



Introduction

The iConcepts Interactive Textbook is a collaborative project aiming to enhance the learning quality of dental students to learn about orthodontics and to assist in teaching for the lecturers. Our team Redback is the team responsible for the COMP90082_2025-SM1_IC project at the University of Melbourne, focusing on improving the usability and readability of the application, increasing orthodontics content and developing functional features as specified by our client, Dr. Shazia.







Motivation

Dr. Shazia has written an e-book "Introduction 2 Orthodontics" and published it on Apple Books. There is an initial version of the interactive textbook built by the previous Redback team in the last semester, so our team's mission is to improve the presentation of the textbook.



Screenshot 2025-03-31 at 11 19 28 PM

We have discovered several issues when using the application:

1.  **Some chapters did not show after clicking the link on mobile devices:** The link is connected to an error page.
2.  **The video does not load properly:** It requires some time for the video to display after clicking the "play" button.
3.  **The presentation of the book isn't easy to read on the phone:** The context isn't aligned, and the images don't show on the pages correctly.
4.  **Lack of the analysis of application usage:** The application doesn't have the function to analyze user behaviors, which Dr. Shazia would like to understand more to strategize how to improve the content.



DO/BE/FEEL List



Who (Stakeholders)

Orthodontic students, lecturers, dentists

✓ DO (Functional Goals)

- Provide excellent usability for the students
 - i. Allow students to load content rapidly
 - ii. Support display on different devices
 - iii. Provide more educational materials
- Provide insights into students' learning outcomes
 - i. Allow lecturers to track students' learning
 - ii. Support lecturers to analyse the data

BE (Quality Goals)

- Smooth
- Error-free
- Easy to use

FEEL (Emotional Goals - OPTIONAL)

- Motivated
- Engaged
- Interested
- Informed
- Satisfying

Motivational Model



motivational model