**1. A walkthrough 'script’ (min 200 words):**

The overall purpose of our technology is to create add-ons that will improve upon canvas and limit user frustrations, so that online-learning is less challenging for students and teachers. The target users of our learning system add-on are mainly students and teachers that regularly use canvas.

**Scenario:** John Smith is a freshman college student who is attempting to use canvas after we’ve implemented the learning system add-ons

1. John decides that he wants to use canvas on his mobile phone through an application.
2. John unlocks his phone, presses the canvas, and is taken to his home screen.
3. John sees that his homepage is customizable and decides to the put the information he wants to see on his homepage when he first opens his app.
4. He goes to the customize home page button, clicks on it, and easily adds his grades, upcoming assignments, and classes to his homepage.
5. John then decides he wants to see his upcoming assignments more in depth.
6. John then clicks the assignments button that he recently added to his home page.
7. In the assignments page he sees a fully detailed and easily accessible list of what assignments are due, what class they are for, and resources he can use if he thinks he won’t be able to complete the assignments.

These sequences of steps showcase the main add-ons we are trying to implement for canvas.

**2. Results from the walkthrough (min 200 words):**

1. Qualitative results obtained from your walkthrough:

The user scenario is very important because it allows us to obtain qualitative results. For example, the customizable home screen can be worked upon after it gets implemented. In the John user scenario, we can record how long it took him to customize his home screen, what did he prioritize for his home screen, did he have trouble added any pages or links to his home screen, and lastly if he even chose to want to customize his home screen. With John’s results and even the results of an entire education research facility we can continuously work to improve upon the add-ons of our system.

1. Describe the most significant prototype issues identified by the participant/reviewer during the walkthrough:

Since we have made the add-ons easy to use and easily accessible, we don’t expect there to be any major problems with our add-ons. However, reading through the scenario it looks like we don’t have any “help me” or “frequently asked questions” links that a student or teacher could use when they decide to customize their home screens. This will be a problem if we don’t address it before we actually implement our design.

**3. Implications for your design (min 150 words):**

1. What do the results mean for you as the designer?

Results are always important when prototyping or even after a design has been implemented. The reason is because no design is perfect and a design can always be worked upon. In my case, my results determine what my group need to further improve upon for our learning system add-ons. I noticed we need to implement more resources for students and teachers that might have problems trying to use the new add-ons. Also, in the user scenario we only looked at how canvas might look through a mobile application. We need to also consider, how canvas will look like through a website and not a mobile application.

1. What will you do to respond to the issues identified during the walkthrough?

We will work towards adding more “ask for help” resources. Also, we will look at how the design for canvas will look through a mobile website. Lastly, we will make more user scenarios for the other 20% of our add-on features to find any more possible problems.