

STUDENT DASHBOARD

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1.DESIGN:

The image shows a hand-drawn design of a Student Dashboard on lined paper. The design is divided into two main sections: the Login Page and the Enrollment Page.

LOGIN PAGE:

- Header: LOGIN
- Form fields: EMAIL, PASSWORD
- Login button: LOGIN
- Link: Register as a new user?

ENROLLMENT PAGE:

- Header: ENROLLMENT
- Form field: NAME:
- Section: ELECTIVE COURSES
- Form field: SELECT COURSE (with a dropdown arrow)
- Options: HCI, SE, DB
- Enroll button: ENROLL

At the top right of the page, there is a header area with the text "DOMS" and "Page No." followed by a date field "Date / /".

Figure 1 is the Login Page for the system and Figure 2 is the redirected page after login that is Enrollment for students' page.

CREATE COURSE		ENROLLED STUDENTS	
COURSE NUMBER	<input type="text"/>	NAME	COURSE
TITLE	<input type="text"/>	ABC	XYZ
CREDITS	<input type="text"/>		
DEPARTMENT			
- SELECT DEPARTMENT - ▼		EDIT	DETAILS DELETE
<input type="button" value="Create"/>			
COURSE CREATE		ENROLLED STUDENTS LIST	

Figure 3 is for the Course creation for the Professor so that they can enter courses for provided semester and the other image is for faculty to view them the list of students that are enrolled in courses.

ASSIGNMENT SUBMISSION		
SUBJECT	FILE	DUE DATE
XYZ	<u>ABC.PDF</u>	00/00/0000
JFK	<u>XYZ.PDF</u>	00/00/0000

Figure 5 shows the assignment distribution page that will be available to the students.

BOOK LIBRARY		
BOOK		
HCI by xyz	view	download
SE concepts	view	download

The above figure shows the Book library page for students to download study materials.

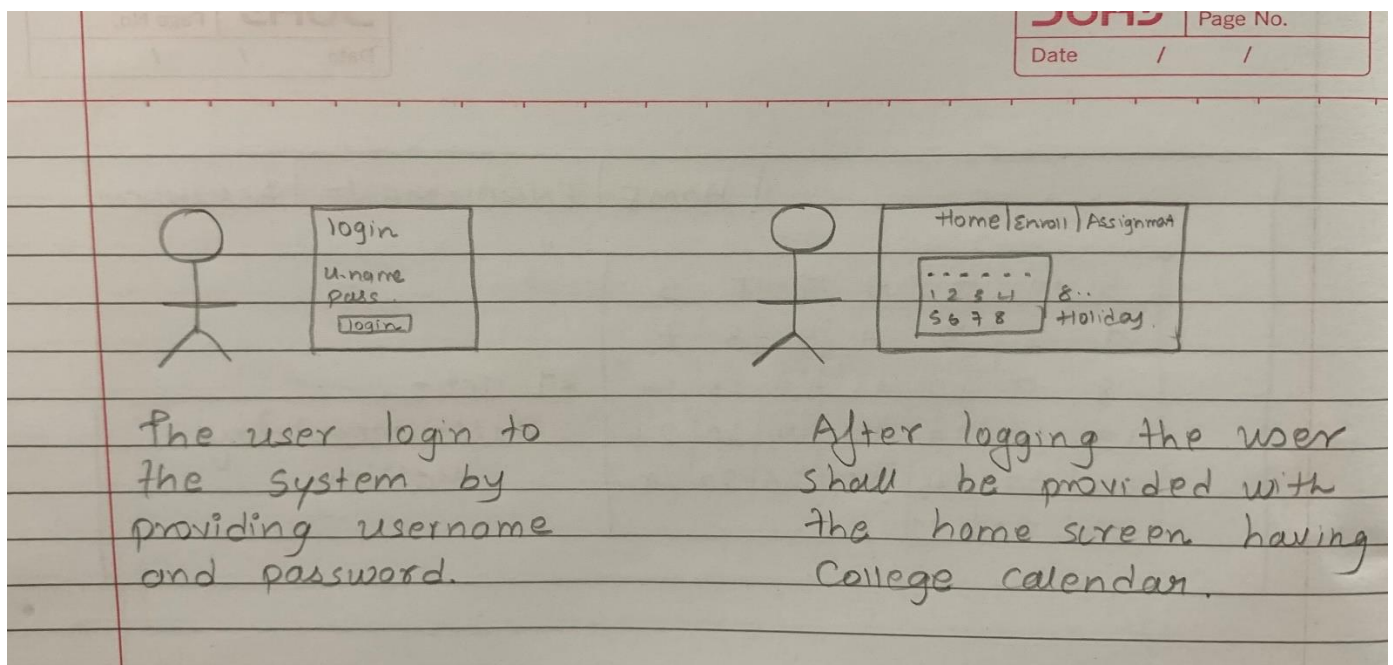
ASSIGNMENT SUBMISSION	
SELECT FILE :	<input type="text"/> <input type="button" value="UPLOAD"/>
VIEW UPLOADED FILE	

