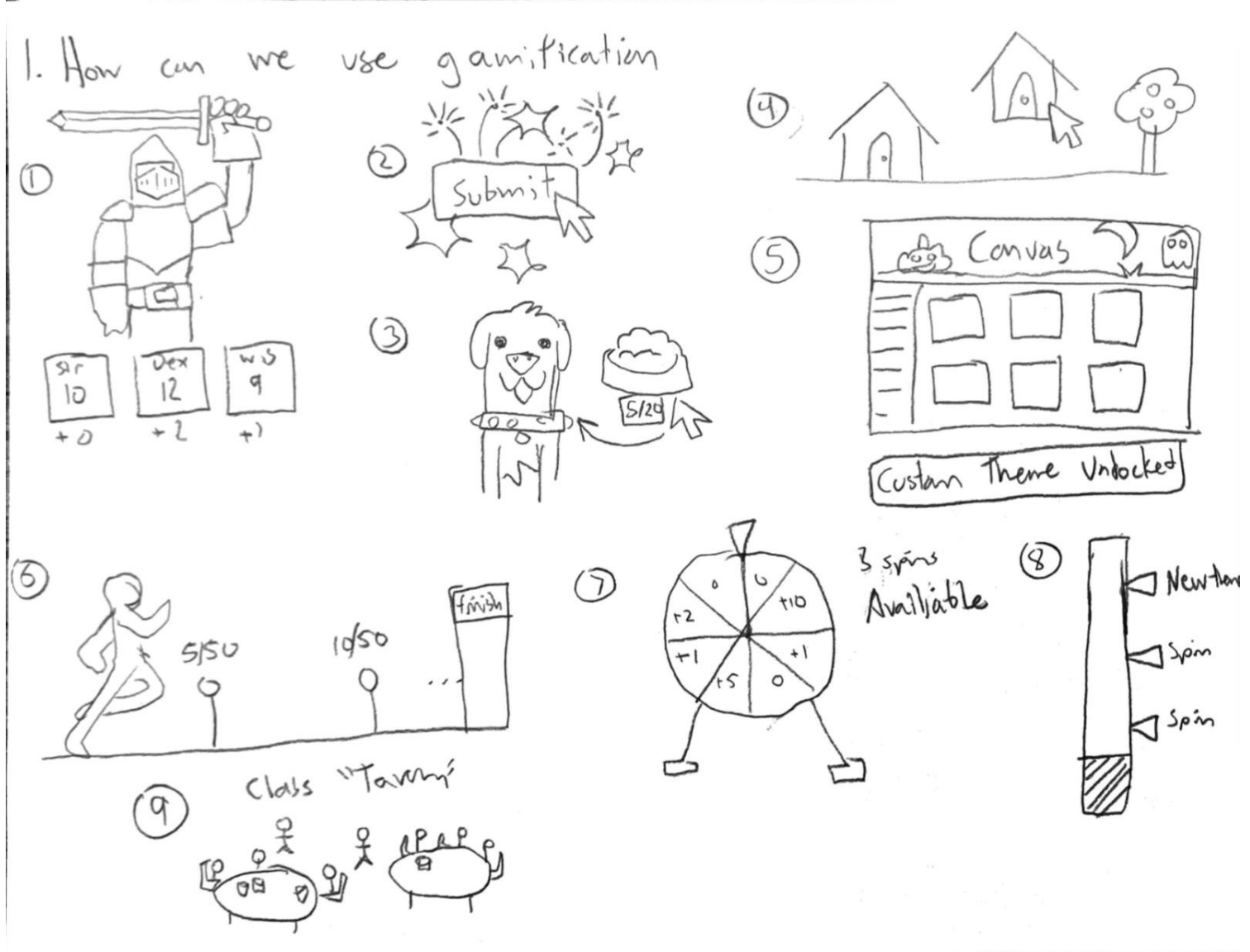


Design Challenges Sketches: UI Project 2

1. How can we use gamification to make completing assignments and achievements satisfying to the users? What types of games fit into the Canvas setting?

