Nox

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Tagline:
When confused about a lesson, use Nox to pose your question!

Description:
A minimalist, easy-to-use web-app designed to enhance the quality of communication in lecture-style education by enabling real-time, anonymous Q&A and polling.

The Nox platform uniquely designed to enhance the quality of lecture-style education by enabling students to anonymously pose questions and collectively rate their comfort level of the course material, all in real time. The lecturers are able to identify if they lost their audience at a glance and can pause to answer the most pressing questions to ensure student engagement is maximized.

Function:
1. Allow students to ask questions anonymously to an instructor in a lecture setting.
2. Allow instructors to poll their students.
3. Save questions at the end of the lecture to the instructor's session.
4. Instructors can gauge if students are following along their lesson.

Target:
1. Instructors that want to be efficient with their time, but want students to engage with the lecture.
2. Students that are shy to ask questions publicly.
3. Students that want to note down any questions they have during lecture to have answered.
4. Instructors that engage their students during lectures in many approaches.

Personas:

1. Ilhan the instructor, Toronto, mid-30s has taught for 3 years. Wants her students to take away as much as possible from her lectures.
2. James, Waterloo, 18-year old freshman CS student, attentive and curious, shy and hates drawing attention to himself.

Client/Designer Goal:

1. Gain experience going through the process of designing, building and iterating on an app.
2. Provide a useful app that's features can be expanded upon.
3. Help improve engagement in lectures and retainment of knowledge.
4. Explore avenues of monetization.

Related Apps/Products:

1. Slido
2. OnlineQuestions.org
3. PollEverywhere

Prototype Summary:

In the clickable prototype, users will be promoted to complete the following functions:

Students:

1. Enter a Session ID and join the session
2. Ask questions
3. Answer poll questions when prompted

Instructors:

1. Login using school authentication
2. Create a new session or course + session
3. Interact with and respond to students' questions
4. Start a poll with a question