

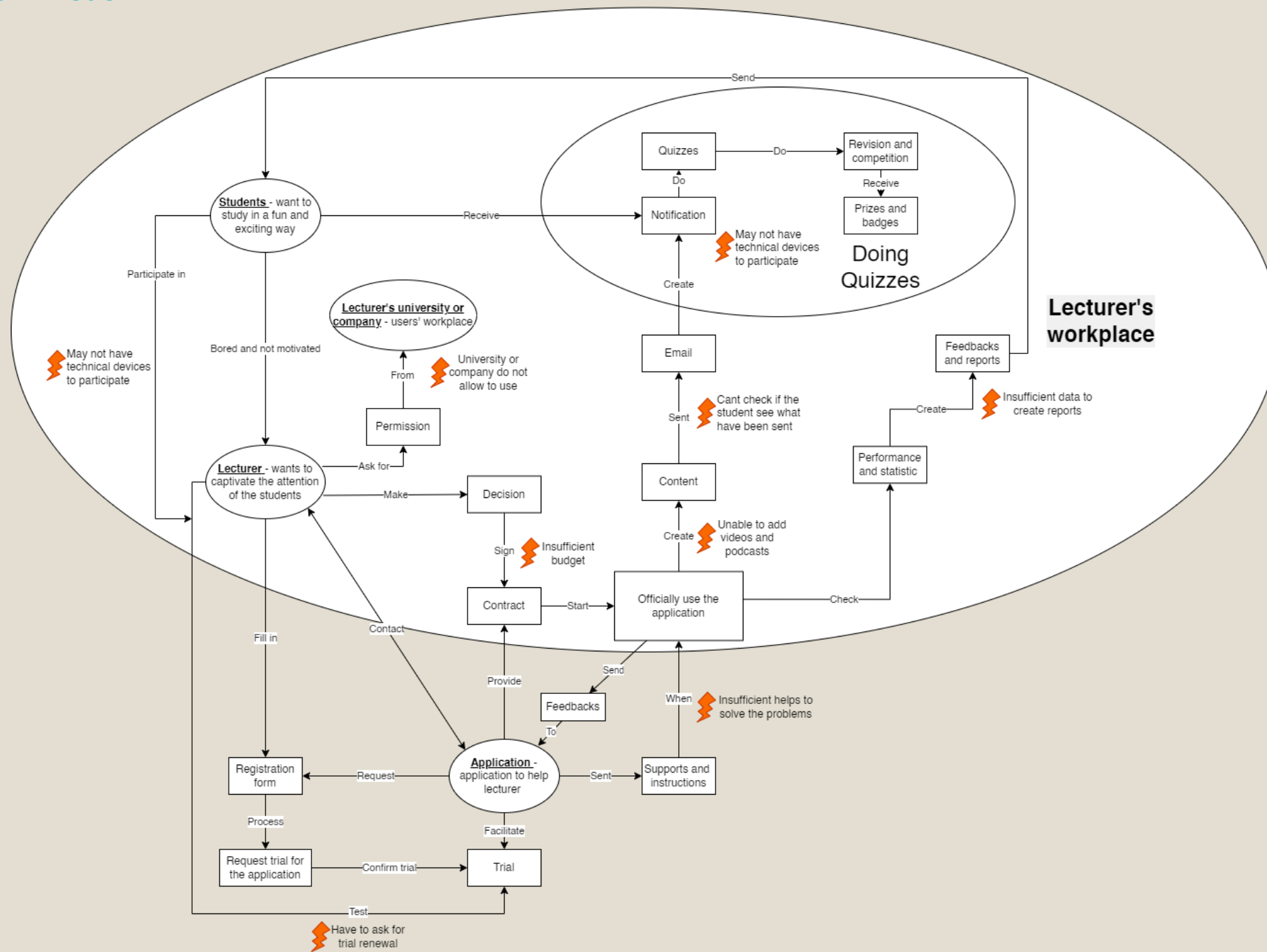


COS20001: User-Centered Design

3.2) Work Model

Group 4

A. Workflow Model



B. Requirements

1. Content

Requirements: Related to what is taught in the curriculum.

Rationale: To help the students revise what they studied.

Notes: Fun content could also be created as team building activities for students.

2. Quizzes

Requirements: Quizzes shall allow power-ups.

Rationale: To make quizzing sessions more enjoyable and dynamic, avoiding stale and repetitive gameplay.

Notes: Power-ups can be streak protection, question skipping, double points, etc.

3. Feedback

3.1) Students

Requirements: Receive feedback on their quiz performance.

Rationale: Let them keep track of their study progress.

3.2) Lectures

Requirement: Receive feedback on students' performance, as well as the applications'.

Rationale: Keep track of student's progress, how efficient the process is, or performance of individual questions to pinpoint weaknesses.

Notes: Feedback could be sent in-app or via emails.

4. Quizzes

Requirements: There shall be badges for the top three high scorers after a quiz session.

Rationale: This will make it easier to identify and reward students who achieved great scores.

Note: Prizes for scoring streaks/high scores in a quiz should be power-ups.

5. Support & Instructions

Requirement: Guide lecturers and students alike on how to properly use the application.

Rationale: Help both lecturers and students use the app with ease.

Notes: Shall guide lecturer on creating the quizzing format, while guiding the student on how to answer or use power-ups.