



# Design

## UX Design Track — Exercises

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## Exercise 1: Defining a problem (19.11.2023)

How can we create an LMS (learning management system) geared towards language learning?

### Some Background

In my experience teaching Italian as a second language I have used a variety of LMS like Moodle, Blackboard, or VHS-Cloud. Most of them were quite unwieldy to use (e.g. Blackboard does not allow me to drag and drop files directly, Moodle had me going through a variety of convoluted steps just to create new courses), and they often provided me little insight on what the student view looked like. Talking to my colleagues, I found out that my frustrations were shared by most of them, ditto the students, who often complained they had a hard time even doing basic stuff like finding the learning materials I had uploaded.

Hence my idea of creating an LMS that would target these usability and accessibility problems while at the same time introducing innovations that cater specifically to the field of language learning.

Research steps to be conducted

- interviewing colleagues to find out their specific frustrations with their current LMS
- ditto with students
- compile a detailed bug lists of the LMS that I know, explore others if applicable

## Exercise 2: Generate Personas for your problem (November 2023)

[https://www.figma.com/file/3gYNGRnV8JohRe1epgpCVU/SingulierPluriel\\_documentation\\_050124-\(last-update\)?type=whiteboard&node-id=0%3A1&t=SsigzKwvoL68zTQh-1](https://www.figma.com/file/3gYNGRnV8JohRe1epgpCVU/SingulierPluriel_documentation_050124-(last-update)?type=whiteboard&node-id=0%3A1&t=SsigzKwvoL68zTQh-1)

(see *Personas Exercise* section)

## Exercise 3: Generate Scenarios and Storyboards for your Problem/Personas (November 2023)

[https://www.figma.com/file/3gYNGRnV8JohRe1epgpCVU/SingulierPluriel\\_documentation\\_050124-\(last-update\)?type=whiteboard&node-id=0%3A1&t=SsigzKwvoL68zTQh-1](https://www.figma.com/file/3gYNGRnV8JohRe1epgpCVU/SingulierPluriel_documentation_050124-(last-update)?type=whiteboard&node-id=0%3A1&t=SsigzKwvoL68zTQh-1)

(see corresponding sections under personas)

## Exercise 4: Documenting User Requirements with User Stories (December 2023)

[https://www.figma.com/file/3gYNGRnV8JohRe1epgpCVU/SingulierPluriel\\_documentation\\_050124-\(last-update\)?type=whiteboard&node-id=0%3A1&t=SsigzKwvoL68zTQh-1](https://www.figma.com/file/3gYNGRnV8JohRe1epgpCVU/SingulierPluriel_documentation_050124-(last-update)?type=whiteboard&node-id=0%3A1&t=SsigzKwvoL68zTQh-1)

(see corresponding section on the rightmost side of the board)

## Exercise 5: First IA sketch for my problem (December 2023)

more info and examples referenced below:

<https://www.smashingmagazine.com/2020/07/information-architecture-big-picture/>

Pages Needed (for the prototype)

- home page after log-in. On the left, a sidebar with these elements: COURSES | COMMUNICATION & ONLINE CONFERENCING | ANNOUNCEMENTS | GRADE CENTER
- Flash out a sample COURSE page. The other ones might have placeholder content in them, since they would be too complicated to flash out in the scope of the project, or they will only show an overview of subsections (e.g. “COMMUNICATION” —> - c. with groups, - c. with course instructors, etc.)
- In the COURSES page, you have a list of possible courses (e.g. “French A1”, “Italian A1” etc.). One of them will be selectable, acting as a sample page.
- In the selectable course, you will find these sections: COURSE CALENDAR | LESSONS AND LEARNING MATERIALS | FURTHER LINKS

### IA features that could be integrated

- providing navi hints (where am I in the LMS currently? Also with something as simple as breadcrumb navigation: SINGPLUR > WiSe 23-24 > Italian A1 > Course Materials — and you can click on any of the elements to go back to that particular section

- maybe provide a link to FAQs (or a skeleton of them in the prototype) for every section or relevant element (see *Theta example in Smashing Mag article linked above*). Or get info if you hover with your mouse on a given section
- maybe provide a small description under section headers atop of the page (see *Punk Ave example in Smashing Mag article*)
- implement search bar with metatags?
- using font sizes and other graphical means to create distinct visual differences between hierarchy levels

