



CoderDojo Sri Lanka

E D U C A T I O N A L S I T E



The screenshot shows the CoderDojo Sri Lanka website. At the top right, there is a navigation bar with links for Home, Upcoming Dojos, Register, and Help. The main title "What is CoderDojo ?" is centered over a blurred background image of children working on laptops. Below the title, a descriptive paragraph explains what a Dojo is. At the bottom, there are two buttons: "Find a Dojo" in a purple rounded rectangle and "Start a Dojo" in a white rounded rectangle with a purple border.

CoderDojo
Sri Lanka

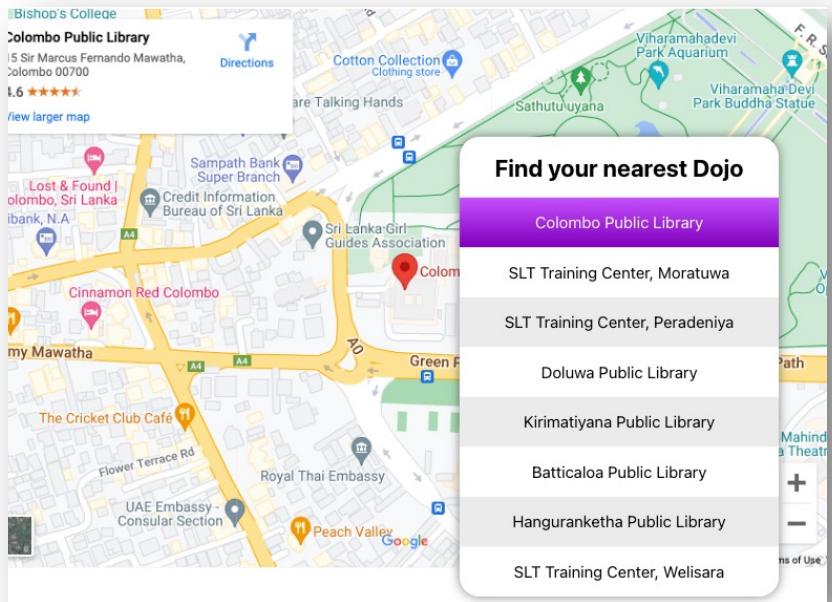
Home Upcoming Dojos Register Help

What is CoderDojo ?

A Dojo is a free, volunteer-led, community-based programming club for young people. Anyone aged 10 to 17 can visit a Dojo and learn to code, build a website, or create an app or game. Dojos are a space for young people to explore technology in an informal, creative, safe and social environment.

Find a Dojo Start a Dojo

INTRODUCTION



"Coderdojo Sri Lanka" is an educational website. This site is built to recruit new volunteers for the STEMUP Educational Foundation and provide a user-friendly website for children to register and get to know about Coderdojo sessions and the STEMUP Educational Foundation participants who take part in the Coderdojo sessions all around the country. This site provides a user-friendly environment for the registration process for both volunteers and children. It also offers an easy way to access details about Coderdojo sessions and their locations.

THE PROBLEM

The goal is to recruit new employees for the STEMUP Educational Foundation.

Additionally, the objective is to create a user-friendly website for children to register and learn about Coderdojo sessions and the STEMUP Educational Foundation.

RESEARCH



RESEARCH OBJECTIVE

The goal is to recruit new employees for the STEMUP Educational Foundation. Additionally, the objective is to create a user-friendly website for children to register and learn about Coderdojo sessions and the STEMUP Educational Foundation.

DESIGN CONSIDERATION

The website for 'Coderdojo Sri Lanka' has been thoughtfully designed with a primary emphasis on enhancing user experience. It incorporates key design principles such as simplicity, typography, and the use of defaults to ensure a seamless and intuitive user journey. The design team also emphasized consistency in text and icon usage, resulting in a cohesive and visually appealing interface that fosters a positive user interaction.

