

# USER-CENTRED DESIGN

## TASK 3.2 WORK MODEL

Group Code: 5

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### I. System Identification

#### 1. User Entities

- Educator / Lecturer:
  - Monitor student
  - Create/ Upload quizz Quitch
  - Communicate with learner
- Learner:
  - Join the quizz
  - Achieve achievement
  - Communicate with lecturer and other learner

#### 2. Non-user entities / Artefacts

- Quitch App:
  - Quizz
  - Dashboard
  - Chatbox
  - Achievement system
  - Leaderboard
  - Access Code

## **II. Model Mapping**

### **1. Quitch App**

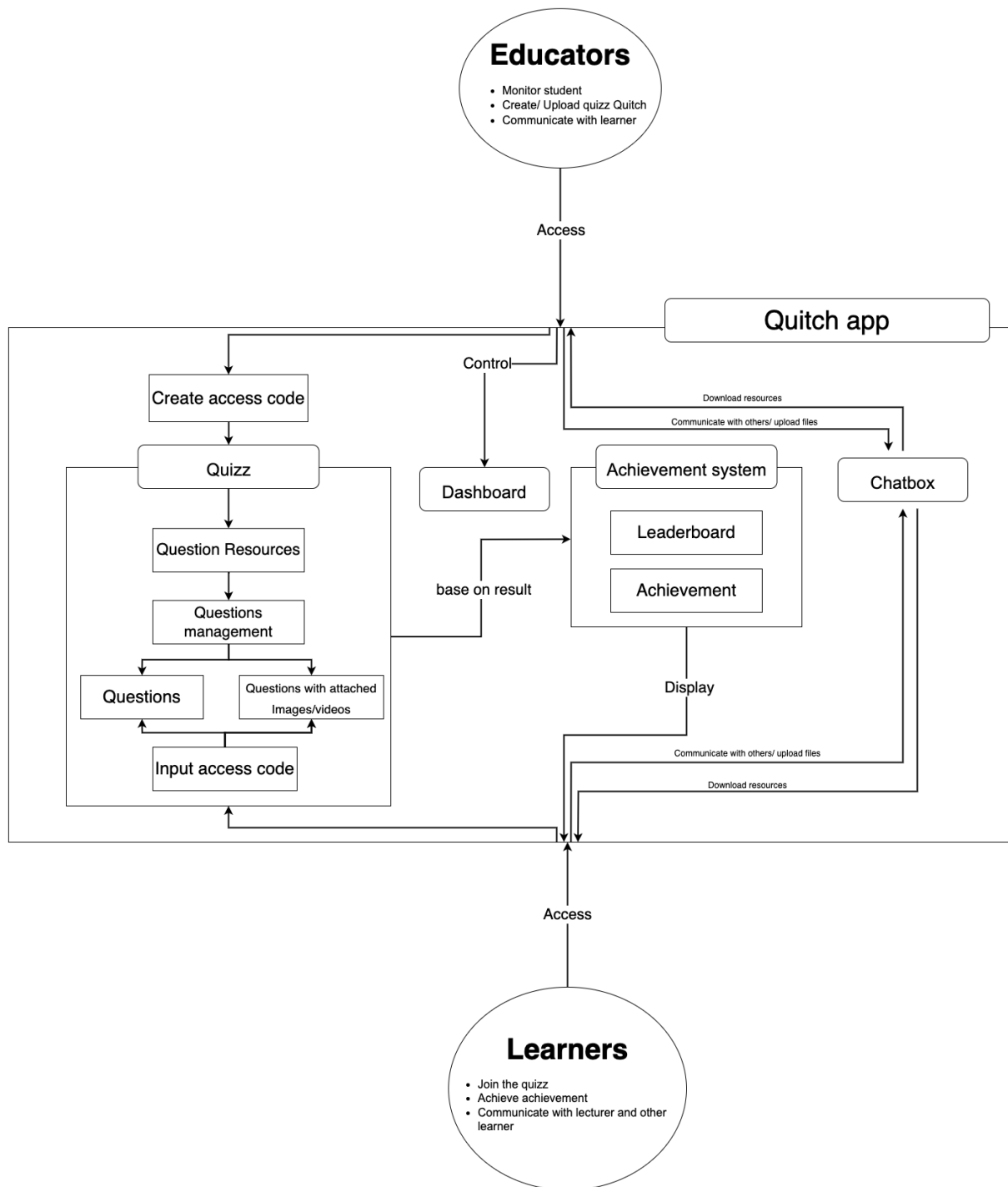
Quitch is a 'mobile learning platform for education, associations, and the workplace' that allows educators to publish quizzes that students may access through Quitch's mobile app. The quizzes in Quitch are meant to be enjoyable, engaging, and non-competitive while still efficiently conveying content to learners through the app.

Learners in Quitch may earn points and badges for completing quizzes, and their accomplishments are reflected on a scoreboard. All of these features are based on game components but are not technically games; this is referred to as gamification.

### **2. Scenario**

Having an online learning solution is critical for the education business during the Covid-19. However, when it comes to the breakdown of instructor and learner, online learning still has significant disadvantages. Because the instructor cannot immediately watch their student, the quality of the lecture suffers significantly. In the virtual classroom, having a solution like the Quitch app is essential for both the lecturer and the learner. Using Quitch, educators may construct quizzes with text or images depending on the theme of the week. Educators may publish the quiz on Quitch and provide students with a ticket to access the quiz. The combination of teaching and employing Quitch helps draw learners' attention to the lesson. Educators and learners may converse using the chat box provided. As soon as students begin taking quizzes, the scoring system, as configured by the instructor, will be used to calculate scores for the leaderboard. They may gain success by answering the questions. However, since the procedure is entirely online, any issues with the internet would have a direct impact on the whole system. Furthermore, Quitch's server maintenance may have an impact on the user experience throughout the class.

### 3. Diagram



Work Model Diagram

### III. Requirements

#### 1. Dashboard

##### 1.1 User Progress

**Requirements:** User shall be able to review their quizz progress ( correct answer, incorrect and correct rate)

**Rationale:** Reviewing the learner's quiz progress helps them to organise their time and effort throughout the quiz without having to look check back manually.

**Note:** N/A

##### 1.2 User Achivement

**Requirements:** User shall be able to see their achievements, badges.

**Rationale:** Earning badges throughout quizz progress will raise the excitement of the learner when they achieve something while study and also bring out the game experience for the learner.

**Note:** N/A

#### 2. Quiz

##### 2.1 Quiz management

**Requirements:** User shall be able to set up their quiz ( quiz theme, quiz animation)

**Rationale:** This will allow teachers to be more flexible in how they organize their quiz, creating more unique way to teach students without boring them.

**Note:** N/A

