Mission Management

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Outline

- Motivation

- Mission Management

- Related Work

- Project Proposal - Features

- Milestones

- Future Work

Motivation

- To build an integrated platform for all of SAGE's components
- An online interface where :
    - Instructor can design courses(missions), assignments(quests) & games
    - Student can play the course, get recommendations, earn badges as incentives etc.
- A scalable design where other types of users can be easily added
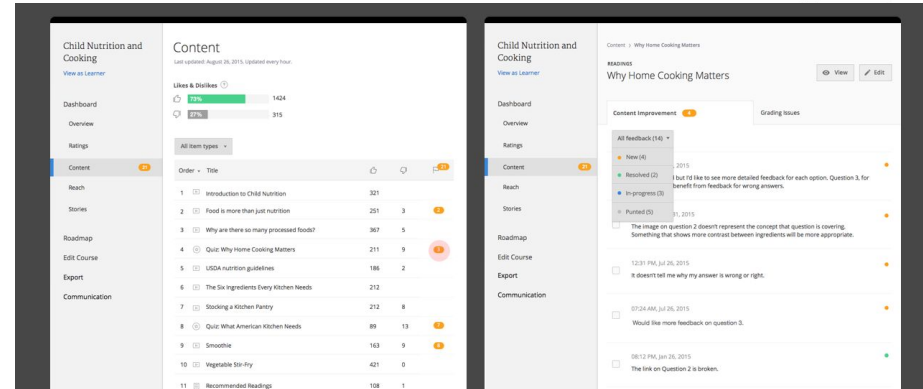- An intuitive graphical interface
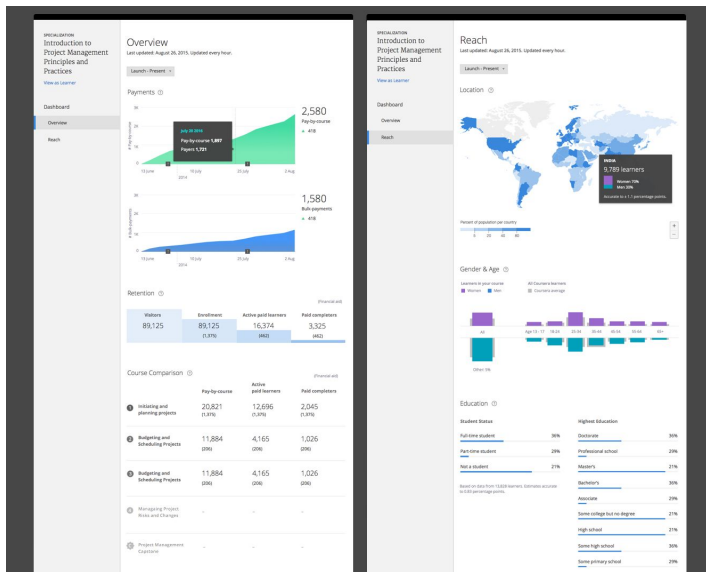
Mission Management

- Further gamification of Missions formerly known as LPs
  - Addition of quests & games for students
- Modifications to ensure better management of Missions
- Make the Affinity Space (Dashboard) more accessible for both students & teachers
- Better incentivised approach through proper badge management
- Improved version management for games

Related Work

- PowerMyLearning Connect

    - A collaborative K-12 platform that helps

        educators discover and adapt quality content

        so they can personalize learning.

- Coursera

    - An online platform offering Massive Online

        Open Courses (MOOCs).

- Existing SAGE Dashboard

Related Work - Coursera

- It is a MOOC platform designed to make education in a wide variety of topics globally accessible.
- Instructors and institutions can design courses with video recordings of lectures and other forms of coursework.
- Students can access this material from anywhere in the world globally.
- The courses are designed to have assignments customized for an online platform.