1. Role playing game --> User's character gets stronger stats after completing tasks
2. Role playing game --> User get a flashy animation after doing task
3. Animal-themed game --> User gets cute pets after doing task
4. Dating simulation --> User gets interactions with their dream "dates" after doing task
5. Mystery/Puzzle games --> User gets new clues/hints about the puzzle after doing task
6. Role-playing --> Only change the wording and aesthetics of the interface based on user's desired role without having an actual game system
7. Story-based game --> User gets new excerpts to a purely entertainment-based story by completing tasks.
8. Platform-based game --> User unlocks new platform game levels after completing a task.
9. Game-agnostic --> User gets real world currency after doing task
10. Game-agnostic --> User gets points after doing task and get ranked on a scoreboard



Deeper design sketches

1. Role playing game --> User's character gets stronger stats after completing tasks

- User character gains EXP (experience points)
- User character basic stats to manually choose to level: Strength, Stamina, Speed, etc.
- User character gain stats based on type of assignment
- User gain powerups after milestone (10 task, or 50 points, etc.)

3. Animal-themed game --> User gets cute pets after doing task

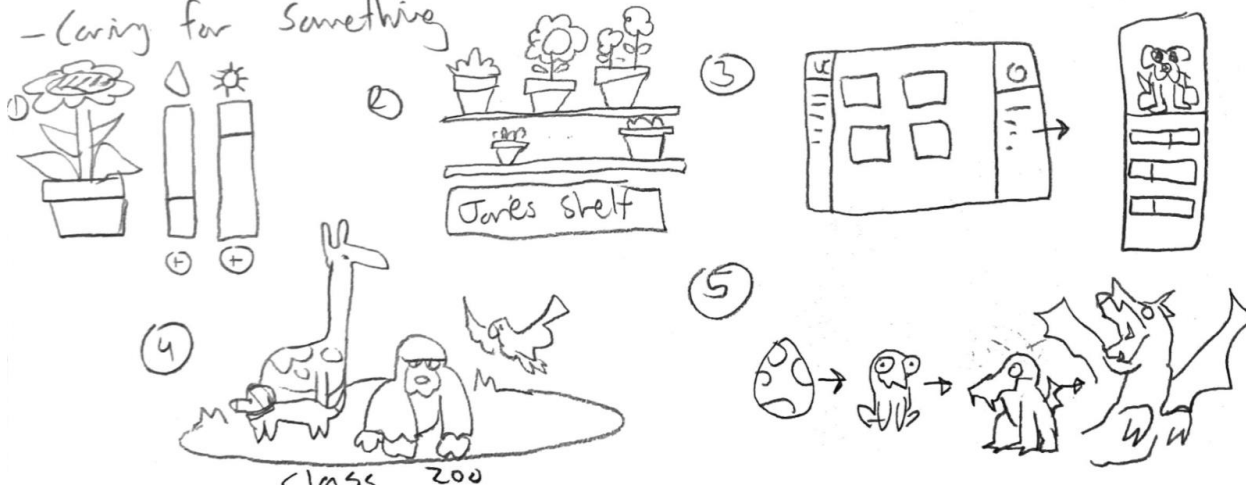
- User gains an in-game currency when tasks are completed
- User gains more currency when assignments are worth more points
- User can use their currency to buy a name for their pet, change color/breed of their pet, etc.
- Pets can be 'levelled up' with currency. Example: cat --> cheetah --> lion

1, How can we use gamification

- RPG-style



- Caring for something



2. How to improve accountability, especially mutual accountability?

1. Peer QA forum -> Encourage students to answer each other's questions, thereby promoting peer support. Recognize and reward active participants in these forums.
2. Viewing friend's profile and progress as motivational/peer-pressure trigger
3. Accountability partners become a group that can chat, discuss, and share information to gain points, in-game currency, EXP, or something else
4. Peer-Reviewed Study Resources: Students give hints/resources and receive rewards; other peers can view and award badges
5. In-game challenges and competitions
6. Leaderboard system
7. Peers bet in-game currency for accountability goals
8. Peer review system
9. Pair students with a mentor to regularly check-in
10. Peer progress journals: Allow students to keep journals of their academic progress and make them shareable with peers, fostering transparency and mutual encouragement.



