Creative Learning Units Tool

TEAM WOMBAT

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Introduction – The Team

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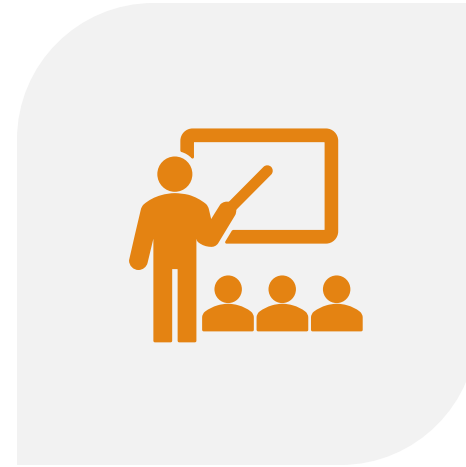
Haoxiang Wang

Introduction – Context

TO IMPROVE EDUCATION QUALITY, A BETTER FRAMEWORK FOR LEARNING IS REQUIRED. TRADITIONALLY, LEARNING UNITS FOCUS ON THE SUBJECT CONTENT ONLY.

BY FOCUSING ON WHO THE STUDENTS ARE, WHAT THEY ARE GOING TO BE, AND HOW THEY ARE GOING TO GET THERE INSTEAD OF JUST THE MATERIAL, THIS IS ACHIEVABLE

Introduction – Motivation

Designing an application to facilitate the adoption of the CLU framework

Teach the course designers and educators about the CLU framework

Provide course designers and educators a tool to create their own learning units using the framework

Functional Requirements

Creative Learning Units Tool

Create & Edit CLUs
- Template & Hints
- Free navigations

Authentication
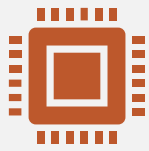- **Create** account
- **Login**

Tutorials
- CLU framework knowledge
- System walkthrough

Collaboration System
- Real-time editing
- Ownership managment

Community System
- Search
- Rate/Comment

Usable: Should be easily usable for everyone of any competency with computers

Informative: Should provide enough information to the users about what the framework is and how to implement it.

Non-Functional Requirements

User Story Maps/ Milestones

https://miro.com/app/board/o9J_lJMt5Fw=/

Minor (low workload) features such as authentication and tutorials will act as "add-ons" to be completed in a sprint at the same time as one major feature.

User Authentication

Tutorials

We believe that major features can count as milestones, with one major feature being completed per sprint:

Creating/Editing a learning unit through the website

Collaborating with other users on creating a learning unit

Building a community through the website.

What are we delivering? (on GitHub)

A well-defined set of requirements for the software you are looking for, in this case User Stories, Acceptance Criteria and Acceptance Tests.

A High-Fidelity prototype to act as a model assist the developers in creating the system

A set of documents describing the project and its users such that future developers can easily understand the system and gain an educated overview of what is desired.

Limitations of HiFi Prototype

Some Functionalities or Design aspects were not reflected.

Colour (Blue vs. Brown) - Chosen based on mood-board, but our client preferred University Blue

Reporting Offensive Content – Large task which was brought up late during creation of the prototype

Demonstration of HiFi Prototype

Scenarios:

1. Registration, Login and Authentication of a new user
2. Looking through Tutorials and learning about the framework
3. Creating a CLU from scratch and Editing that CLU
4. Going to the Community Hub and looking through community CLUs