Related Work - GradeCraft

- It is a game-inspired LMS
- It has gameful features such as,
  - using points and incremental levels instead of grades
  - awarding badges to recognize achievements and skill-acquisition
  - allowing students to redo assignments
  - giving students the choice of assignments
  - having students work together in both self-selected and pre-arranged groups
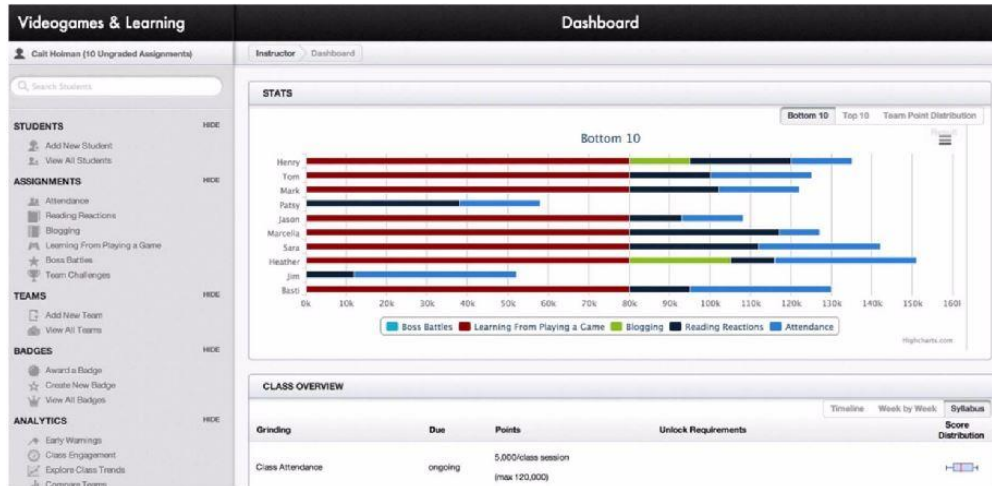
Proposal - Features

- Mission Management

  - Teacher mission library

  - Teacher quest library

  - Teacher game library

  - Assessment maintenance improvements

Teacher Dashboard - Libraries

- Teacher mission library - Browse and search the Missions the community creates.
- Teacher quest library - Browse and search the Quests the community creates.
- Teacher game library - Browse and search the Games the community creates.

Teacher Dashboard - Assessment Creation

- Assessment Creation improvements - Create assessments for each Game I create so that students can receive feedback as they progress through the Game.

- Above improvement will include clearing up that the Assessment is actually associated with the Assignment when saved.
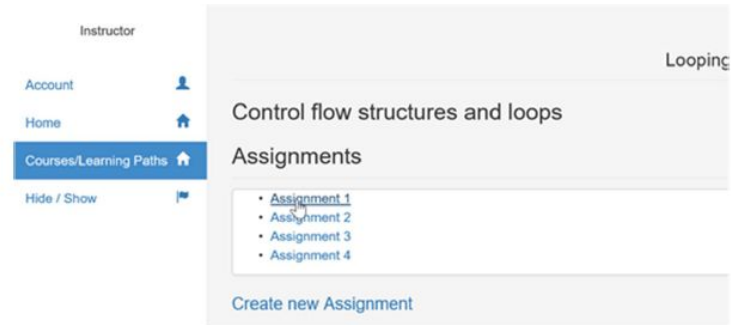

Figure 13. List of Assignments under a course

Figure 14. VAE integrated into dashboard

Milestones

Sprint Number	Milestone	Sprint End Date
Project Proposal	Project Proposal	September 29th, 2017
0	Environment Setup, Assessment Creation improvements	October 13th, 2017
1	Assessment Creation improvements continue	October 27th, 2017
2	Teacher's Mission Library	November 10th, 2017
3	Teacher's Game Library	November 24th, 2017
4	Teacher's Quest Library, Final Report & Presentation	December 8th, 2017
5	Final Report & Presentation	December 22nd, 2017

Future Work

- Game type specified on creation - As a teacher, I want to classify the game I'm about to create as a Parson's Puzzle, Constructionist Game, or Boss Game, so that appropriate SAGE features are enabled.
- Game edit version control - As a teacher, when I edit a Game, I want a new version of the Game created so that I do not lose the context for Games students have previously played.
- Game Version filtering - As a teacher, I want to see only the current versions of Games displayed, unless I specifically indicate I want see older versions, so that I'm not confused by the clutter of old Games.
- Assessment edit version control - As a teacher, when I edit an Assessment, I want a new version of the Assessment created so that I do not lose the context for Assessments students have previously completed.

Thank You