

LearnUs, is this the best?



Background

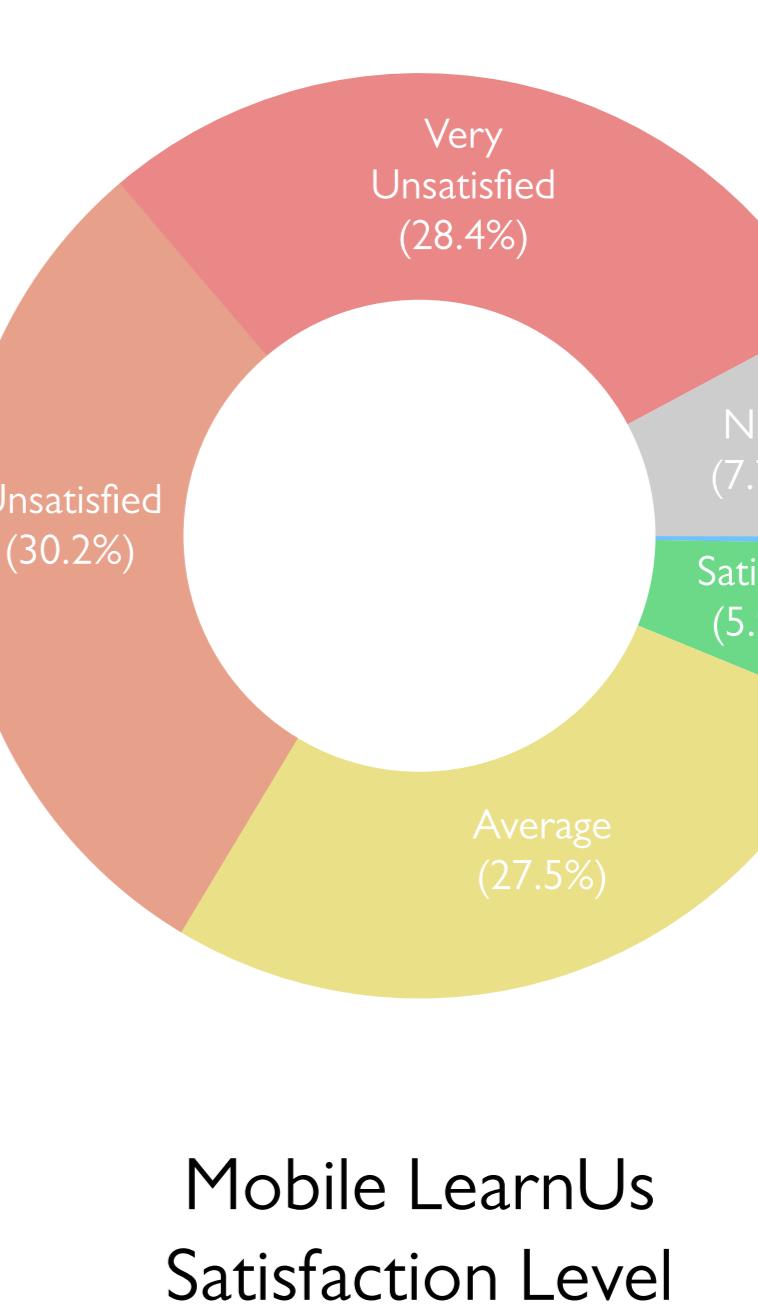
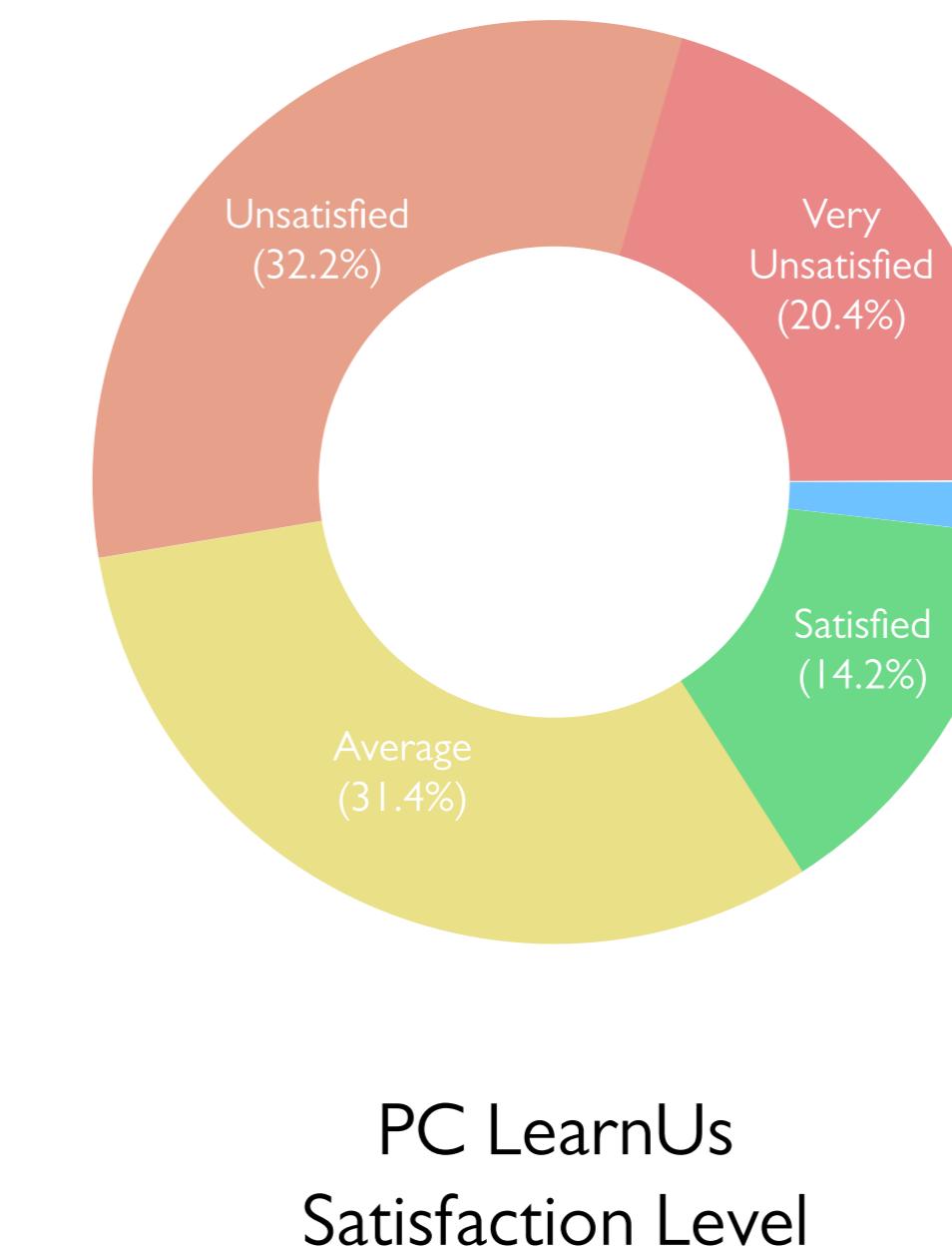
The strike of a global pandemic gave rise to the need for a new ‘untact’ learning platform. LearnUs was introduced as the new Learning Management System for Yonsei University as a substitute for YSCEC. However, there have been complaints that LearnUs does not provide a satisfactory LMS experience. Our project tackled the problem of redesigning a mobile LearnUs interface to aid Yonsei University students in a cross-platform learning environment.

