



# Dispatch

*One Communication Engine to Rule Them All*

UI Developer Community  
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# Why was Dispatch built?

- Built in 2012
- Admissions using expensive vended product to send out recruiting materials
- Maui needed a single service to generate and send messages

# What does Dispatch do?

Provides email, print, voice, and SMS communications for various applications inside and outside of ITS.

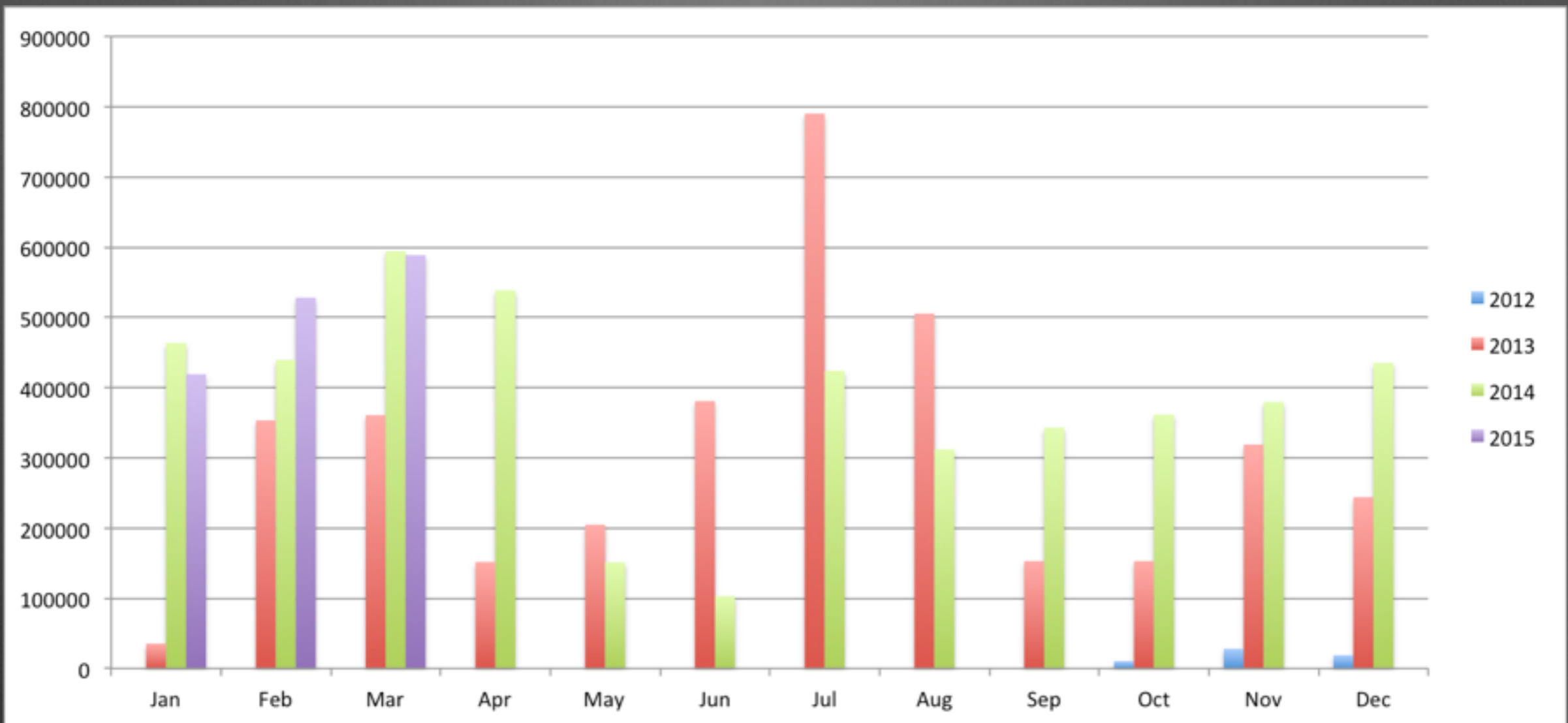


Experimental

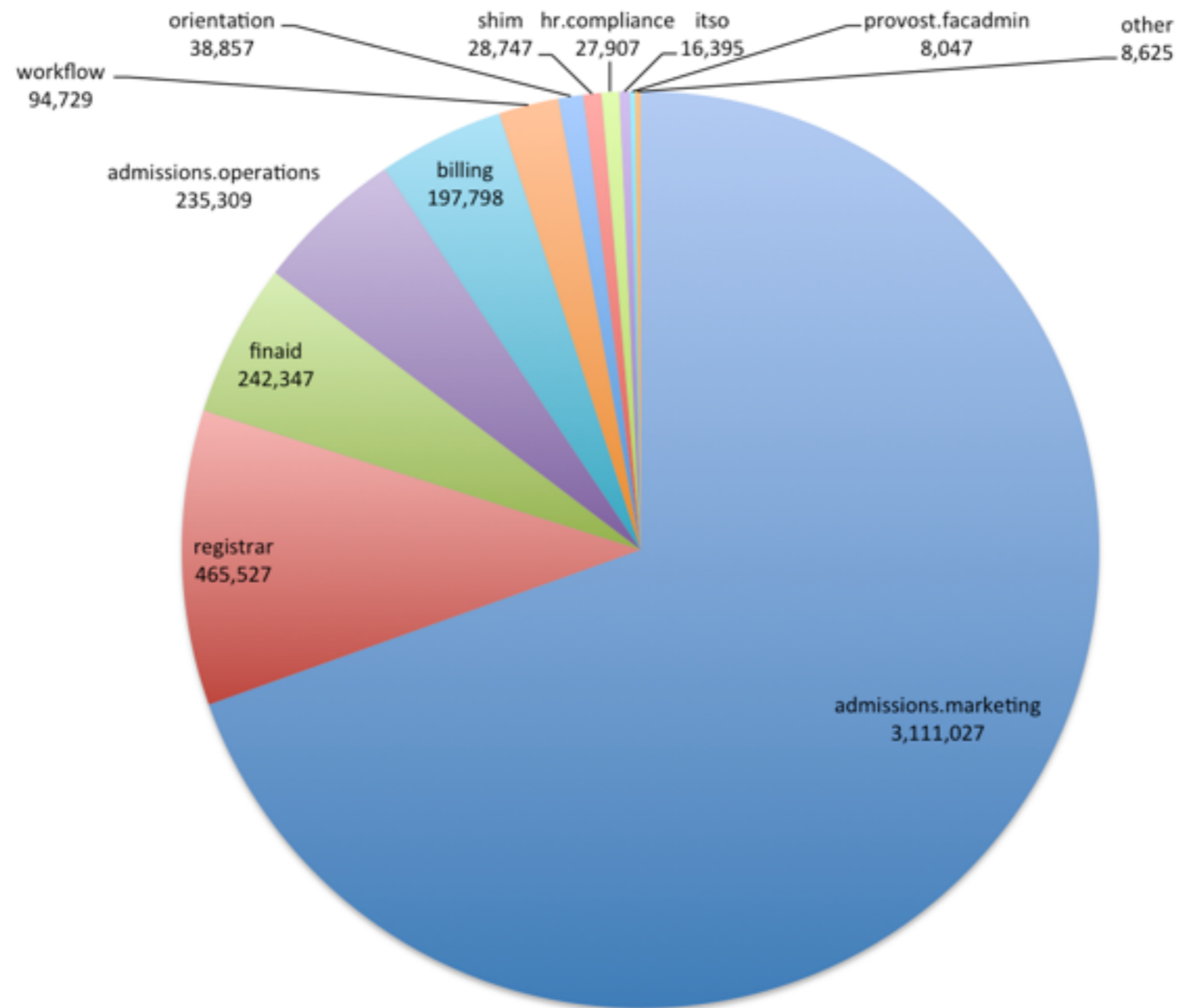
# How is it used?