RESEARCH



RESEARCH

TARGET AUDIENCE

The website of 'Coderdojo Sri Lanka' welcomes university volunteers, other interested volunteers, and children who are eager to join Coderdojo sessions and gain valuable knowledge. The platform aims to be accessible and user-friendly, catering to individuals with varying levels of digital proficiency, fostering a collaborative environment for learning and promoting a brighter future in coding and STEM education.



USER PERSONA

Name - Isuru Ariyarathna

Age - 23

Location - Kandy

About - Currently lives in Kandy and works as a trainee software engineer while being a university student. Have a strong desire to join as a volunteer for the STEMUP Educational Foundation.

Frustrations: Frustrated with the lack of an easy way to join as a volunteer and the inability to access the latest updates about the sessions.

Goals: The main goal is to find a better website that can facilitate all the necessary tasks related to volunteering and accessing session updates.



USER PERSONA

Name - D.S. Dissanayaka

Age - 40

Location - Colombo

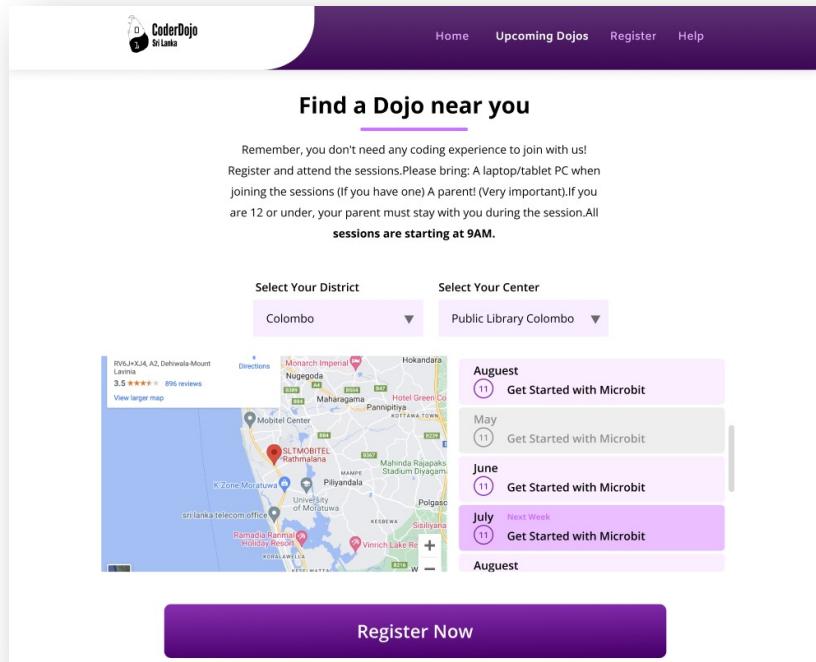
About: Working as an engineer and leads a busy life, leaving home at 8:00 a.m. and returning at 5:00 p.m.

Frustrations: Wants to attend children Coderdojo sessions to provide them with better IT knowledge, but struggles to find details easily.

Goal: Find a better website that can help with all the necessary tasks related to accessing Coderdojo session details and facilitating a better learning experience for their children in IT.