Research Method

Survey and In-depth Interview

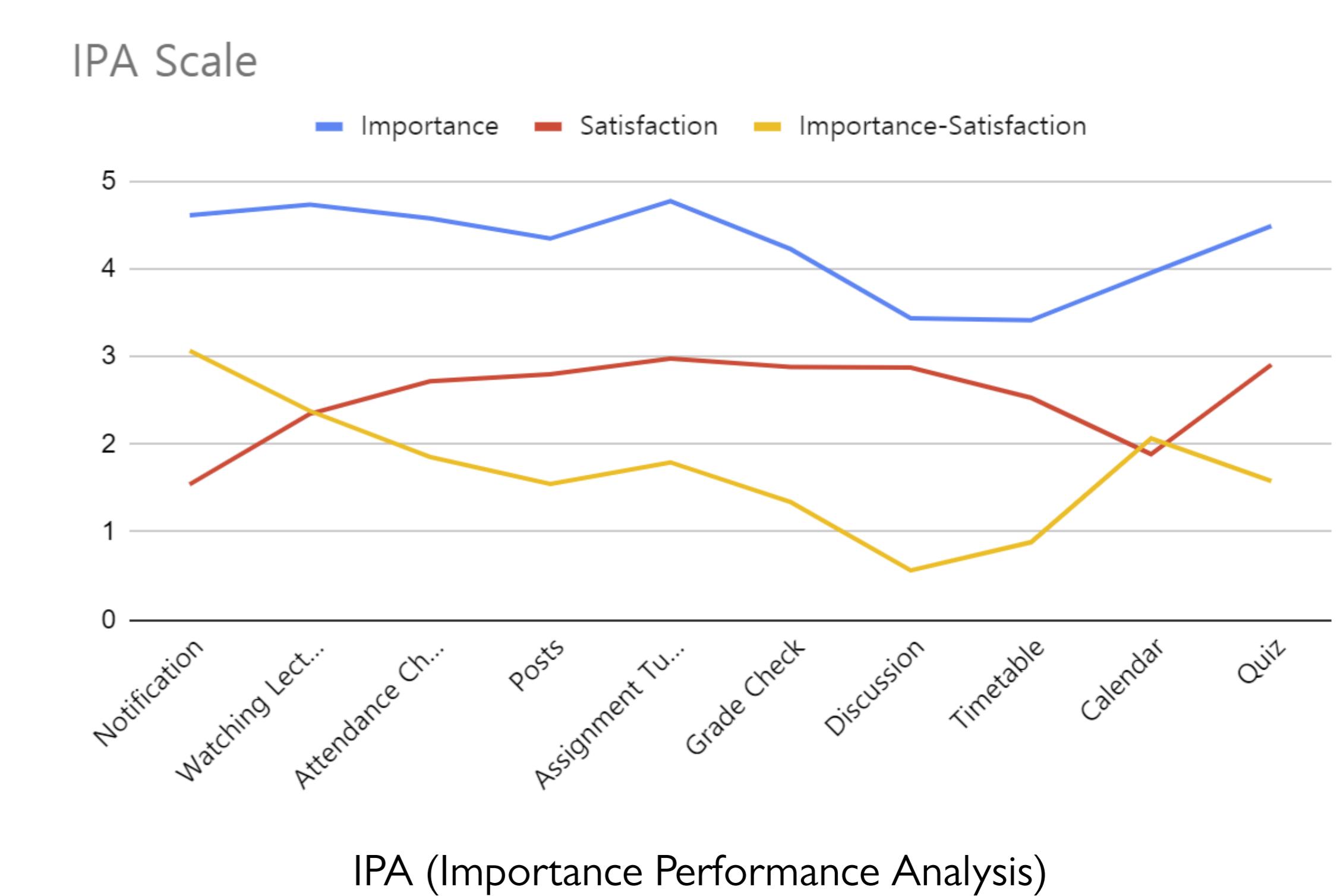
Research Question

1. Can a redesigned LearnUs improve user experience?
2. How can we modify LearnUs to encourage students to efficiently fulfill their goals?



Findings

- Users are dissatisfied with current LearnUs experience
- Users assign specific uses for each device
- Users want an improved interface
- Users do not fully trust assignment-tracking functions
- Users want a mobile application



Final Designs

- Revised full-function mobile LearnUs application
- Inherits all the functions the original PC LearnUs system
- Revised information architecture, flow chart and mobile-native interface
- Allow users to access the LearnUs system with ease even when they cannot use a PC.
- Focused on UX principles of Convenience, visibility, and understandability
- Designed so that users can easily use the application even without the help of a user guide.
- Clean and professional look and feel
- Color coded courses for convenient use

User Testing Methods and Results

User testing was done through user testing with specific critical use cases, system usability scale (SUS) survey, and interviews.

To compare the current official LearnUs application and our prototype we asked the users to do the testing on both types. Users showed an improvement in the task completion rate compared to the LearnUs app. The average SUS score for our prototype was significantly higher than that of LearnUs, indicating an improvement in design and a need for only minor modifications.

Task	Original LearnUs Completion Rate	Prototype Completion Rate
1	100%	100%
2	87.5%	100%
3	-	100%
4	100%	100%
5	37.5%	100%
Average	81.25%	100%

