

What to look for in a timetabling program

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 (video tutorials) 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' and 'IB' patterns
- have a KnowledgeBase with over 300 articles on timetabling
- 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 long 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 such as SIMS .net etc
- export using a recommended XML method