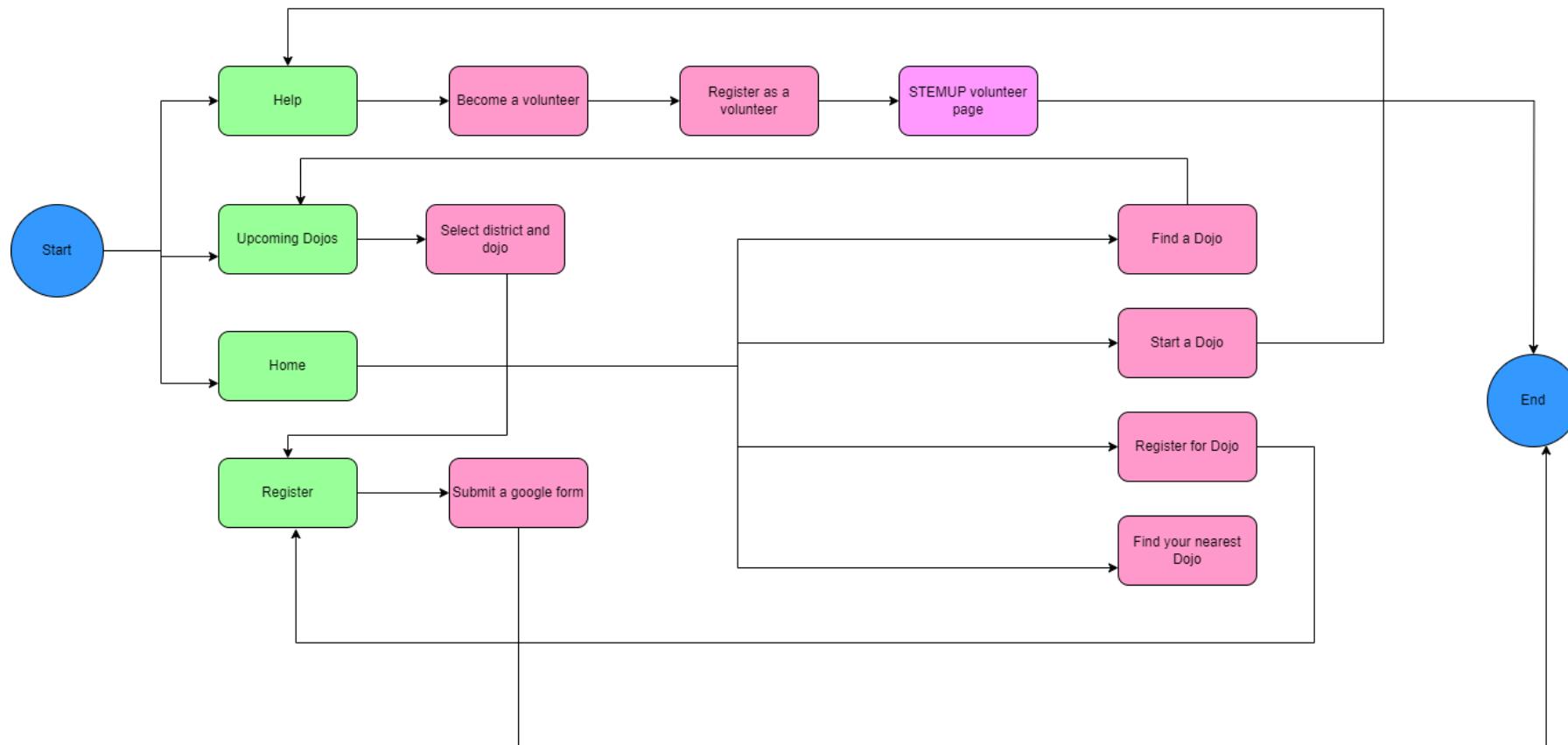


THE SOLUTION

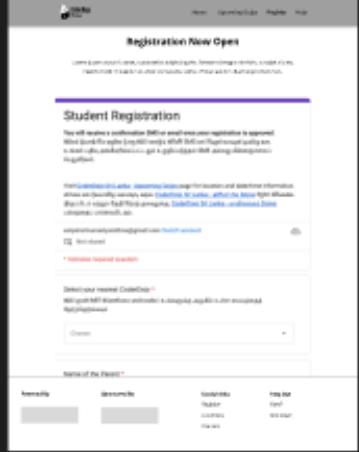


- Track all the details about Coderdojo sessions and their dates.
- Track all the details about Coderdojo session locations.
- Provide an easy way to register as a volunteer for Coderdojo.
- Provide an easy way to register as a participant in Coderdojo sessions.
- Provide necessary information about the STEMUP Educational Foundation and the Coderdojo sessions volunteer team for participants.

