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IdeaBoard

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PROBLEM STATEMENT

Technology has impacted almost every aspect of our life today, and education is no exception. In the current pandemic situation, the education sector is facing unprecedented challenges and needs to adapt and find solutions to keep children motivated and focused on their route to learning. Only a handful of schools could adopt online teaching methods and that too is not efficient. I as a student have experienced the current workarounds are somewhat patchy and impersonal. My mother is a math teacher and from her, I came to know about various challenges she is facing in online teaching and the limitations of available tools in the market. This becomes more challenging when the teachers are not technically sound. There are many products available in the same space but their primary focus is not teaching. Most teachers are using built-in whiteboards with video conferencing platforms which are inefficient & patchy.

GOALS

The need is to have a focused approach to inclusive learning solutions. My goal is to build an easy to use feature-rich next generation integrated powerful digital learning platform. To begin with, I have started focusing on the virtual whiteboard aka "IdeaBoard" with keeping below objectives in mind

Objective

1. An interactive whiteboard, simple yet powerful and fun to use.
2. A feature-rich application with annotations, animations, and able to narrate most types of content (graphs, diagrams, presentations, videos) as needed to explain any concept.
3. The future of IdeaBoard will be to use it independently without the need of any external conferencing tool, while using features like screen-casting & built-in audio conferencing, etc. In addition, it would work with minimal bandwidth and offline mode as well.
4. It can be incorporated with hardware to make it a digital board to use in person.

5. It will act as a multi-purpose application for various teaching & training needs along with prototyping, collaboration, wireframing, drawing, etc

STAGES

Below are the high-level stages of the project. The current focus is to build a minimum viable product (MVP) with basic features as part of the first release Post IdeaBoard 1.0 release, all below development stages are going to be an iterative process to release one or more features.

Ideation

In this stage, my focus is to define the right problem/s to address. Beginning with empathizing to gain insights (from research/observation) and then understanding the pain points and requirements. Based on the information gathered analyse and define the problem statement to derive a meaningful and workable solution.

Alpha (Current Stage)

This is the current stage & wherein, we have worked on the solutioning part, and wireframe. The preliminary code has been written and implemented in a test environment (local machine). The focus is to have a prototype ready with basic features.

Beta (15 Aug 2020)

IdeaBoard Beta, the target is to be ready with the code implementing a reasonable level of usability. This Beta release to be deployed in an environment where actual users can test & share feedback. I expect some errors and bugs in this release and hence will do the continuous testing of my application; bug fixing as well as optimizations in the code to meet the design requirements.

Preview Release (02 Oct 2020)

A Preview release of IdeaBoard is going to be one step down from a final release. This stage or phase will be part of every major release cycle. I will do the deployment into the production environment after the code is appropriately tested & ready for release. This may involve installation, customization (such as by setting parameters to the required values), testing, and possibly an extended period of evaluation.

Final Release (25 Oct 2020)

IdeaBoard Version 1.0, the much-revered status of IdeaBoard release to the end-users. I will focus on to support the end-users for their queries and issues regarding the features & the application performance, etc.

SPECIFICATIONS

Most of the collaboration tools have built-in whiteboard & technically any sketch or doodle app could be turned into a virtual whiteboard. But they do not suffice the real requirement of teaching & training. I have considered some key integral features to build the best virtual whiteboarding experience.

Key Features

- Simple & Intuitive - I've carefully considered every detail to create the essential tool for teaching and learning on the go with easy to use drawing tools: pen, highlighter, shapes, text, etc.
- Instant Access - Setting up a new class whiteboard will be lightning fast!
- Use Content - Insert documents(pdf) and pictures from the user's device, Dropbox, Google Drive, etc. Insert any webpage. Snap a photo or search the web for the image, right within the app (based on market research & requirements).
- Versatile Tools - like Math to insert images, backgrounds(square, graph, ruled, etc), line, arrows, shapes (2D, 3D). Insert math symbols, expressions or equations easily using the math editor.
- Save Whiteboards - You can easily save all your whiteboard content as a PDF file that can be saved locally to your device.
- Device Independent - Works on any device using web app & no installation or downloads needed
- Mobile optimization - Optimized for mobile learning and works equally well on smartphones, tablets and other devices.
- App - Development of iOS & Android app based on market research & requirements
- LiveAssist & Analytics - Ask questions to participants/students based on their attention span. Responsiveness and accuracy of the response are tracked and represented on the host dashboard. This also helps to activate the whole class, and everybody gets the opportunity to answer!
- Fit for the Digital Classroom - Share video lessons with students in a safe and private classroom environment. Have students show what they know by creating their own videos. Provide rich feedback on student work.

- Share Instantly - In addition to sharing your videos with other users, you can also send videos over email, post to YouTube, LMS platform, embed on your website, or save to your device, Dropbox or Google Drive.
- Persona - Features enablement based on various personas like Teacher, Student, Professional, Coder, etc.
- Surveys, feedback, test and assessment- To ensure a collaborative learning experience and measure the understanding of your learner, with a comprehensive tool to conduct pre and post-class tests and assessments.
- Cloud Hosting - Scalability in cloud computing is the ability to quickly and easily increase or decrease the size or power as & when needed that too in an automated way.
- Access Control - You have full control of who enters your room by using the waiting lobby. Lock your room after your class has started, preventing new users from joining.
- Roles - Like student and teacher/presenter roles and permissions, to limit file uploads and whiteboard control, etc
- Privacy policy - I'm referring to global standards while building this app to make sure the adherence to the privacy policy.