- Recruiting prospective students (email)
- Sending out official decision letters (email, print -> printer)
- Building U-Bills (print -> sftp)
- Universal Workflow notifications (email)
- HR Timesheet notifications (email)
- Class list notifications (email)
- Many more

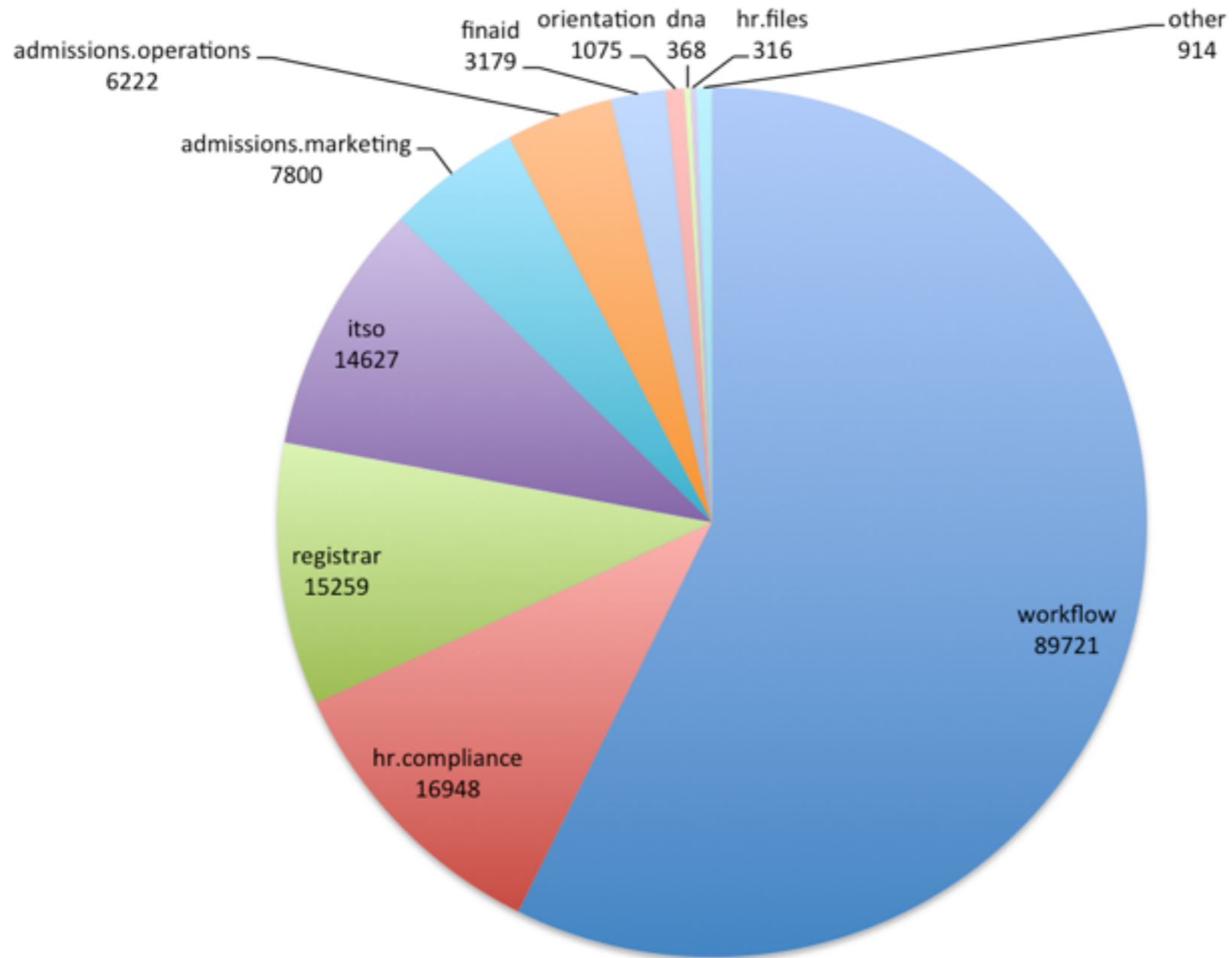
# A firehouse of messages



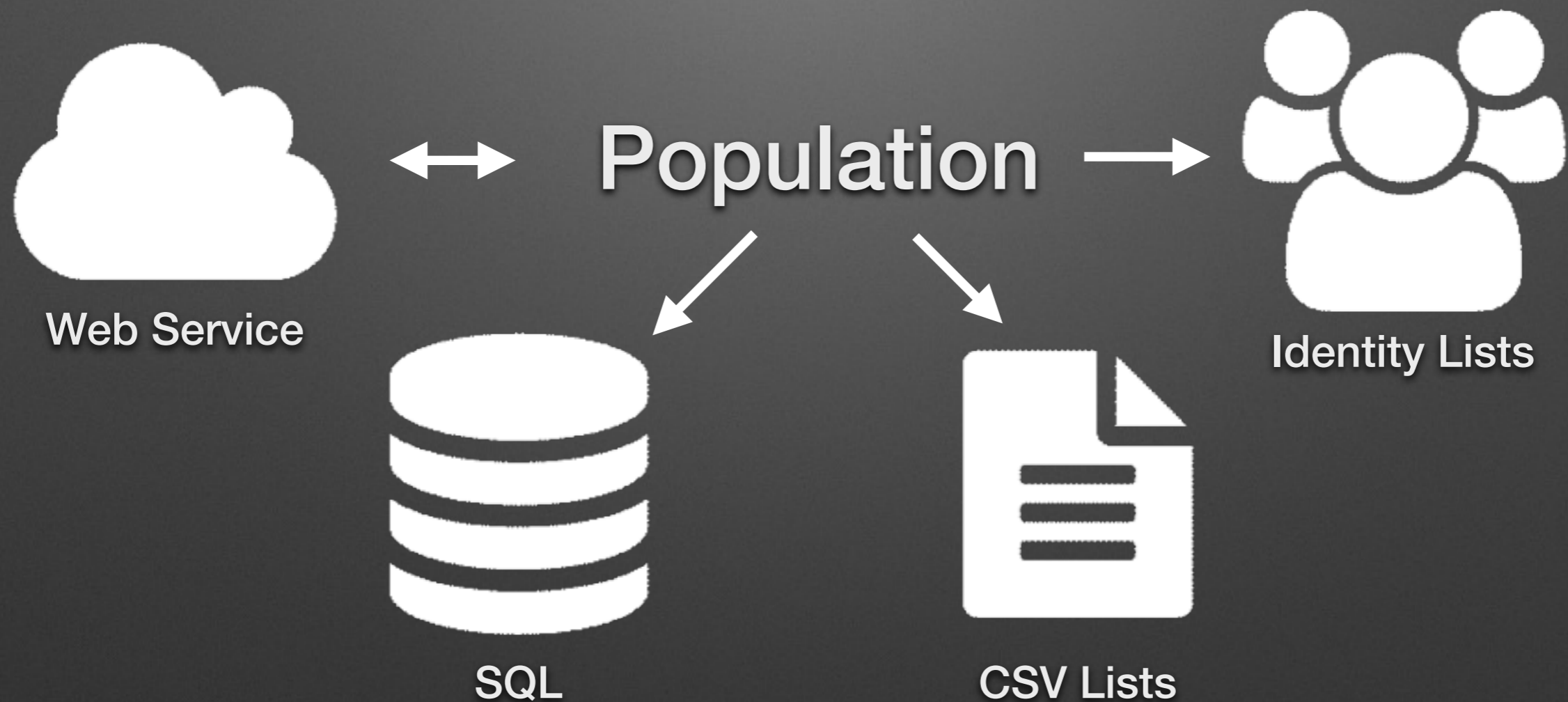
# Messages Sent by Client



# Batches by Client



# Pulling/Pushing Data - Populations





# Managing Content - Templates

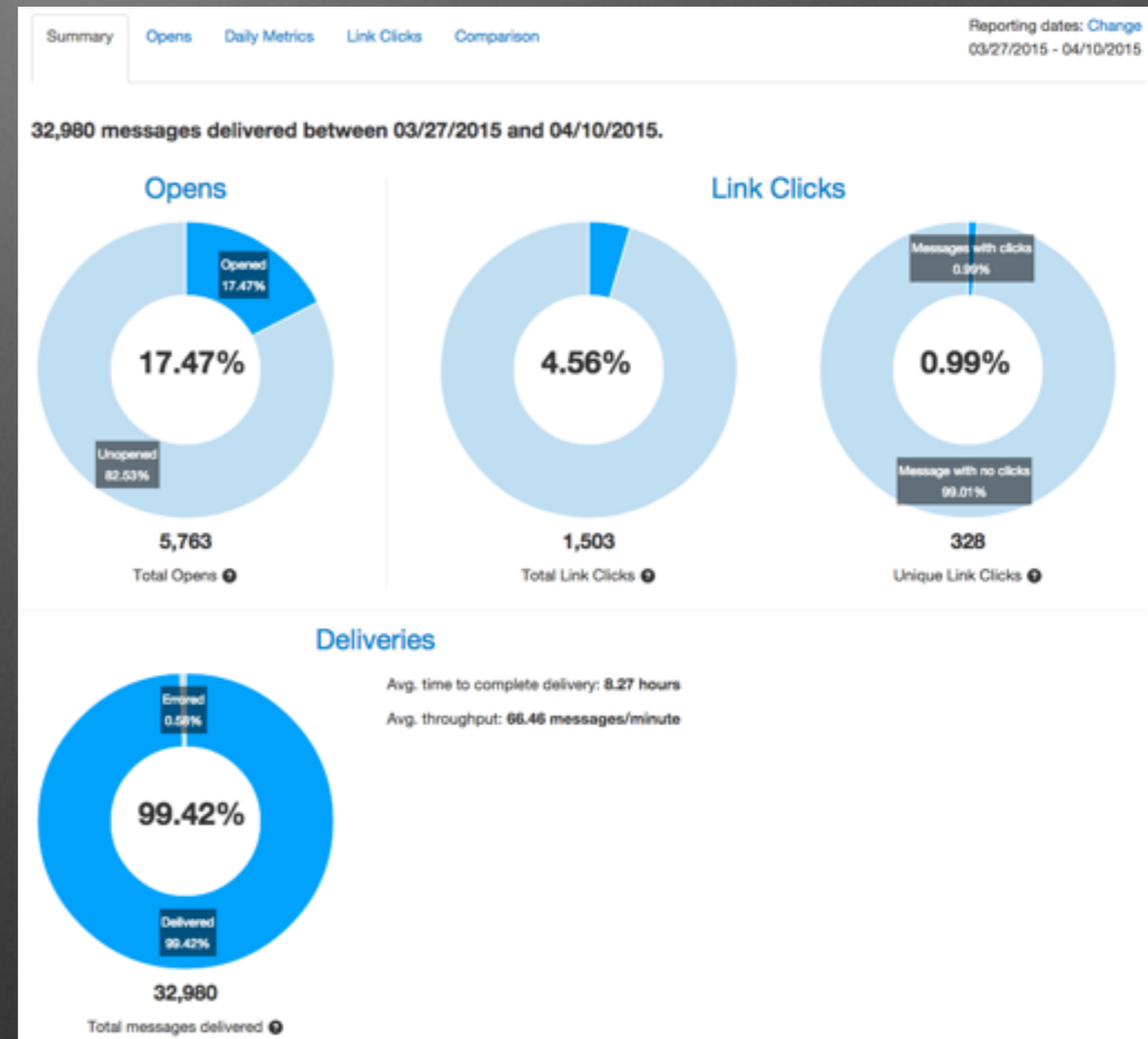
- Easy way to manage content
- HTML
- WYSIWYG editor included for dynamic templates (templates inside of templates)
- FreeMarker templating language
- Custom tags for letterhead, signatures
- TwiML for voice calls

# Tying it together - Communications

- Grouped by campaign
- Join Population with Template
- Destinations: SMTP, Printer, Files service, FTP/SFTP, or Twilio
- Callbacks
- Basic scheduling (once, daily, weekly, monthly)
- Subscription lists

# Analytics

- Report on open rate
- Click throughs
- Delivery rate and throughput
- Build follow-up populations based on opens or link clicks



# Stack

- Play 1.2.7 (Java)
- Oracle 11g
- Flyway *for DB migrations*
- Redis *for caching*
- Bootstrap 2.3.2
- jQuery Flot *for charting*
- Amazon S3 *for static image delivery*
- Redactor *for WYSIWYG editor*
- Twilio *for SMS/Voice messaging*
- Angular

**Demo**

# Questions?

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