

Paper Prototype

User Scenarios:

The following scenarios were selected from the highest priority [user stories](#) evaluated by the client during [Interview 4 - 14/04/2021](#):

- Please try to find a tutorial that could assist in helping you understand the CLU Framework. (User Story 22)
- Please try to create a learning unit for, let's say, year 12 students studying chemistry. (User Story 3 & 7)
- Please try to invite a friend to collaborate on your project once you have created the project. (User Story 16)

*Please note that user stories 3 & 6 are put together because they are too intertwined to separate into different scenarios. The guidelines created for user story 6 are guidelines assisting the user in user story 3.

Prototypes Link: <https://marvelapp.com/prototype/5980g6g/>

User Scenarios Results:



Discussions and Justifications

The four most important user stories were chosen to be prototyped based on the goals of the project: to facilitate the development and expansion of the use of creative learning unit design. As such, all the user stories that have been chosen to be modelled either directly correspond to the ability of the application to create learning units according to that framework, or teach the users how to create learning units according to that framework.

Observations and Reflections

Task 1: Please try to find a tutorial that helps you understand the CLU Framework.

Observations:

- The user saw the sample learning units and CLU knowledge videos on the homepage. However, when he clicked on these objects, he found that there was no reaction.
- The user took a while to find the tutorial section on the left even with the tutorial section button highlighted.

Reflections:

- The sample learning units and knowledge videos should be linked to the Tutorial section. What you see what you get.
- The font size of the left-hand menu should be larger, and the Tutorial section should be prioritized.

Task 2: Please try to create a learning unit for, let's say, year 12 students studying chemistry.

Observations:

- After the user has finished the "initialize" step, he got stuck in phase 1. He got confused about what the next step should be even with the button highlighted.

- The user expressed his ideas about the "shared problem" and "shared purpose" in the "initialize" step that these two sections should be put further down in the production line.
- The user thought that the "who", "how," and "what" questions are missing.

Reflections:

- There are too many buttons on the "create learning unit" page, which might be overwhelming for the users.
- The layout should be adjusted to be better organized. Each phase could be divided into more microsections to help the user focus on a specific task.

Task 3: Please try to invite a friend to collaborate on your project.

Observations:

- The client got confused when choosing between the "start" and "share" buttons. He did not know which one should be clicked first.
- After the client pressed the "start" button to go to the next stage, he could not find the "share" function anymore. So he could only go back to the previous page to use the "share" function.
- After the client finished the "share" process, he could not see any sign on the page indicating that someone has started collaboration in the project.

Reflections:

- The share button should be placed throughout the whole process so that users can invite others to collaborate at any time.
- There should be a notification/sign on the page showing that someone has joined the unit to collaborate with them.