

Analysis and Proposed Design Improvements LecturePulse Instructor View



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N1-2 N8-1

Introduction

LecturePulse

"LecturePulse is an application where students provide feedback

Design Goals Lightweight / Easy

to an instructor, in real-time, during a lecture."

Project Goals

- Create a proposed design that:
 - Addresses LecturePulse design goals noted above
 - Serves as a lightweight starting point to attract users
 - Provides a good foundation onto which features may be added
- Provide data to LecturePulse team to help them move forward

Methods

Initial Analysis

- Review requirements doc
- Review application description
- Review actual application
- Compile UX challenges

Prototype Evolution

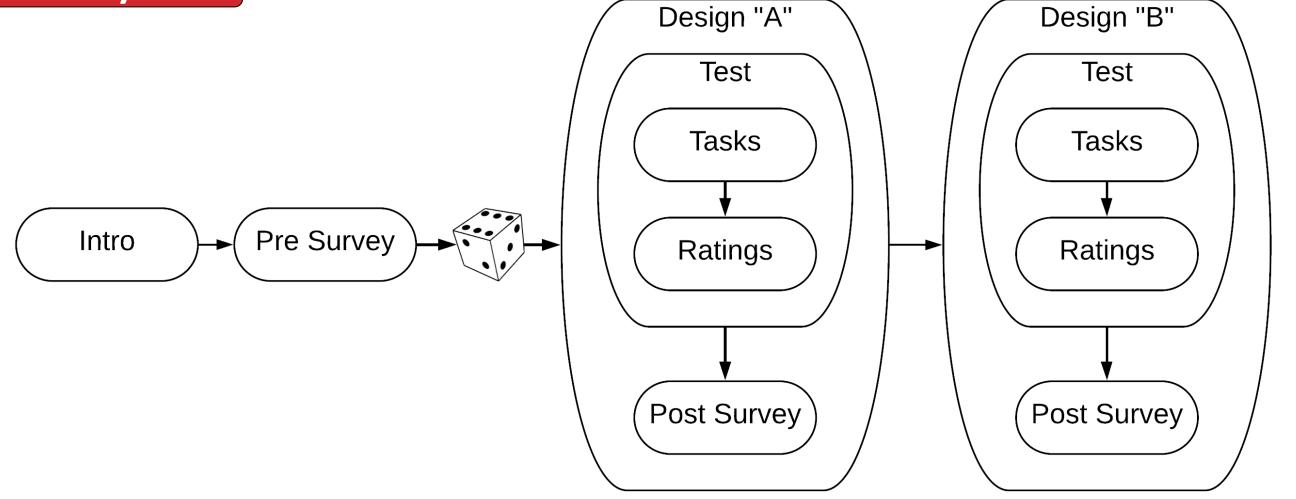
Fast Onboarding

Retrospective Data

Real-Time Feedback

- Team members separately create wireframes
- Select prototype tool (Balsamiq)
- Collaborate & Iterate

Usability Tests



Initial Analysis

N1: Visibility

- Active vs. Archived
- 2. Graph gray-on-gray
- 3. Graph as students drop away
- 4. Attendance

