ONLINE STUDY ROOM

TEAM-EXTREMEME

With the outbreak of Covid-19, e-learning has become the mainstream of education mode, and its advantages and disadvantages have also become clear to the stakeholders. Given the information from peer-reviewed papers and individual interviews, students were having difficulties concentrating when doing online study at home both during the classes and after the classes.

PROBLEM SPACE

The domain where our team will focus is online self-directed learning. The specific problem that our team will explore is how to keep students concentrated when studying online.

RESEARCH

Xiaobing's research shows that in the process of online learning, it is difficult for teachers to supervise students through the screen, which results in students' lack of concentration and the reduction of the learning outcome. (Zhu et al., 2020)
In addition, Gillian experienced two learning environments of offline learning and online learning with the same student group. The students' feedback showed that in the process of online learning, it was difficult to concentrate due to the lack of interaction. In an online learning environment, the lack of the interaction with the tutor will lead to the unsolved students' questions, and impact their learning enthusiasm. (Gillian & Ian, 2016)

TARGET AUDIENCE

less self-disciplined university students

DESIGN PROCESS

BACKGROUND RESEARCH

- LITERATURE REVIEWS
- PUBLISHED STATISTICS
- INTERVIEWS
- OBSERVATIONS

DESIGN

- TARGET AUDIENCES
- 2 PERSONAS
- 2 SCENARIOS
- INITIAL DESIGN REQUIREMENTS

PROTOTYPES & EVALUATIONS

- PROTOTYPE ONE
- EVALUATION (THINK ALOUD)
- PROTOTYPE TWO
- EVALUATION (INTERVIEW, DESIGN WALKTHROUGH)
- NEW INITIAL DESIGN REQUIREMENTS

ITERATIONS & SHOWCASE

- ITERATIONS
- CODE (HTML/CSS/JAVASCRIPT)
- SHOWCASE

CONCEPT

We proposed our concept 'Online Study Room', which aims to solve the online students' concentration problem by creating an online learning environment and the gamification system.

- SELF-STUDY
- STUDY WITH OTHER PEOPLE
- SUPERVISE
- LOCKING FUNCTION
- REWARD