

problem domain

Effective communication between teachers and parents is a necessity to ensure the success of a school. Communication in schools can be classified as either one-way or two-way. One-way communication occurs when teachers aim to inform the parents about learning activities and resources, school events and the progress of a child. Whereas, two-way communication between both parents and teachers endorses positive relations, is the key to effective and efficient engagement in schools and ensures the best outcome for a child. Nevertheless, a recent survey performed by research institution, Gallup found that only 20% of parents feel "fully engaged and involved" in their child's learning signalling a community issue of a lack in both one-way and two-way communication. Academic, Susan Graham-Clay suggests that, in changing times, this is not sustainable and teachers must continue to develop and expand their skills in order to maximise effective communication with parents. Thus, our team has researched, designed, developed and iterated a design concept to combat this communication problem in our community.

design concept

In order to address the problem described above, a design prototype referred to as EduBoard has been created. EduBoard addresses the community problem domain with an education focus. The concept effectively combines multiple communication and sharing platforms like Trello, Google Drive, Slack and Padlet to create a real-time and virtual collaboration tool to enhance children's learning. Specifically, EduBoard is a web-based application utilising a modern and collaborative interface, which aims to enhance the communication between teachers and parents within schools. The primary target audience is parents of primary school aged children where fundamental learning activities are present. Hence, EduBoard is a platform for sharing this educational content. Its application nature also allows for users to easily view and upload content from the ease and comfort of their mobile phone. Moreover, using modern technology, EduBoard has the intent to foster an environment whereby parents feel more engaged and involved in their child's learning, which will ultimately encourage parents to further assist their children.

EduBoard is a dashboard and padlet like system, whereby teachers can share learning and school resources with parents via a simple post. Learning resources encompass classroom goals, lesson plans, reading material that informs lesson plans, tutorial videos, homework materials and homework assistance resources. Moreover, school resources includes attendance and behavioural records, regular event updates, school newsletters and academic calendars. Ultimately what the teacher shares depends on what they deem to be most useful to the parents. Hence, the purpose of EduBoard is to be a sharing format that is flexible to the needs of the teacher.

In terms of usability, each teacher and or class possesses a dashboard and each parent is encouraged to create an account. The teacher invites a particular parent to join the dashboard with the classroom password. Utilising their account and classroom password, a parent has access to the teacher's dashboard. When a teacher uploads content, each resource is tagged and filtered into a category. Tagged items can be viewed in each category on the left hand side of the dashboard. This effectively allows for ease of filtering results and locating content. Online messaging is also available in EduBoard whereby there is a general chat channel between all users of that particular dashboard. Further, there is the option to privately message the teacher. However, to avoid constant messaging, the left hand side of the dashboard also showcases a frequently asked questions section with appropriate answers. The images below showcase depictions of the electronic prototype. Evidently, the login page, main dashboard page, upload a document and share an article pages as well as the chat functionality are depicted.

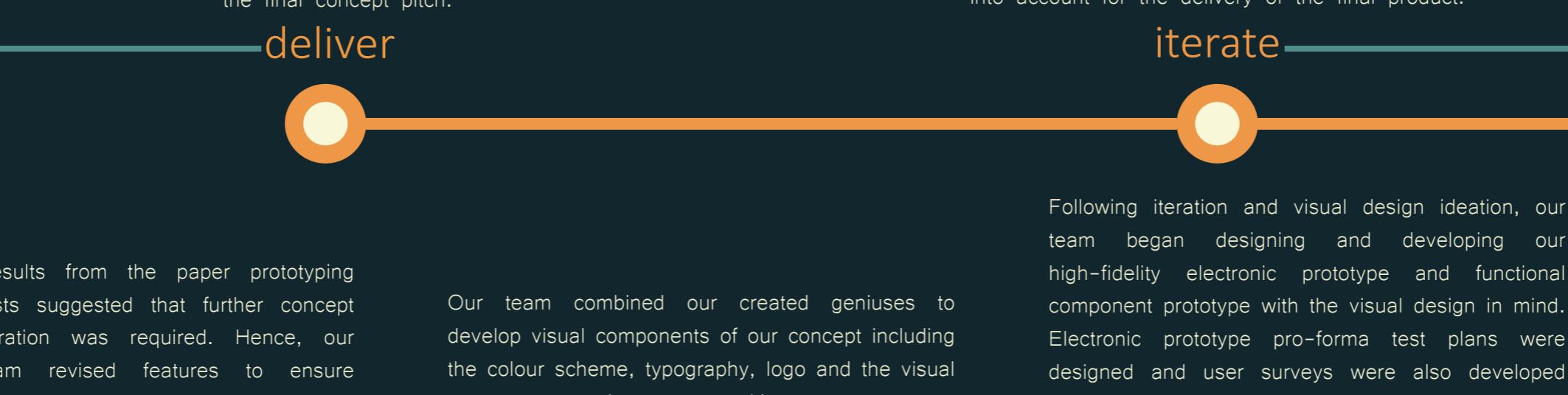


design process

The following diagram represents an abridged version of the design process employed to create EduBoard. Following distinct steps and performing regular concept and prototype iteration ensured that the optimal product was produced.

The final electronic prototype with the interactive functional component were delivered. As well as promotional material for the final concept pitch.

Results from the electronic prototyping tests were taken into account for the delivery of the final product.



The prototyping software had limitations resulting in visual issues for users. This included text being hard to visualise and distinguish. Moreover, it was difficult to comment and add URL text fields.

These issues prompted our group to select a new electronic prototyping software and perform further user tests.



Our team unleashed our brains on the Internet researching the problem domain and existent solutions. We also developed and performed user surveys for our two user groups - parents and teachers.

Our team pitched EduBoard to the cohort and received constructive feedback on the concept design and user interface.

How does this leverage existing platforms?

What information do parents want?

How will this specifically benefit teachers? Make the concept worthwhile for them.

Our team met, decided on our base concept and problem domain and developed a project plan encompassing project goals and objectives.

Through analysing our initial and user research, our team developed EduBoard's foundational functionality and user interface.