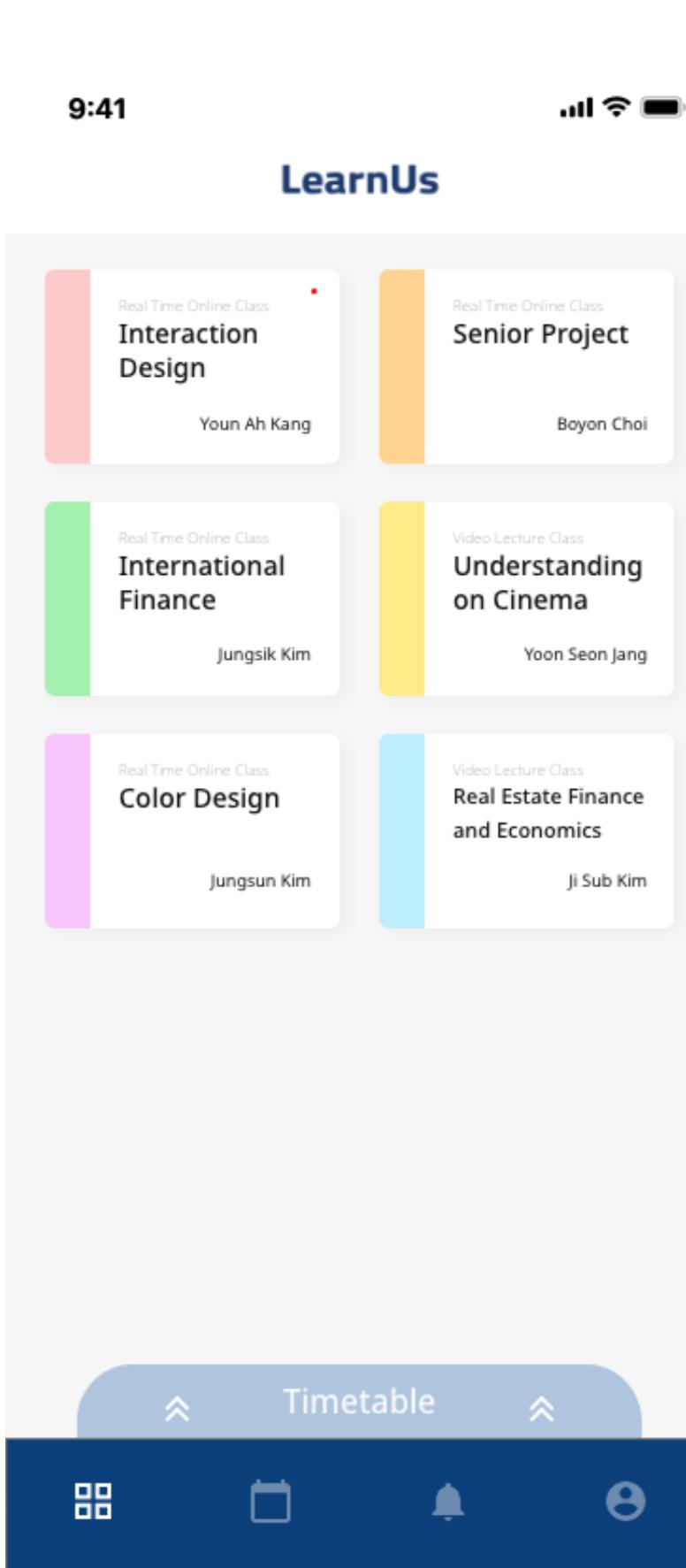
Task Completion Success Rate Comparison

Participant	LearnUs SUS Score	Prototype SUS Score
1	80	92.5
2	47.5	90
3	42.5	82.5
4	35	95
5	42.5	75
6	67.5	80
7	60	70
8	42.5	72.5
Average	52.2	82.2