## Exercise 6: Determining value of your project (08.12.2024)

List **multiple business opportunities**

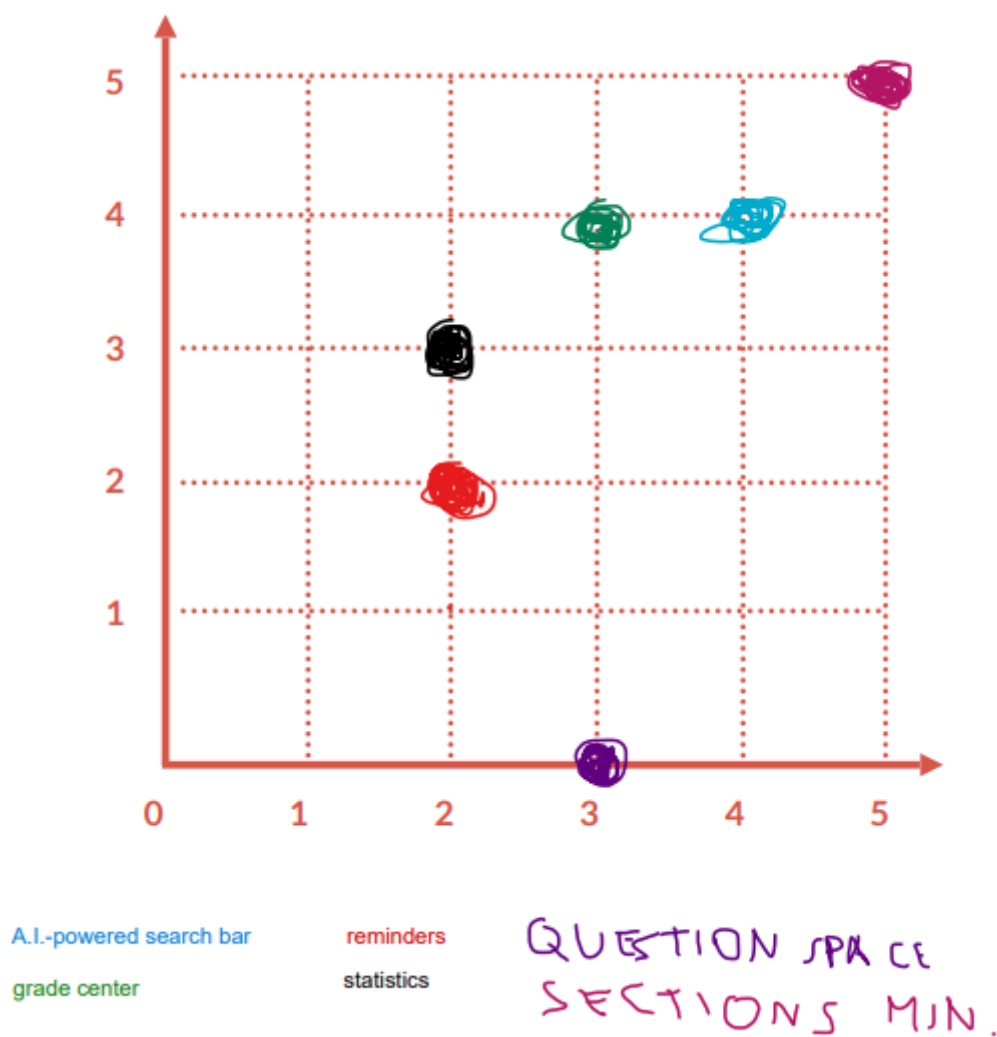
for a real or made-up product. Rate each opportunity on a scale of **1-5** in each of the two categories below.

**SingulierPluriel — A user-friendly LMS geared towards language learners**

	Opportunity	Importance	Feasibility
a	implementing an A.I.-powered search bar	4	4
b	creating a centralised grade centre	4	3
c	sending automatized reminders for assignments	2	2
d	display statistics on student activity in the LMS	3	2
e	keeping sections to a minimum	5	5
f	creating a space to ask questions to course instructors	1	3
	Totals	19 (complete) 18 (scratching F)	17

**Middle score x number of opportunities = points available**

How will you "spend" your points?



(x axis = feasibility / viability)

y axis = importance)

## Exercise 7: Retrace the site map of an existing website (22.12.2023)

<https://www.figma.com/file/s7bs4TrlRvIpxfeXWpQHsJ/221223-CCA-site-map-exercise?type=whiteboard&node-id=0%3A1&t=7LHVERQ5N2ZPaB4W-1>

## Exercise 8: Determining Key Navigation Path for your project (22.12.2023)

[https://www.figma.com/file/3gYNGRnV8JohRe1epgpCVU/SingulierPluriel\\_documentation\\_050124-\(last-update\)?type=whiteboard&node-id=0%3A1&t=SsigzKwvoL68zTQh-1](https://www.figma.com/file/3gYNGRnV8JohRe1epgpCVU/SingulierPluriel_documentation_050124-(last-update)?type=whiteboard&node-id=0%3A1&t=SsigzKwvoL68zTQh-1)

(see corresponding section on the leftmost side of the board)

## Exercise 9: Wireframe Sketches (05.01.2024)

[https://www.figma.com/file/XNih2wPlSj21FOGG7Ebcqx/WireframeSketches\\_050124?type=whiteboard&node-id=0%3A1&t=VWpu7u6jdzkhEgzf-1](https://www.figma.com/file/XNih2wPlSj21FOGG7Ebcqx/WireframeSketches_050124?type=whiteboard&node-id=0%3A1&t=VWpu7u6jdzkhEgzf-1)

## Exercise 10: Identify UI principles in an existing app (INSTAGRAM) (16.01.2024)

See this Notion page:

[https://catnip-thought-b9e.notion.site/160124\\_Exercise-Identify-Design-Principles-in-an-Existing-UI-c47c1d72b0d442519dab4271cf629a05?pvs=4](https://catnip-thought-b9e.notion.site/160124_Exercise-Identify-Design-Principles-in-an-Existing-UI-c47c1d72b0d442519dab4271cf629a05?pvs=4)

## Exercise 11: Create your first component (23.01.2024)

<https://www.figma.com/file/dfZykUktjrsipShxE2xHRv/Screwaround-File?type=design&node-id=0%3A1&mode=design&t=D5FiySbVobpZ4Gpt-1>

(see Page “230124\_Ex.11\_Create a component”)

## Exercise 12: Create a menu with over state (26.01.2024)

<https://www.figma.com/file/dfZykUktjrsipShxE2xHRv/Screwaround-File?type=design&node-id=0%3A1&mode=design&t=D5FiySbVobpZ4Gpt-1>

(see Page “260124\_Ex.12\_Create a menu with over state”)

## Exercises 13&14: Generate low fidelity wireframes and make them interactive (30-31.01.2024)

<https://www.figma.com/file/dfZykUktjrsipShxE2xHRv/Screwaround-File?type=design&node-id=0%3A1&mode=design&t=D5FiySbVobpZ4Gpt-1>

(see Page “30+310124\_Ex.13+14\_LoFi Wireframes”)