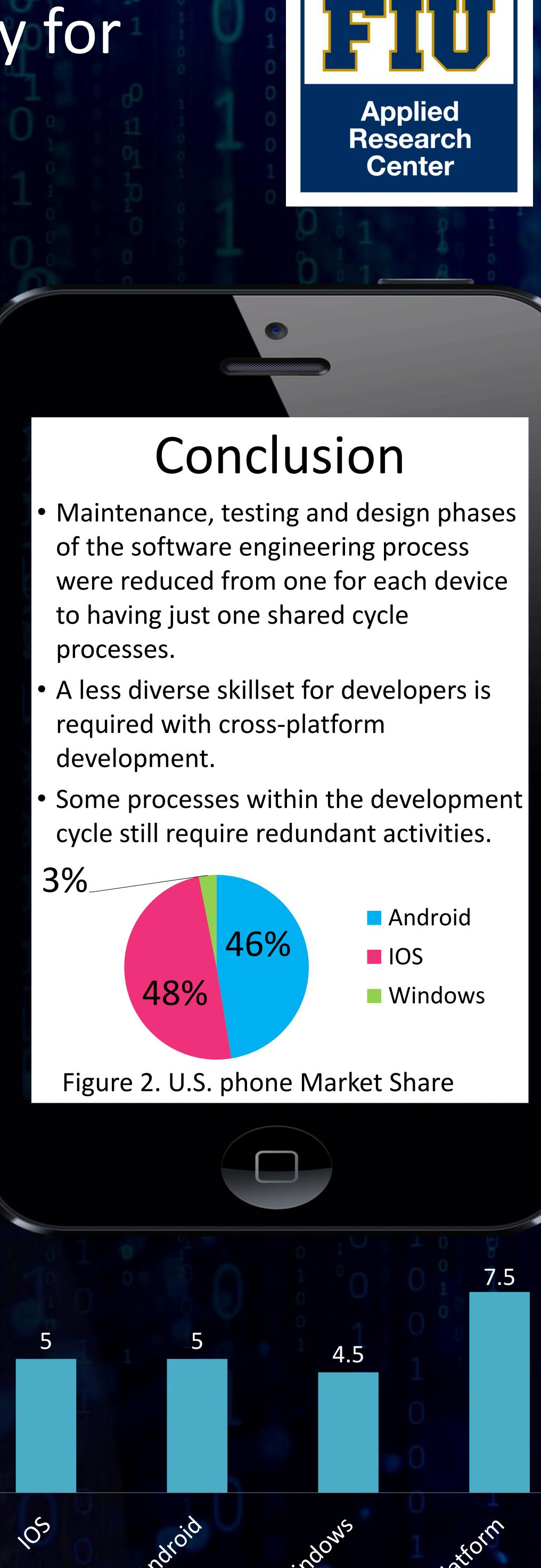


Figure 3. Minimum avg. development cost for app (amounts in tens of thousands of dollars)