Deeper design sketches

3. Accountability group

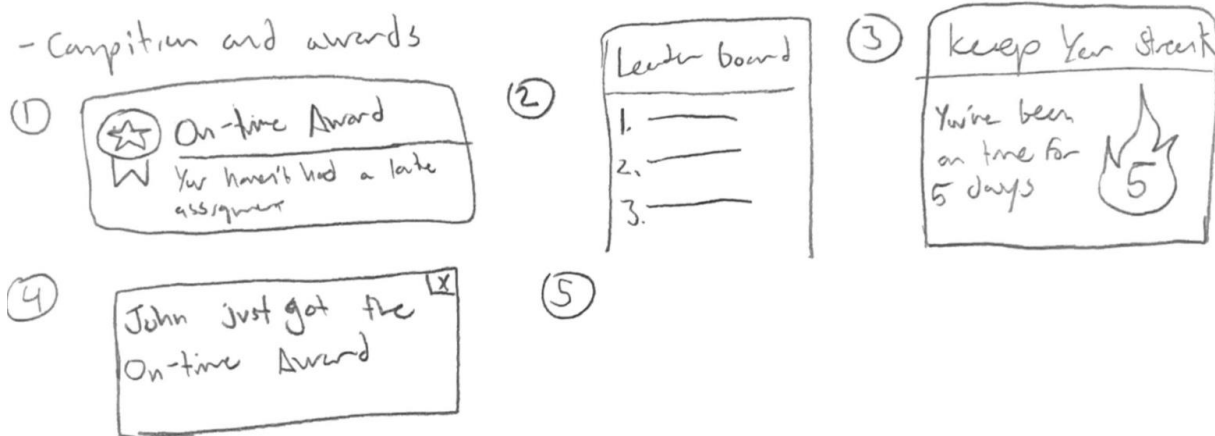
- Allows a more interactive form of engagement
- Encourages users to interact with peers by giving small rewards for helpful insight
- All information is gathered into one place and easily accessible
- Could even include a search feature to sort through discussions/information

5 and 6. In-game challenges and competitions with a leaderboard

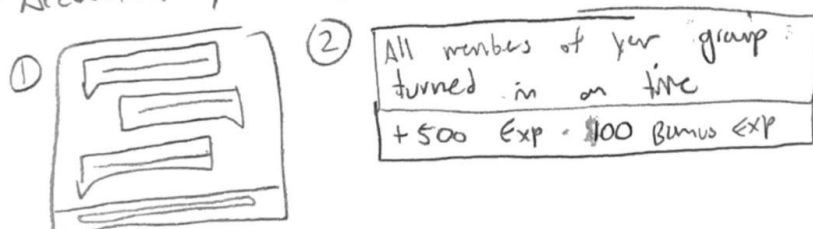
- Challenges provide personal motivation to fully complete the 'game'
- Leaderboard allows users to check their peer's progress to see if they're ahead or behind on challenges (assignments)
- Leaderboard allows users to determine who they can reach out to so for help
- Competitions are short term and unconsciously push users to complete tasks efficiently, to win a competition for a reward