N2: Match to Real World

Create Account vs. Log In

N3: User Control

- Renaming active lecture
- 2. Deleting account

N5: Error Prevention

- Duplicate lecture names
- 2. New lecture in archived course

Graph trend vs. current state

N8: Minimalist Design

N6: Recognition vs. Recall

Graph topic context

2. Join Code during lecture

N9: Error Recovery

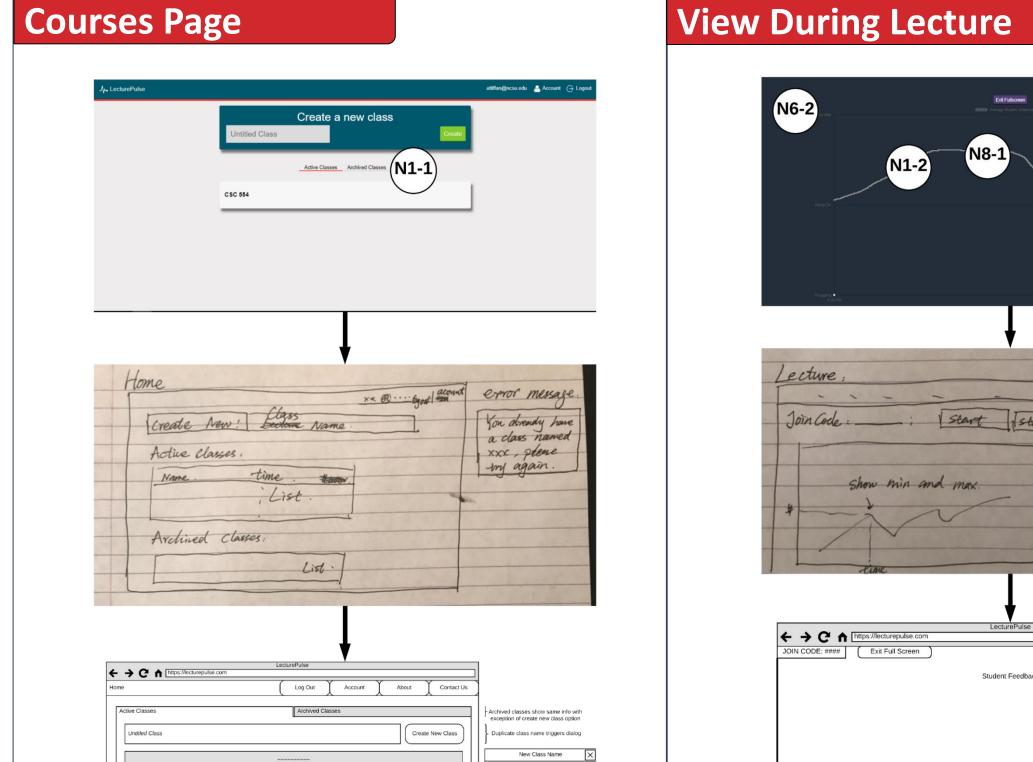
Valid password requirements

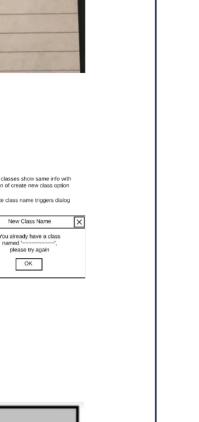
Unmet Requirements

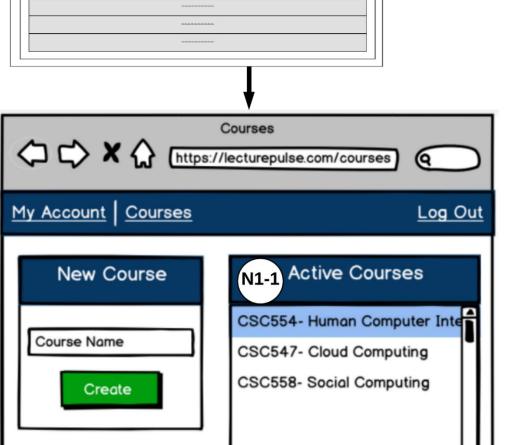
- Not considered a problem
- Simpler = Easier to Learn

Nielsen's Heuristics: https://www.nngroup.com/articles/ten-usability-heuristics/

Prototype Evolution







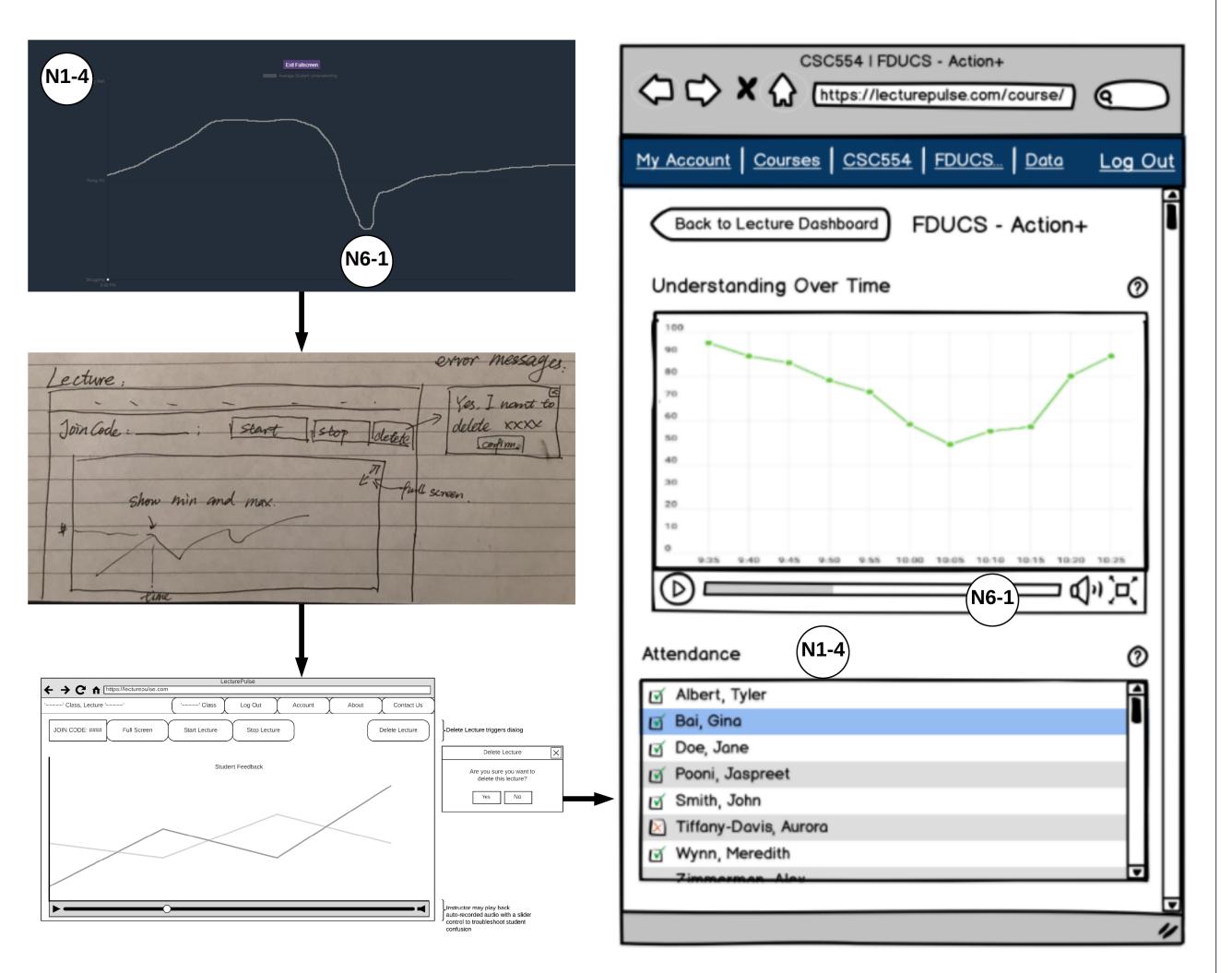
https://lecturepulse.com/course/ FDUCS - Action+ (N6-2) Join Code: 10116 Pause Student Feedback Finish Lecture N1-2

View After Lecture

My Account | Courses

New Course

Course Name



Usability Surveys

