



## Client

Joe Wheeler, Software Architect

## Company Background

Aventura was born in a Denver hospital IT department that completed a desktop virtualization project.

With an understanding of how technology needs to work for the people who deliver clinical care, Aventura built a universal architecture that reaches into all computing layers, creating an architecture that integrates OS, virtual desktops, applications, policy, and printers. Our software is deployed to hospitals nationwide and provides clinicians with a desktop that is aware of where they are, who they are, and what they need to be efficient and deliver quality care (and does it Jimmy John's fast).

## Project Overview:

Aventura software delivers desktop sessions with their applications, printers and other options controlled based on who the user is, where they are and what patient they are treating. On the desktop we provide a dashboard that shows the user relevant information for their context. This project would add a module to the dashboard that would enable our users to communicate via real time chat and asynchronous messages to other members of the care team.

## Project Goals

Students will be required to develop a plug-in for the Patient Aware Dashboard (PAD) that provides chat and messaging capabilities to the caregivers for a patient.

- Complete any necessary research as to how to complete the objective
- Create a plug-in that integrates a persistent chat system (HipChat) into the Aventura PAD.
- Component can send messages to other AV components
- Create and document tools to manage this component.

## Skills Required

- Software Development, specifically .NET (C#) and JavaScript (Ember)
- Basic C/C++ skills
- Knowledge of Agile Software Development
- Ability to learn and adapt

## **Student Benefits**

This project will give the students experience and knowledge with:

- Architecting and building a software component
- Learning how to integrate complex software
- Practical Ember.js experience
- Learning how to add value to a healthcare workflow.
- Interfacing with third party software APIs
  
- Real world project that can be completed in 6 weeks

## **Team Size**

This project would be suited for a team of 2-3 people.

## **Location**

Students will be expected to spend most of their time at the Aventura office which is in downtown Denver.

## **Contact**

Please contact Joe Wheeler (Joe.Wheeler@aventurahq.com; 1-720-250-9134 x1013) with any questions you have regarding this project.