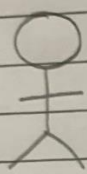
This image depicts the Assignment upload files by the faculty and they can also view the files they uploaded.

							HOME	ENROLLMENT	ASSIGNMENT
S	M	T	W	T	F	S			
1	2	3	4	5	6	7			
8	9	10	11	12	13	14	31 Oct -		
15	16	17	18	19	20	21	Halloween day		
22	23	24	25	26	27	28	Holiday		
29	30	31							

This image shows the Home page of the System and college calendar.

STORY-BOARD PROTOTYPE:





Enroll.
subject Name



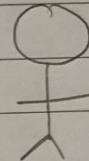
Enrolled students
Name ...
course....

If the students want to select any course from the elective courses, they must enter a name and select course from the drop-down menu.

After the students make their selection, the faculty should see the list of students enrolled in courses.



Assignment upload.
file <input type="button" value="upload"/>



Assignment submission
view upload.

The professor can navigate to Assignment from the menu bar and select the file they need to give students and select upload.

Students can upload their finished assignment from upload option and view them too.

2.EVALUATION:

For the evaluation phase, I have a walkthrough for all tasks that the systems will perform.

Description of Step	Does the user have the knowledge/training to do this?	Is it believable that they would do it? Are they motivated?
Enrollment into Elective Courses	Yes, the user will be having the knowledge to which course to select from the given options as the details for each subject will be given.	They will use the task as it will give the information for the courses and platform under one page.
Enrolled Students	The Faculty can view the students that are registered for the courses.	They will use this module to know the number of students enrolled.
Assignment Submission	Its not that they will need to be familiar with the module because its too simple to understand.	Yes, they will use this for their ease.
Book Library	No such kind of training will be required as the user will just click download button if he wants that book.	Rather than asking for materials to everyone it is better to get it on your own.

3.Choice and Refinement:

For future development I will use the story-board prototype as it is easy to understand by any user as how to do and what do to will be mentioned in the images.

So, by the help of Story-Board prototyping the user will get ideas for the input and what output they must get.

The tasks that will be affected are view, download and upload for different users.

The prototype was modified in the way that it provides some basic guidelines for the users to interact with the system.

The User base was same for both paper-type protocol and story-board prototyping.

The only changes that are made in the interfaces is the authorities that will be given to the user on basis of their login credentials.

4.Finalized Design:

The interaction starts with the user that will log-in to the system. The login step will be simple as the user just needs to enter username and password and if not registered, they can click on the New User and that link will navigate to the registration page.

After that, the user can see the Home Page. The homepage itself will be college calendar page viewing the events happening on campus. By default, it will show the events for the current date and if you want to know upcoming events than the user simply needs to click on the date and the events registered will be shown.

There will be three options available to the users to navigate, Assignment, Library and Enrollment. The user can select that according to the need.

Let's say they selected Assignment,

Assignment page for Faculty:

If a faculty is the user then they will be having the option to upload any assignment and view the uploaded assignment.

If the user is a Student then they can download the assignment uploaded by the faculty and upload their completed work.

Next up, the Library page:

The faculty can upload any study material that wish to provide the students and the students can have the option to view and download that material.

For the Enrollment page:

The faculty will be creating a course and the details of that course will be also provided by him. The course detail will include the description of the subject, course credits and the name of faculty.

The student can have the authority to select the courses that are being provided by the faculty and the details so that they can choose from the number of courses which will be the most appropriate for them.

5.Lessons Learned:

For this project prototype, I learnt different types of paper-prototyping available and for what is used for. I designed the user-interfaces for the system by the help of paper prototyping. I created them in a flow in which my system would perform.

Prototyping any project is crucial as it allows the designers to present the designs and actions performed. We can also know at a very early stage if the designs or prototypes is having any errors.