SUS Score Comparison of LearnUs and Prototype

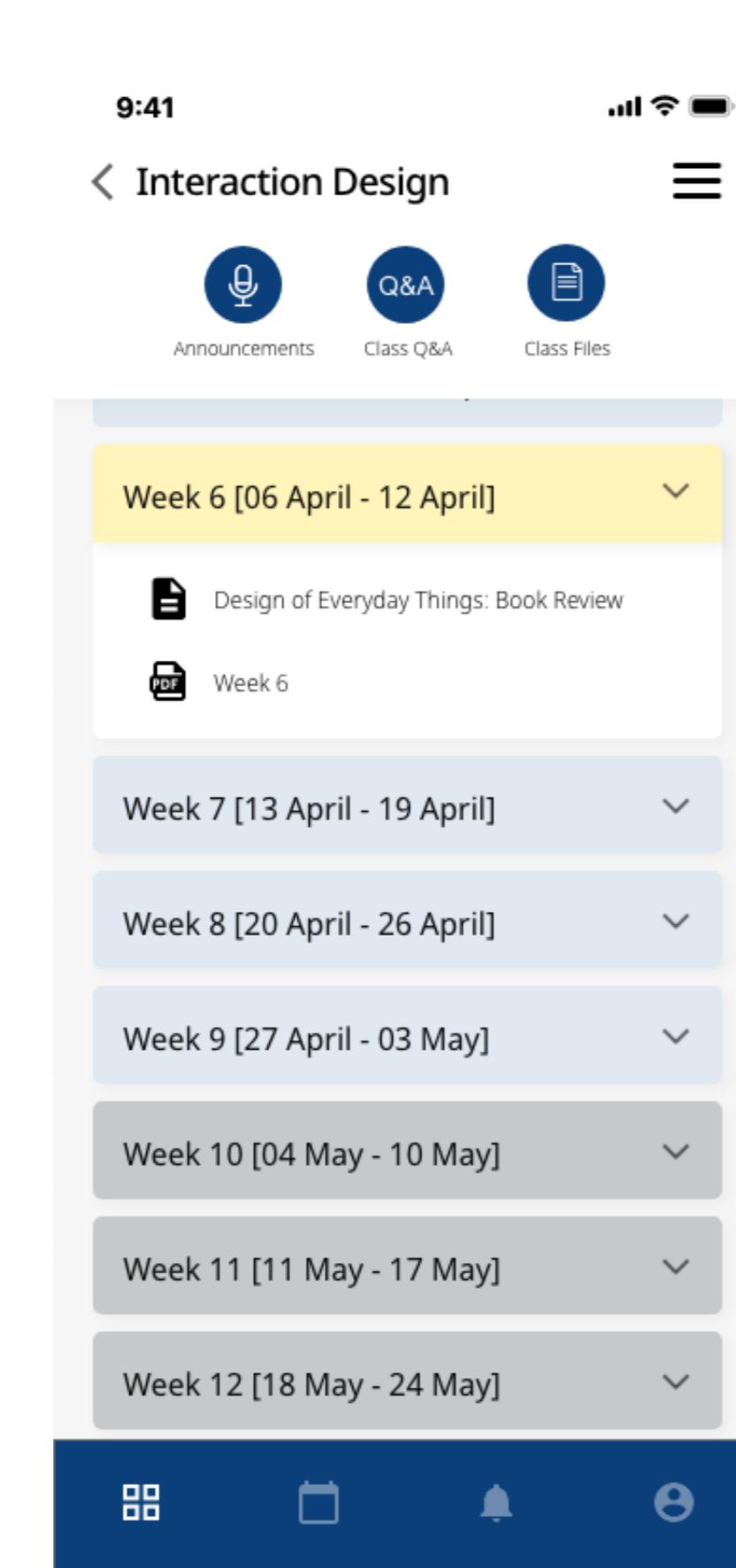


Main Functions



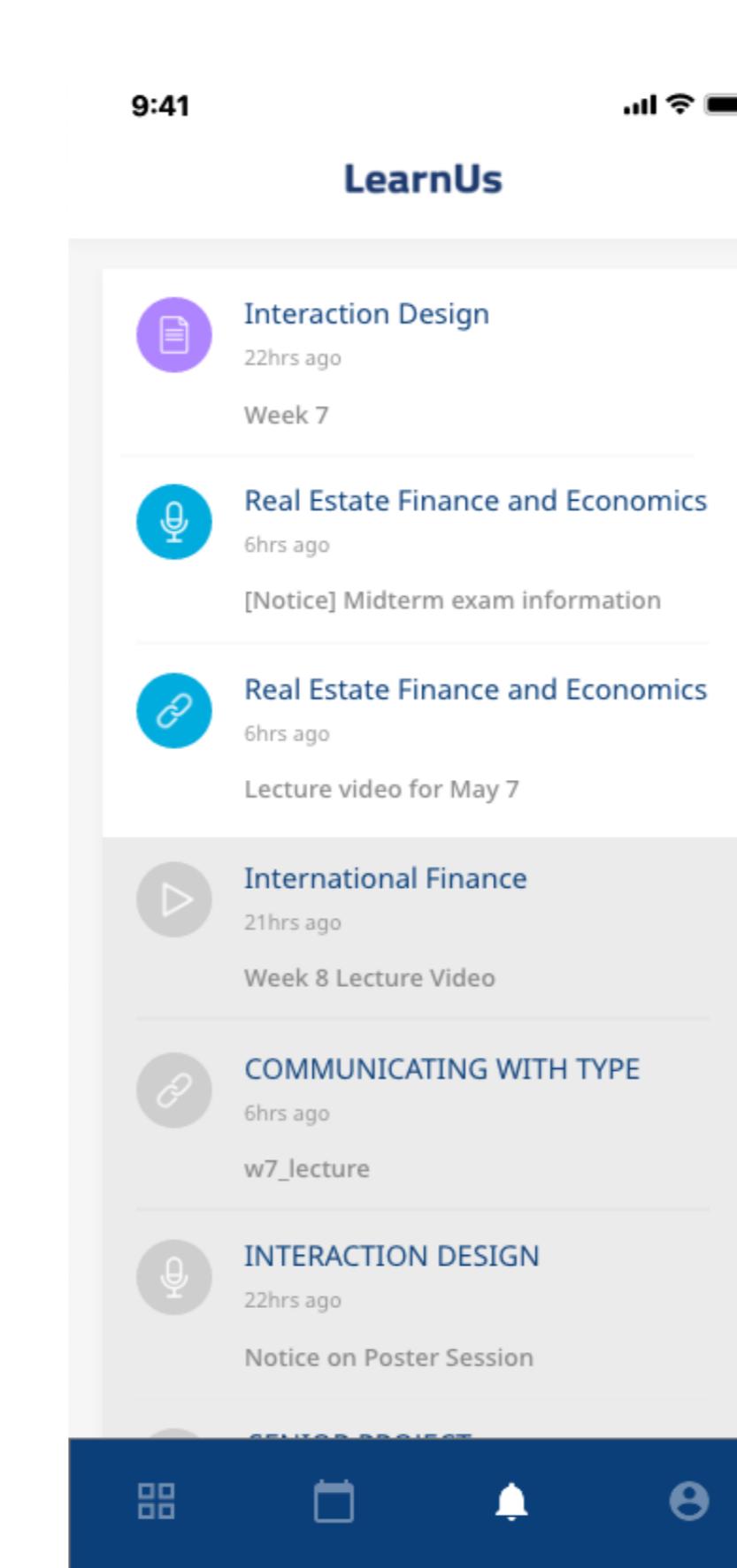
Dashboard

