SkySpark Essentials: Description of Training Modules

Module 1 Provides an understanding of the capabilities, features and use of the product. This session is strongly recommended for technical salespeople and is required for students that will participate in additional training modules 2, 3, 4 and 5. It provides the essential understanding of the features and capabilities of SkySpark Apps needed to take advantage of the additional training sessions. IT is also the core material typical end users need to know to use SKySpark.

Module 2 is targeted at the implementers/programmers, but is also recommended for auditing by sales engineers and others that will be responsible for scoping, quoting and managing projects. The instructor leads the student through an exercise of building a Project database (Site, Equipment and Points) for a sample facility including a basic import of historical data, set up of an analytic rule, a KPI, a normalization formula, a custom energy baseline, and sample report queries. Module 2 makes up the afternoon of Day 1 of the in-person classroom version of the Essentials course and follows a detailed workbook presented in PowerPoint format. This workbook is available for students who wish to complete this material on their own at: http://www.skyfoundry.com/file/57/Training-Module-2-Workbook-Using-Builder-v215.pptx

Module 3 focuses on the process for on-boarding data from external sources. It covers setting up connectors to external systems for data acquisition and on-boarding of data from files (CSV). Module 3 makes up the morning of Day 2 of the in-person classroom version of the Essentials course.

Module 4 provides a hands-on exploration of the SkySpark ViewBuilder tools which enable users to go beyond the standard SkySpark Apps to build their own Apps, Views and Reports. Module 4 makes up the afternoon of Day 2 of the in-person classroom version of the Essentials course.

Module 5 takes students into the Axon programming language which underlies all of SkySpark. It is used to write Rules, database queries and data import and transformation functions. Module 5 starts with a review of Axon concepts and tools and continues on to present a range of real-world oriented exercises to help students learn key concepts and begin to become proficient as an Axon programmer. Module 5 makes up the entire third day of the in-person classroom version of the Essentials course.

Note: Axon is a programming language so previous experience with programming is essential. Module 5 is targeted at students who will be involved in the development of Axon code to import data into SkySpark and write Axon functions and analytic rules.

Module 5 Preparation: It is expected that the attendees of Module 5 have accomplished the following:

- Completed Modules 1,2, 3 and 4
- Familiarized themselves with the documentations including all videos in Sections IV, V and VI
- Have programming experience with one of the following languages: Java, C#, VB, JavaScript, Python, Ruby, etc.