What to look for in a timetabling program

	Keith Johnson's TimeTabler	nearest other
Screens		
The program should:		
• be intuitive	✔	
• have uncrowded, friendly screens	✔	
• use colour to help you to identify items	✔	
Help & Support		
The program should:		
• have a Help button to give immediate and interactive Help on each screen	✔	
• have HelpMovies (in Flash) to help you to get up to speed quickly	✔	
• have a QuickStart Guide	✔	
• have a fully-illustrated Manual	✔	
– which contains Worked Examples to cover **all** timetabling problems	✔	
– including complicated 'Sixth Form' patterns	✔	
• have a web-site giving general timetabling support	✔	
• have a dedicated HelpDesk, staffed by experienced timetablers	✔	
Scheduling		
The program should:		
• emulate the usual manual timetabling methods	✔	
• be designed by experienced timetablers	✔	
• be able to schedule **any** curricular structure, of any complexity	✔	
• allow quick entry of data,	✔	
• prioritise for you the lessons that are to be scheduled,	✔	
– using a mixture of algorithms,	✔	
– including heuristic ones, developed from timetabling experience	✔	
• find 'musical-chairs' solutions, with up to 16-step moves, of a quality that you can specify, and customizable	✔	
• include features to obtain not just a 100% solution but ones with good quality (lesson-spread etc)	✔	
• with methods that can be interactive, or semi-automatic, or fully-automatic	✔	
– allowing the User to move between these methods easily, at any time	✔	
• find solutions quickly, display them clearly, and allow them to be modified easily	✔	
Printing and Exporting		
The program should:		
• give 'individual' and 'master' printouts of staff, class and room timetables,	✔	
– with the layout customisable to any of billions of permutations	✔	
• export the timetables as HTML web-pages for the school web-site	✔	
• export the completed 100% solution to an MIS	✔	
• export using the recommended DfES XML method	✔	

Any queries about details to: keith@timetabler.com 0161-865-7584 www.timetabler.com

What to look for in an Options program

	Keith Johnson's Options	nearest other
Screens		
The program should:		
• be intuitive	✔	
• have uncrowded, friendly screens	✔	
• use colour to help you to identify items	✔	
Help & Support		
The program should:		
• have a Help button to give immediate and interactive Help on each screen	✔	
• have a fully-illustrated Manual, with Worked Examples	✔	
• have a dedicated HelpDesk, staffed by experienced timetablers	✔	
Entering and Analysing the data		
The program should:		
• allow quick entry or import of students' Names	✔	
• allow the students' Choices to be entered quickly (eg. 5 min per registration group)	✔	
• include a Reserve choice if you wish	✔	
• check the data against Rules that you have set up eg1. You must choose a Language. eg2. If you choose HSC1 then you must choose HSC2 as well.	✔	
• provide an analysis (clash table) of the students' choices	✔	
Building a Options Pattern		
The program should:		
• allow you to set up Rules to be applied eg1. Art and Graphics must (or must not) be in the same block. eg2. HSC1 and HSC2 is a double option and groups must be populated consistently.	✔	
• allow you to design a Pattern of Options Blocks,	✔	
– **manually**, or	✔	
– **automatically** (3 different modes),	✔	
– or a mixture of these, always following the Rules that you set up,	✔	
• show group sizes, and report on groups which are too big or too small	✔	
• show students' allocations, missing students, satisfaction rates, etc	✔	
• allow you to manipulate the blocks and groups easily,	✔	
– with tools to 'equalise', 'shuffle', 'bunch', 'split', etc.	✔	
• allow easy addition/deletion of students who arrive/leave later	✔	
Printing and Exporting		
The program should:		
• give printouts of the blocks, groups, students fitted, students unfitted, etc	✔	
• export to HTML, Excel, Word	✔	
• print Individual Student Slips, Individual Student Timetables	✔	
• print Group Lists for teachers for the start of term	✔	

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