USER FLOW



Desktop - 9



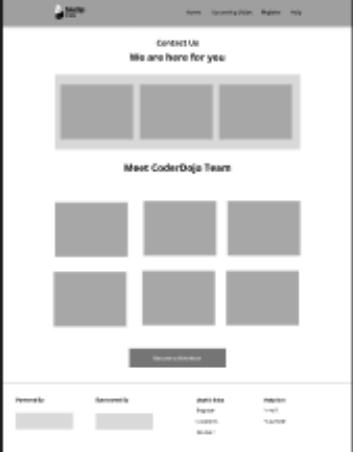
Desktop - 7



Desktop - 6



Desktop - 8



Desktop - 10



CODERDOJO
SRI LANKA

WIREFRAMES

HIGH FIDELITY DESIGN

ADMIN DASHBOARD



hello! Master

Welcome to the board

Scratch Part 2

2022/08/13

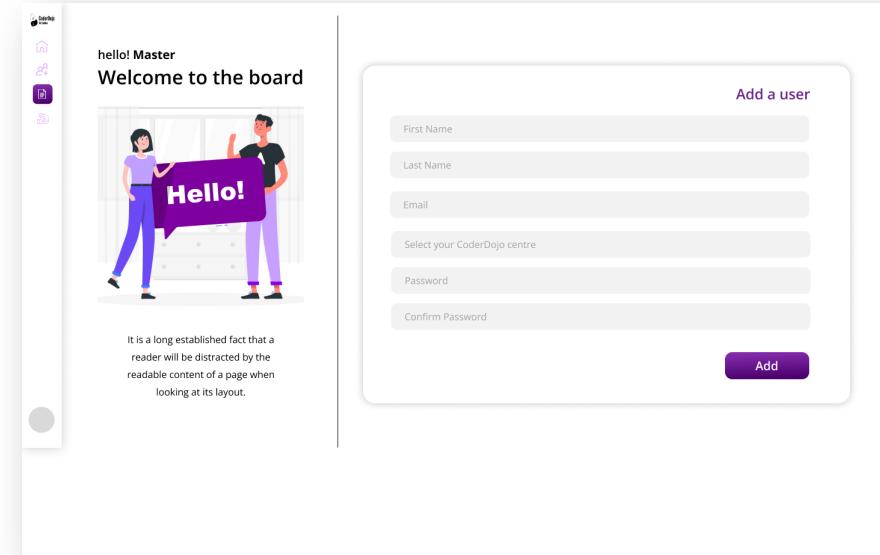
It is a long established fact that a reader will be distracted by the readable content of a page when looking at its layout.

Select your CoderDojo Center ▾

Home

Profile

Logout



hello! Master

Welcome to the board

Add a user

First Name

Last Name

Email

Select your CoderDojo centre

Password

Confirm Password

Add

Home

Profile

Logout

HIGH FIDELITY DESIGN

ADMIN DASHBOARD

This screenshot shows the detailed view of an event entry in the Admin Dashboard. On the left, there's a sidebar with icons for Home, Events, and Members. The main area has a header "CoderDojo Time Line in Colombo Public Library" and a date "12th March 2023". Below this is the title "Scratch Part 2". The "Description" section contains placeholder text about Lorem Ipsum. The "Contents" section lists a URL from freepik.com. The "Volunteer Training Recoding" section also lists a URL from freepik.com. The "Instructions" section contains another block of placeholder text. The "Volunteer Allowance" section lists a URL from freepik.com. At the bottom right is a "Save" button.

This screenshot shows the "Our volunteer team" section of the Admin Dashboard. It features a header "CoderDojo Time Line in Our volunteer team" and a "Add a member" button. Below are 12 purple rectangular cards, each representing a user: "User Name" (placeholder), "Email" (placeholder), and "CoderDojo Center" (placeholder). Each card includes a small profile picture placeholder and a pencil icon for editing. To the right of the cards is a vertical ellipsis followed by a grid of dots, indicating more users.

HIGH FIDELITY DESIGN

DESKTOP

The image displays two side-by-side screenshots of the CoderDojo Sri Lanka website, showcasing its high-fidelity design for desktop users.

