



iSchool-Skill Tree Assessment Tool

Team Members: Daniel Ely, Antonio Saco, Matthew Gendreau, and Asad Raheem

Project Introduction

- INST408K-Video games as emergent experiences
- Dr. Caro Williams-Pierce has developed a unique grading system - based on XP earned like in video games
- Needs a visual interactive model to explain the system AND for students to track their progress



Project Team

Roles

- Asad Raheem- Communication Lead
- Antonio Saco- Project Manager
- Matthew Gendreau- Developer
- Daniel Ely- Developer



Project Context

Dr. Caro Williams-Pierce and her instructional team's main concerns:

- Disagree with how grading is handled in modern education
- Believe video games do a better job at measuring individual growth throughout the semester
- Skill trees

Common Issue: Students often have trouble understanding their progress in a class

- Visualize how much work is finished or needs to be done
- Give the student suggestions on what to do to ensure success

Use Case example: Users can visually see how much XP they have, how much they need overall and for specific categories

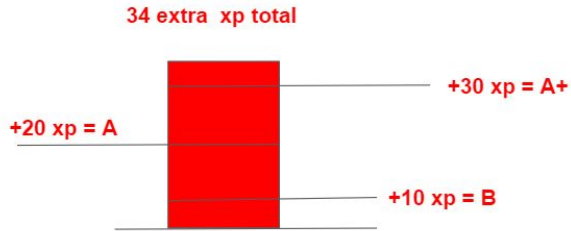
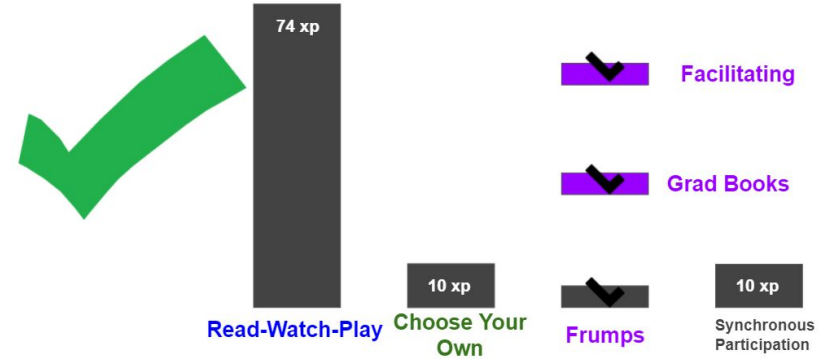


Project Requirements

Visual to explain the grading system

- Simple and easy to understand
- Includes all the categories
- Shows different ways XP can be earned

Interactive tool for students to track their progress



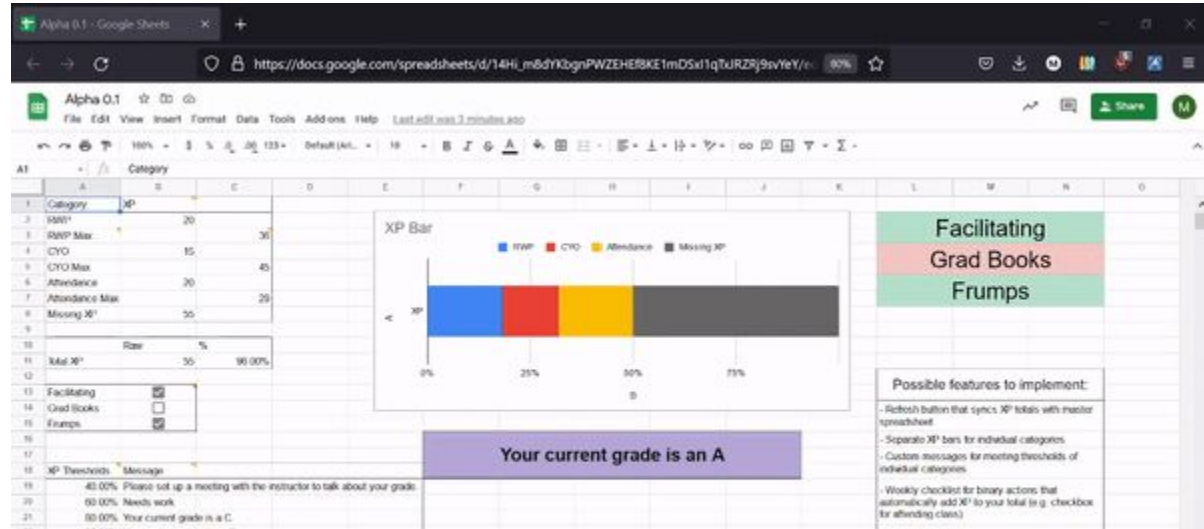
Challenges and Opportunities

- A team member is in a time-zone 13 hours ahead of ours
 - Effective and regular communication to resolve issues ahead of deadlines
- The project was prone to feature-creep
 - We debated on what was reasonable and what we would have time to add
 - Features we could not implement in time became future suggestions



