

# Motivational Model

## Creation Process

- The scratch version of the Do/Be/Feel list is created in the team meeting on 2021-3-23. The system's functionalities are brainstormed based on the first client meeting and the team's understandings of the project. They are noted in the "Interview 2 Meeting Planning" and prepared to be verified in the second client meeting.
- Version 1.0 is built after the second client meeting on 2021-3-24. Functionalities proposed in the scratch version are validated and complemented. The requirements are collected and categorised, and the first Do/Be/Feel table is built.
- Version 2.0 is built after the Q&A section in the third client meeting on 2021-3-31. The quality goal is clarified, and more details of the functional goal are added. The "tutorial" section is added under the supervisor's suggestion. The do/be/feel table is updated accordingly. For clarity, LucidChart is used as the drawing tool for the goal model.

## Versions

Verison	Description	Date
2.0	Based on the third client meeting, add functions "page navigation", "sample learning units", and "template for different users". Put the "reward system", "privacy control", and "ownership management" under the "socialization" section. Update the goal model using LucidChart.	02/04 /2021
1.0	The first version is based on the second client meeting discussion.	30/03 /2021

## V2.0

## Do/Be/Feel

Who	Do(Functional Goal)			Be (Quality Goal)	Feel (Emotional Goal)	Concerns
Professional, technologically competent user	Creative Learning units (CLUs)	Creating CLUs	Sample learning units as examples	Supportive <sup>[4]</sup>	Supported	Unattractive
Professional, non-technologically competent user			Different template of CLUs for different users	Inspiring	Informed	Too Complicated
Casual user with interest in CLU			Milestones for CLU completion <sup>[1]</sup>	Non-technical	No Hurdles	Difficult to use
			Guidance during the creation of a learning unit <sup>[2]</sup>	Playful	Rewarded	
			Help users brainstorm ideas <sup>[8]</sup>	Professional	Invited <sup>[6]</sup>	
			Navigation between the stages of CLU creation <sup>[9]</sup>	Helpful <sup>[5]</sup>	In Control	
		Editing CLUs	Changing existing CLUs	Powerful		
			Copy CLU sections to other units	Clear		
			References and Linkage between pages <sup>[3]</sup>	Easy to learn		
		Download/Exporting Data				
	Socialization	Reward system	Rate/Comment on existing CLUs			
		Browsing other learning units				
		Privacy control	Limit access between users			
		Collaboration with other users	View Edit history			
			Real-time sharing and editing			
		Ownership management				
		Browsing other users' learning units				

		Moderation	Manage users (i.e. banning, suspending, deleting comments)			
			Moderate public learning units			
	Tutorials	CLU Framework Knowledge				
		Guidance/Tutorial on how to use the entire system <sup>[7]</sup>				

Table 2 Do/Be/Feel v2.0

[1]: Separate the unit into several downloadable microsections.

[2]: Include texts, videos, links, examples, etc. Guide users to think about the process.

[3]: Change all relevant contents simultaneously when modifying content on one page. Notify the user what changes are made by showing them a list with a link to them.

[4]: Guide in time when users are stuck.

[5]: Help users by providing rich information.

[6]: Invite users to use it without hurdle or confusion.

[7]: Introduce how to use this system. Interpretations in windows next to widgets explaining its functionality. Specifically designed for non-technical users to let them feel invited.

[8]: Use tools like sticky notes, shapes, etc., to help user brainstorm.

[9]: Visit different stages of the design at ease, no matter it is the previous one or the one in the future.

## Goal Model

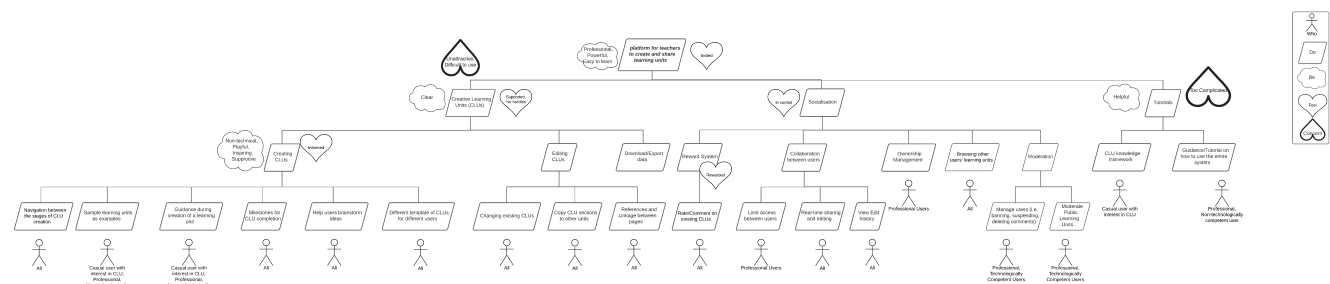


Figure 2 Goal Model v2.0

## V1.0

## Do/Be/Feel

Who	Do(Functional Goal)			Be(Quality Goal)	Feel(Emotional Goal)	Concerns
Experience school teacher	Learning units	Creation	Brainstorm	Supportive <sup>[4]</sup>	Supported	Unattractive
Young student teacher			Thinking process	Inspiring	Informed	Complicated
			Milestones <sup>[1]</sup>	Non-technical	No Hurdles	Difficult to use
			Guidance during creation <sup>[2]</sup>	Playful	Rewarded	
			Linkage between pages <sup>[3]</sup>	Professional	In Control	
		Edit	Revisit and edit previous pages	Helpful <sup>[5]</sup>		
			Copy to a new unit	Powerful		

		Download/Export	Inviting		
	Reward system	Rate/Comment	Simple		
	Privacy control	Limited access	Easy to learn		
	Socialization	Collaboration	Edit history		
			Real-time editing		
	Ownership management	Owner			
		Contributor			

Table 1 Do/Be/Feel v1.0

- [1]: Separate the unit into several downloadable microsections.
- [2]: Include texts, videos, links, etc.
- [3]: Change all relevant contents simultaneously when modifying content on one page. Notify the user where it has been modified. Show the user a list of the modified item and link to them.
- [4]: Guides in time when users are stuck.
- [5]: Help users by providing rich information.

Goal Model

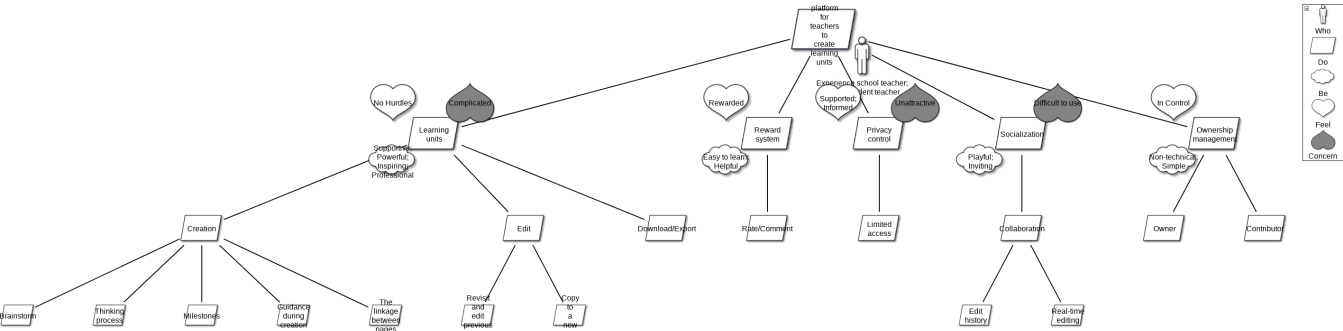


Figure 1 Goal Model v1.0