Displays courses in home screen



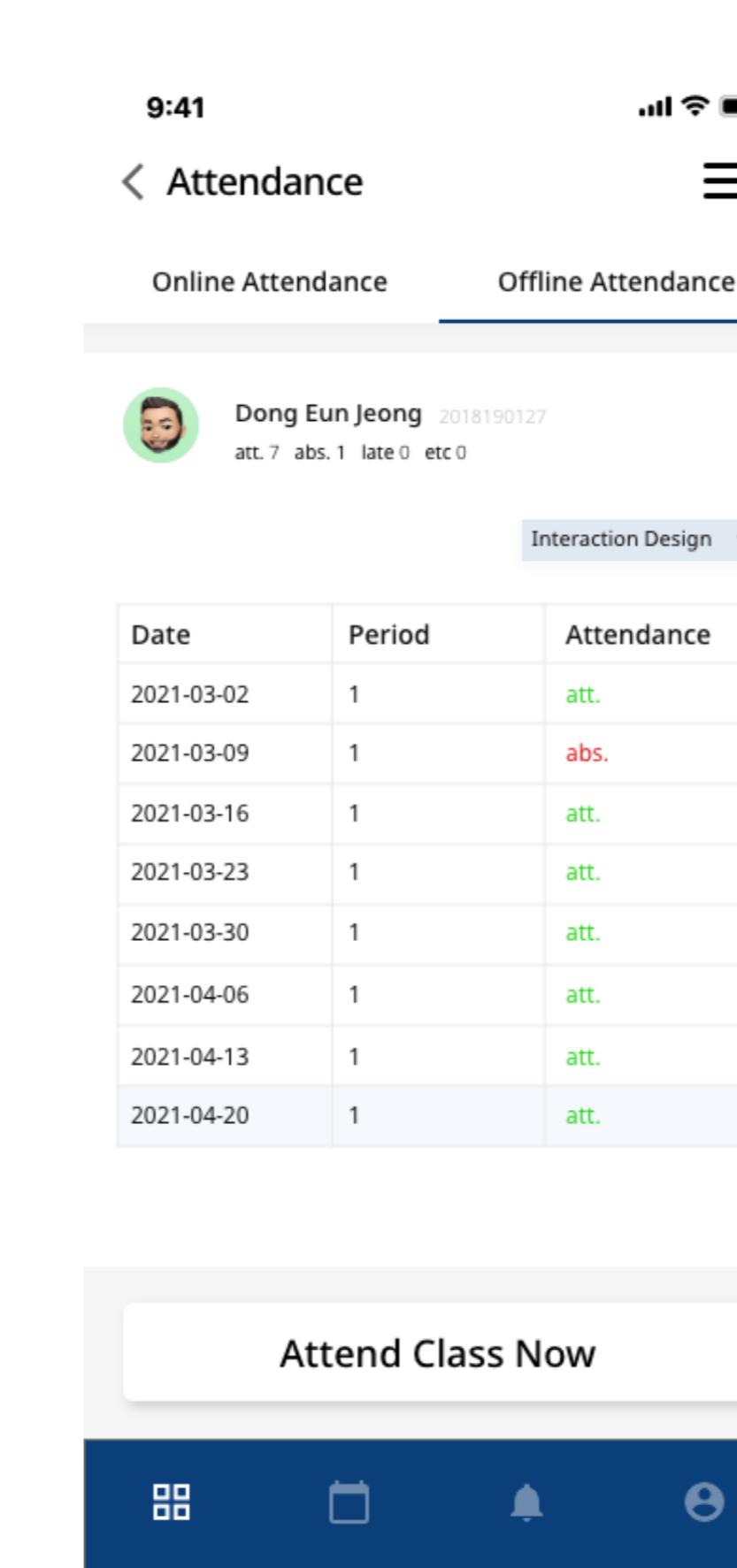
Courseboard

Displays course posts with current week shown when first clicked in



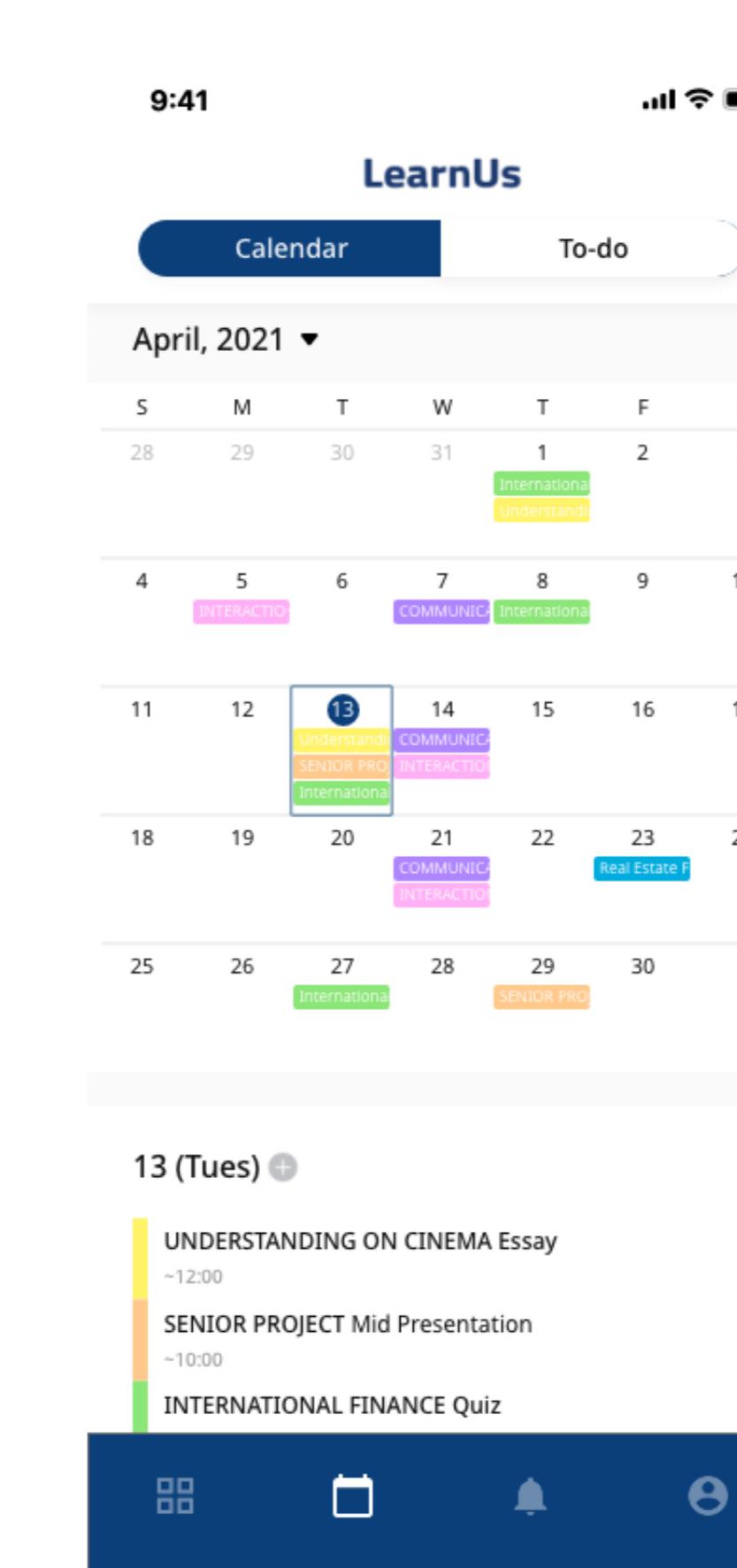