Project Deliverables

- Functional prototype
- Documentation of features
- To-do list of possible future features



Application

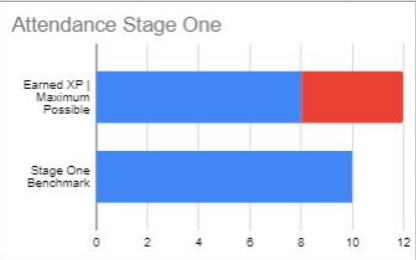
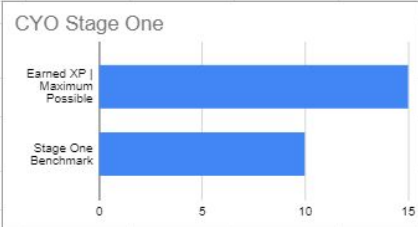
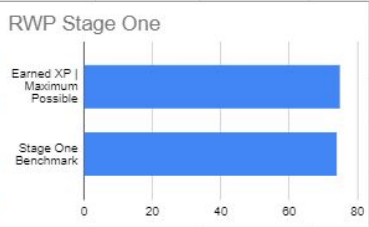
INST 408K/608K Grader

Enter Current XP		Checkmark these when completed	
Category	XP		
RWP	75	Facilitating	<input checked="" type="checkbox"/>
CYO	15	Grad Books	<input checked="" type="checkbox"/> (check if you're undergrad)
Attendance	8	Frumps	<input checked="" type="checkbox"/>
Other	8		

Only teacher can edit			
Points possible so far		Stage 1 Benchmarks	Overall points available
RWP	84	RWP XP needed for a C	74
CYO	20	CYO XP needed for a C	10
Attendance	10	Attendance XP needed for a C	10
Other	15	*each Attendance is one XP	
			Maximum RWP XP
			Maximum CYO XP
			Maximum Attendance XP
			Maximum Other XP

Stage One You need to earn the stage one benchmark points for RWP, CYO, and Attendance to pass Stage One. Additionally, you need to do the Facilitating, Grad Books (for graduate students), and Frumps. This passes the class and earns you a C. Once Stage One is complete, you advance to Stage Two, where higher grades are achievable.

Data			
RWP	Earned XP Maximum Possible	75	0
	Stage One Benchmark	74	0
CYO	Earned XP Maximum Possible	15	0
	Stage One Benchmark	10	0
Attendance	Earned XP Maximum Possible	8	4
	Stage One Benchmark	10	0



Status	RWP	CYO	Attendance	Facilitating	Grad Books	Frumps	Entirety of Stage One
	DONE!	DONE!	In Progress	DONE!	DONE!	DONE!	In Progress

Facilitating
Grad Books
Frumps

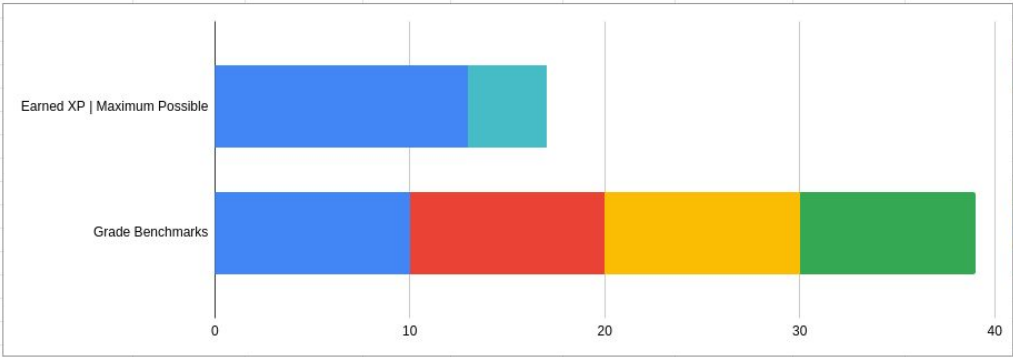
Application

Stage Two

After Stage One is done, additional points will earn you higher grades.
Points earned beyond the stage one benchmarks in RWP, CYO, and Attendance become bonus points.

Data					
Earned XP Maximum Possible	13	4			
Grade Benchmarks	10	10	10	9	

Bonus Points You've Earned	
Bonus RWP	0
Bonus CYO	5
Bonus Attendance	0
Other	8



Bonus XP Earned
Total Bonus Points You Can Earn

B
A
A+
Maximum Points In Class

Future Plans

- Streamline the UX design
- Create a fleshed out functional website
 - Display what an ideal official implementation could look like
- ELMS Integration



Q & A / Feedback

Any comments/concerns?