Left Screenshot (Homepage):

- Header:** "What is CoderDojo?"
- Content:** A video thumbnail showing children at a computer, followed by a section titled "Join to a Dojo" featuring a video of a man speaking.
- Section: Why CoderDojo?**
 - Text: "Coding sessions provide an opportunity for young people to collaborate, work in a team, learn skills, develop resilience, and learn how to problem solve through logical thinking and problem solving."
 - Buttons: "It's Free!", "In your School", and "On Scheduled Dates".
- Section: Our Programs**
 - Three cards: "Basic coding and problem solving with Scratch", "Basic coding and problem solving with Scratch", and "Basic coding and problem solving with Scratch".
- Map:** A map of Colombo with a search bar "Find your nearest Dojo" and a dropdown menu for "Select Your District".
- Section: Memory Corner:** A video thumbnail of a person speaking.
- Footer:** Powered by STEM UP, Sponsored by SLT MOBİTEL, and links for "Donor Index", "Register", "Help Out", "Help Out", "Locations", and "Contact".

Right Screenshot ("Find a Dojo near you" page):

- Header:** "Find a Dojo near you"
- Text:** "Remember, you don't need any coding experience to join with us! Register and attend the sessions. Please bring: A laptop/tablet/PC when joining the sessions (If you have one). A parent! (Very important) If you are 12 or under, your parent must stay with you during the session. All sessions are starting at 9AM."
- Form:** "Select Your District" dropdown set to "Colombo" and "Select Your Center" dropdown set to "Public Library Colombo".
- Map:** A map of Colombo showing various locations for "Get Started with Microbit" sessions.
- List:** A timeline of upcoming events:
 - August 11: Get Started with Microbit
 - May 11: Get Started with Microbit
 - June 11: Get Started with Microbit
 - July 11: Next Week
 - August 11: Get Started with Microbit
- Call-to-Action:** "Register Now" button.
- Footer:** "Powered By STEM UP", "Sponsored By SLT MOBİTEL", "Useful links: Register, Locations, Contact", and "Help Out: How?, Volunteer".

HIGH FIDELITY DESIGN

DESKTOP

The screenshot shows the 'Contact Us' section of the website. At the top, there's a purple header bar with the CoderDojo logo and navigation links: Home, Upcoming Dojos, Register, and Help. Below the header, a pink banner says 'We are here for you'. It features three contact icons: Email (leaders@stemup.foundation), Head Office (No.6/2, Wewaduwa, Kelaniya, 11600, +94721811811), and Phone. A large section titled 'Meet CoderDojo Team' displays a grid of 12 profile pictures of team members, each with their name and title as 'Founder & Executive Director' followed by an email address. At the bottom, a purple button says 'Become a Volunteer'.

This screenshot shows the 'Registration Now Open' page. The top section has a purple header bar with the CoderDojo logo and navigation links. Below it, a pink banner says 'Registration Now Open'. A text block in Sinhala and English explains the registration process. The main content area is titled 'Student Registration' and includes a confirmation message: 'You will receive a confirmation SMS or email once your registration is approved.' It also provides instructions to visit the 'Upcoming Dojos' page for location and date/time information. A dropdown menu for selecting a nearest CoderDojo location is shown, with 'Choose' selected. Below this is a field for 'Name of the Parent *'. The footer contains 'Powered By STEMUP Educational Foundation' and 'Sponsored By SLTMOBTEL'.

The screenshot shows the 'Volunteers' page. The top section has a purple header bar with the CoderDojo logo and navigation links. Below it, a pink banner says 'Volunteers Make a Difference Together' and features a large group photo of volunteers. A text block in Sinhala and English encourages people to become volunteers. It highlights the impact of volunteers, mentioning over 1000 volunteers from various organizations and universities. The footer contains 'Powered By STEMUP Educational Foundation' and 'Sponsored By SLTMOBTEL'.

HIGH FIDELITY DESIGN

DESKTOP

The image displays two high-fidelity desktop designs for the CoderDojo Sri Lanka website. Both pages share a common header with a purple navigation bar containing links for Home, Upcoming Dojos, Register, Help, and Login.