2. How to improve accountability

- Competition and awards



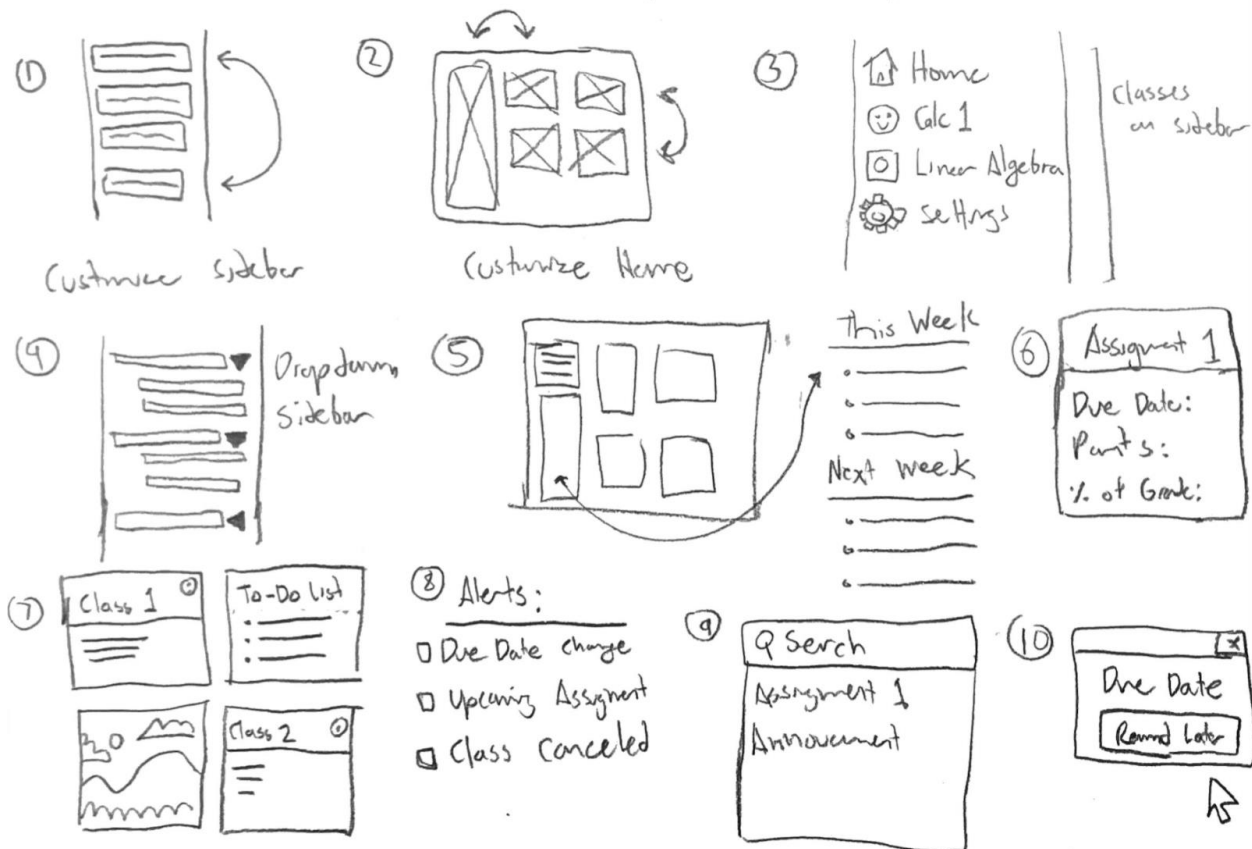
- Accountability Group



3. How can we show the user only the information/panels that they want to see

1. Customizable sidebar
2. Customizable Home page
3. Town design (like gather.town)
4. Remember user's most used navigations
5. Students votes and requests to the professors to reorganize certain panels
6. Information is stored in a table that can be sorted with filters
7. Information is stored as 'tools' in a 'backpack' to make it more interesting and interactive
8. Customized 'hot' buttons allow users to quickly access desired information
9. Tool usage statistics are stored internally (unavailable to users) and move to the top of a home page based on all user statistics
10. Better alert system that shows the user more relevant information

3. How can we show the user only the info they want to see



Deeper design sketches

1. Customizable side bar

- Personalization is prioritized for a unique user experience
- Side bar can 'pop' out to avoid clutter on the user's main task page
- Each user can remove tools if they are not used to avoid even more clutter
- Classes can added directly to the sidebar for quick navigation
- Drop down organization for elements in the sidebar

7. Tools in a 'backpack'

- Allows users to add desired tools into a list to customize their tools
- Tool appearance can be customized to match the theme of the desired game structure
- Creates a more 'gamified' version of a list to keep users engaged
- Must be always available, to make it extremely intuitive and easily accessible to ensure efficiency
- Easy click and drag to bring tools into the "backpack"

3. How can we show the user only the info they want to see

- Customizable Sidebar



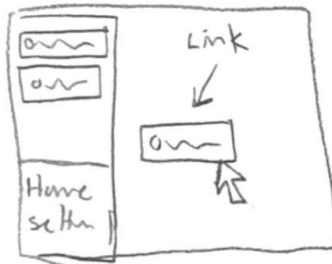
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