

Analysis of Interaction of Capstone course

The subject of this analysis essay is the Capstone project course that I'm currently working on, as an interaction system. As an interaction system the course contains many elements which will be discussed below. Each paragraph contains analysis of a specific category of interaction elements, with a grade of 0-5 (poor – good) which measures how well this interaction functions.

The users of this course are the students enrolled in the course and the teachers responsible for grading, giving advice to students as well as making sure everyone is doing what they're supposed to.

Score 5, Explanation: Courses exist for the purpose of learning, so students are the ideal users

The input of this course contains all the work on the product itself as well as the communication between project team members. Another input channel is the interaction between a student and the project course page on Moodle, where students input things like which session to attend and teachers input various course materials and activities.

Score 5, Explanation: The ideal input for this system is well thought out solutions to the problem presented.

The output of this course is the finished product that is presented as well as the course grading (pass/fail + grade 0-5), for the course teachers the output consists of the ratio of students who have passed as well as the course feedback, which tells teachers how well the course functioned and what needs to be improved.

Score: 4, Explanation: The output may be affected by some students needing to just get the course done, since it's a mandatory course for some students.

The interfaces for this system are the personal devices students use for work (PC, smartphone, etc.) as well as the classroom meetings, where students interact with the teachers. The most important interface is face-to-face meetings for groups where students interact directly with each other.

Score: 5, Explanation: The course utilizes a wide variety of interfaces for work, which suit students with different neuropsychological needs well.

The system logic can be thought of as the course instructions given at the start of the course, which defines the schedule as well as the required activities for passing the course. Another layer of the system logic is the working procedures of the teachers,

which define things like how groups are formed and when and how submissions are graded.

Score: 4, Explanation: The course logic seems to be well thought out, but it's hard to determine as a student since I don't have access to all the information

The context of the system is both the University of Turku (academic context) as well as the company which has presented the challenge for which the finished project is a potential solution (industrial context). The system also operates in the individualized context of every individual student working on the project from their homes.

Score 5, Explanation: The context for this type of course is ideal since it combines aspects of academia and industry.

The usability of the system mostly depends on the motivation of an individual student. A well-motivated individual is highly independent in their work, which means that they can get by with a less usable interaction system. Logging in the Moodle can be slightly annoying because of two-step verification and sometimes you must wait several days for a teacher or team member to answer.

Score 4, Explanation: The usability of this system is mainly affected by students' own motivation as well as the workload of the teachers responsible, which affects things like how quickly and comprehensively feedback is given.

The goal of this system obviously is for everyone to successfully pass this course, while also learning practical and in-industry problem solving. Another goal could be seen as the networking opportunities for graduate level students for future career opportunities.

Score 5, Explanation: Nothing to say really, the goals of the course seem perfectly suited for the course.

The underlying hardware for all of this are all the computers of the individual users as well as the network that connects them (Internet).

Score 5, Explanation: Can't think of any better hardware to facilitate this kind of interaction.

Total score: $42 / 9 = 4.66$

Self-Assessment

I didn't find the assessment criteria in the lecture slides, so I came up with my own scoring system from 0-5 and then computed the average from those for the whole system. I missed the first discussion session on interaction (due to overlapping courses), so this probably affected my ability to analyze interaction. I think I managed to identify elements of interaction for the whole system well.