Left Page (Volunteer Signup):

- Title:** Volunteer Signup
- Section:** Its All About CoderDojo Volunteers
- Text:** Are you a admin? [Sign in here](#)
- Form:** A "Signin" form with fields for Email and Password, and a "Sign in" button.
- Text:** Don't you have a account? [Signup](#)
- Footer:** Powered By STEMUP Educational Foundation and Sponsored By SLTMOBITEL. Useful links include Register, Locations, Contact, How?, and Volunteer.
- Copyright:** © 2023 LUMOUS SOFTWARE SOLUTIONS. All Rights Reserved.

Right Page (Volunteer Signup):

- Title:** Volunteer Signup
- Section:** Its All About CoderDojo Volunteers
- Text:** Are you a admin? [Sign in here](#)
- Form:** A "Signup" form with fields for First Name, Last Name, Email, Select your CoderDojo centre, University or workplace, Password, Confirm Password, and a checkbox for I'm agree with all terms and conditions. A "Sign up" button is at the bottom.
- Text:** Do you already have an account? [Signup](#)
- Footer:** Powered By STEMUP Educational Foundation and Sponsored By SLTMOBITEL. Useful links include Register, Locations, Contact, How?, and Volunteer.
- Copyright:** © 2023 LUMOUS SOFTWARE SOLUTIONS. All Rights Reserved.

HIGH FIDELITY DESIGN

VOLUNTEER DASHBOARD

The image displays three versions of a volunteer dashboard interface, likely representing different stages of design or different user perspectives. All three versions share a common header and sidebar.

Header: CoderDojo Time Line in Colombo Public Library

Sidebar: A vertical sidebar on the left contains icons for Home, Profile, and Settings. A dropdown menu labeled "Select your CoderDojo Center" is also present.

Content Area: The main content area shows a vertical timeline of events. Each event card has a purple header and a light purple body. The cards are identical across all three versions.

Date	Event Title	Description	Resources
2022/08/13	Scratch Part 2	It is a long established fact that a reader will be distracted by the.	Resources
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Version 1 (Left): This version includes a large, stylized "Hello!" graphic with two characters holding a speech bubble, and a separate text block below the timeline.

Version 2 (Middle): This version is identical to Version 1 but lacks the large "Hello!" graphic and the separate text block.

Version 3 (Right): This version is identical to Version 2 but includes a "Tech Stack" section on the right side.

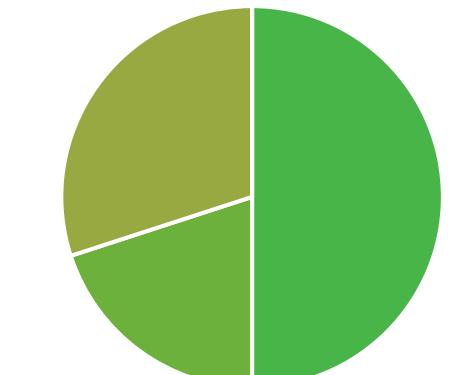
Tech Stack:

- Scratch
- Scratch

USER TESTING

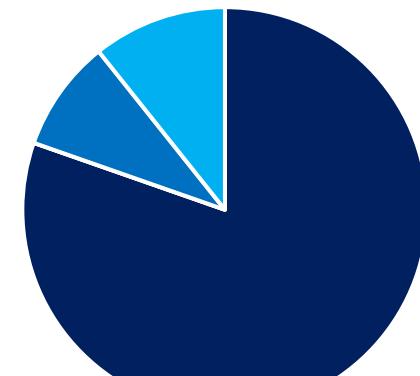
Application is tested with 10 users by sharing the website link.

How would you describe your experience?



■ Good ■ Better ■ Great ■ Bad

Would you recommend this app for another user?



■ Yes ■ No ■ No Response

WHAT THIS PROJECT TAUGHT ME?

Engaging in this project has been an enriching learning journey, elevating my ability to tackle challenges and conduct in-depth research on user behaviors. The insights gained will undoubtedly leave a lasting impact on my future endeavors, empowering me to devise user-centric solutions with newfound expertise and valuable knowledge. This valuable experience has honed my problem-solving skills and equipped me with the necessary tools to create meaningful and impactful projects.