Notification

Clearly shows course name and short text with read shaded



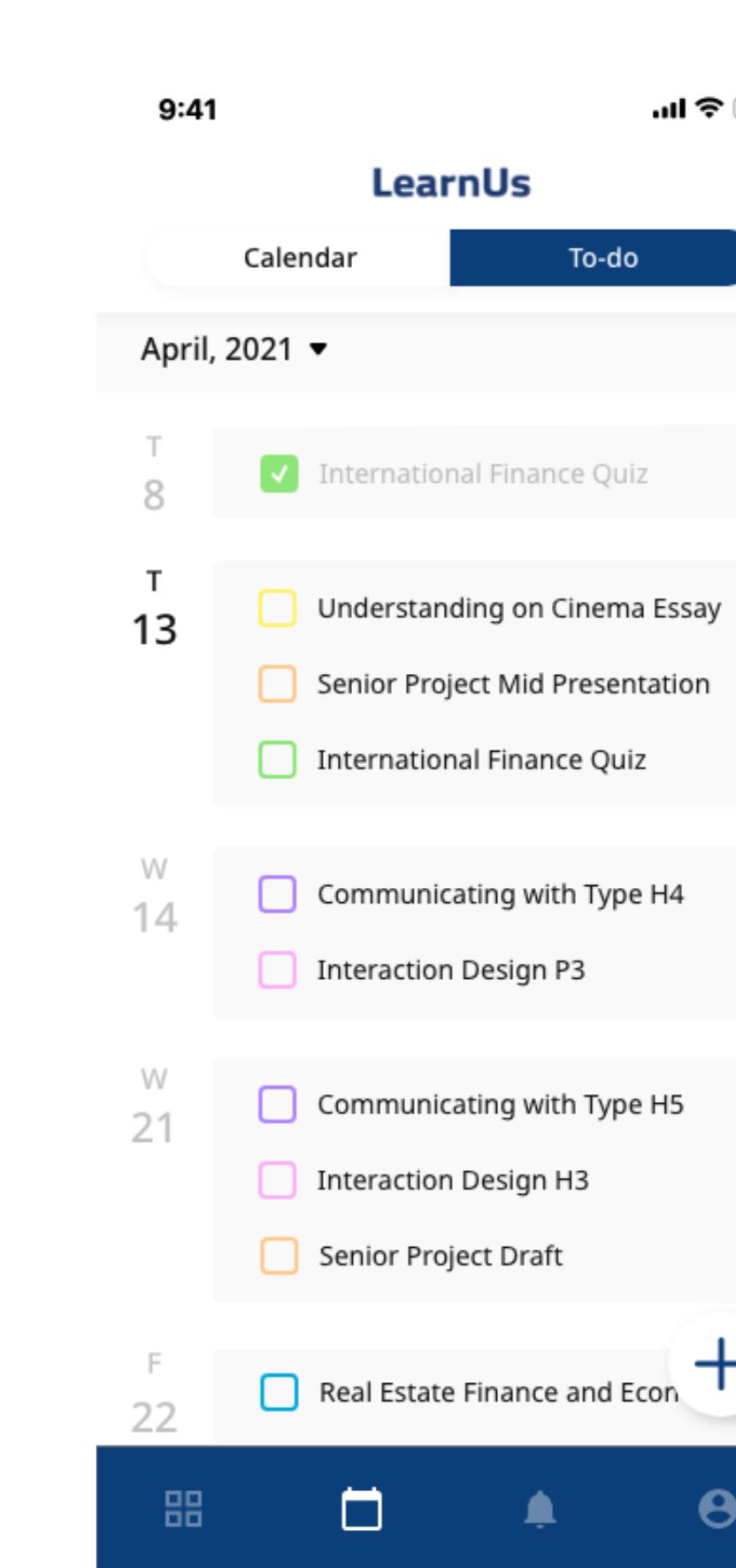
Attendance

Displays attendance record and enables to attend in the application



Calendar

Visually shows the academic schedule in one look



To-do List

Automatically adds to-dos with functions of adding and editing