



Annex A. TOR

TERMS OF REFERENCE

I. Background:

Landslides are recognized as the third most crucial natural disaster worldwide (Zillman, 1999). It usually happens without warning, giving people less time to evacuate. Landslide has been a perennial problem in the mountainous terrains of the Cordillera Administrative Region which have direct socio-economic impact to the Cordillerans. However, disaster awareness could be of key element for community to cope up to their exposure to such threat.

The CLEARs Project (Community-level Evaluation and Assessment of Rain-Induced Landslide Susceptibility) aims to develop an application in order to help people to determine their susceptibility level to landslide. The system is design in a way that even a non-technical person could operate the app and understand the data being interpreted.

II. Objectives

- To design and develop a user-friendly CLEARs Mobile Application (Community-level Evaluation and Assessment of Rain-Induced Landslide Susceptibility) for Non-Expert.

III. Scope of Work

The Programmer’s tasks shall cover, but not be limited to the following:

1. Help the Project Team on the analysis, design, and development of the CLEARs Mobile Application
2. Conduct software planning, design, and testing using AGILE Methodology.
3. Strategize and formulate implementation plans for the efficient and timely accomplishment of the project activities following the identified schedule;
4. Develop, customize and implement the CLEARs mobile App.
5. Deliver mobile application, based on the requirements provided by Project Team;
6. Test and correct reported defects and issues during delivery, implementation, and support period;

IV. TERMS AND CONDITIONS

The Programmer shall be:

1. prohibited to redistribute or resell the system to any person/s, entity or organization;
2. submit or surrender the system with the complete source code to the KSU project team;
3. available in case of technical problems even after the deployment of the system.

V. Project Schedule/Activities

| Project Phase | Deliverable/s | Activity Duration | Review and approvals required |
|---------------|---------------------------|-------------------|-------------------------------|
| Planning | Well define system’s plan | 5 days | Project Team |
| Design | Design of user interface | 20 Days | Project Team |





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|-------------|--|---------|--------------|
| Development | Beta version of the system | 50 Days | Project Team |
| Testing | Tested the system with the IT project Team and end-users | 10 Days | Project Team |
| Deployment | Final Version of the system | 5 Days | Project Team |

VI. QUALIFICATION

1. Has at least bachelor's degree in IT or any related fields.
2. Has in-depth knowledge and skills in programming using
 - ✓ Android studio
 - ✓ PhP
 - ✓ CSS
 - ✓ MySQL
3. Ability to find and fix any errors in programs, systems and software
4. Ability to work under pressure to meet deadlines, handle multiple tasks and set priorities
5. Willingness to work independently or with a team

VII. PROJECT DURATION

- The project shall be good for three months or 90 Days

VIII. SCHEDULE OF PAYMENT

The salary of the programmer shall be based on the budget identified in the LIB (line Item Budget) at P28,800 per month for 3 months. However, the payment shall be released based on actual accomplishment. The project leader has the sole responsibility to determine the percentage of accomplishment.

