

CNIT 581 Introduction to Web Development

Summary Document – Project 2

Introduction: This project aims to contribute to this educational evolution by introducing an interactive learning environment that utilizes varied video size formats while maintaining consistent content. The primary objective is to investigate how such dynamic formats, coupled with strategically placed knowledge checkpoints, can enhance the learning experience for individual users.

Intended Audience: Individuals seeking to enhance their learning and improve completion rates, encompassing a diverse audience that engages with MOOCs (Massive Open Online Courses).

Use cases of the application:

- *Home Page:* Initially, when the user first lands on the home page of our application, they can view all the different course offerings which we offer. They can also view the different features of the dynamic layout.
- *Sign Up Page:* This is for registering the identity of the user in the website's database to get recognized when user will login again.
- *Login Page:* For the login page, we would ask for user's credentials such as email, password for authentication purpose.
- *Course Content Page:* In any course, we would have the course title, the particular video title, overall titles, and their durations in the course.
- *Feedback Page:* This is the space where users can provide open-ended suggestions and some research related questions, which, when answered by the users, will be stored in the database to further customize the application at a later stage.

Main actions of the application as of now:

- Interactive mode: We have provided an Interactive Mode button which is used to toggle between the interactive and steady mode of the MOOC. The interactive mode provides the different video durations for the courses and the quiz location options.
- Feedback: It is located in the header which opens the feedback form to take users' preferences and open suggestions for the application improvement.
- Login and Signup: Located within the header, the Login and Signup buttons serve the purpose of facilitating user authentication and registration.
- Course Detail: Upon clicking the 'Go to Course' button, users are directed to a dedicated course detail page, where comprehensive content, Q&A sections, overviews, and other information related to the selected course are displayed.

- Rewards: We are working on the rewards page as some designs are yet to be decided.

We have received the following **feedback** and worked to incorporate it:

1. One significant suggestion was to incorporate open-ended questions in the feedback form to capture users' general thoughts and ideas more effectively. This change allows us to gather qualitative insights beyond predefined response options, enabling a deeper understanding of user preferences and concerns. - We have incorporated this in our feedback form.
2. Another key observation highlighted the need for clearer distinctions between interactive mode ON and OFF. To address this, we created separate wireframes for each mode, ensuring that users can easily understand and navigate between the two states. Additionally, we introduced options for video chunks within the interactive mode, enhancing user engagement and customization.