

Case Study: Eigo Ganbare Cloud Drive

Annette Lee





Welcome to Eigo Ganbare Cloud Drive



The product:

Eigo Ganbare Cloud Drive is an extension of the main website of Eigo Ganbare. It still provides the same exact abundance of teaching materials to Japanese Teachers of English (JTEs) and Assistant Language Teachers (ALTs). The only difference between the main website and this cloud drive website is that it is tailored specifically for older JTEs who are accustomed to the old ways. Older JTEs will simply think what they are looking at is something similar to their Windows 7 operating system with a bunch of familiar folders and file documents. Eigo Ganbare Cloud Drive works efficiently and fast.



Target user



The users:

Older JTEs who want something traditional and familiar, like Windows 7, when accessing teaching materials from the Eigo Ganbare Cloud Drive.



Research findings



User research and feedback was conducted from the JTEs. For example, based on a user persona, Mr. Yamaguchi, is a 58-year old Japanese Teacher of English who would like to search for teaching materials and share them with his Assistant Language Teacher (ALT) for use in their classroom. The research reveals Mr. Yamaguchi was frustrated with the flow of the site and had trouble proceeding forward and backwards. There was a lack of “category names,” too.



So, what's the problem?



The problem:

Eigo Ganbare Cloud Drive was missing “category names” to reach the next page in accessing the document files. The flow for proceeding forward and backwards was difficult. So, fixes are needed to be improved for a better cloud drive experience.



Insights learned



From users research:

There were some pain points for JTEs. The two biggest issues were the flow of the site and the lack of “category names”. They wanted something enjoyable with a smooth browsing experience when searching for teaching materials on the Eigo Ganbare Cloud Drive. They commented that they were so busy with work that when they needed online teaching materials, they would like to attain those smoothly from the site. The “category names” were added and functionalities of the site’s fluidity were improved.



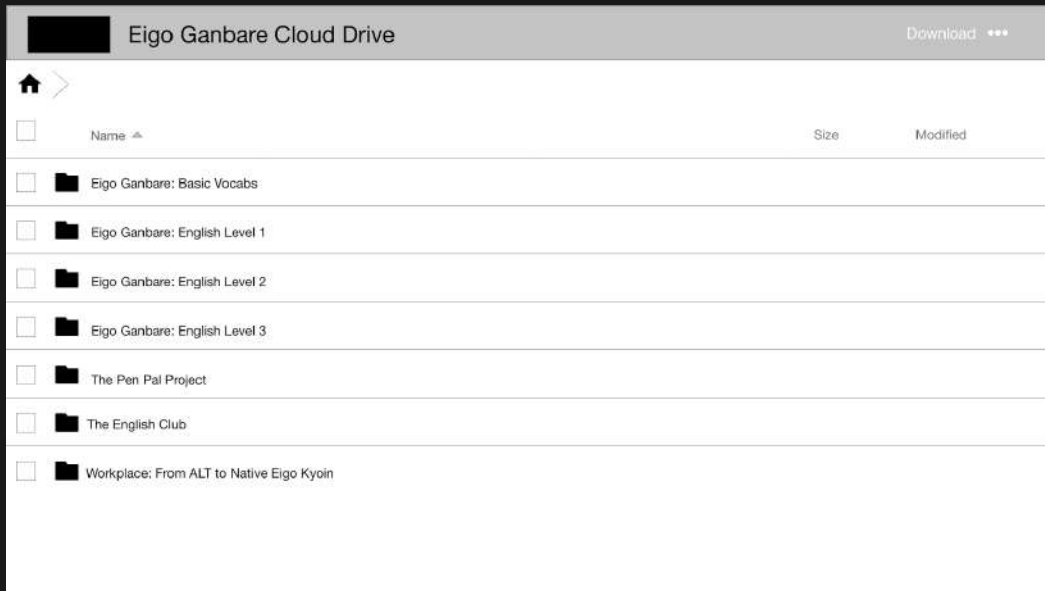
UI Ideation: sketches and wireframes

The process below begins with the initial idea wireframes, then moves to mockups, and finally to the high-fidelity prototype.



Wireframe

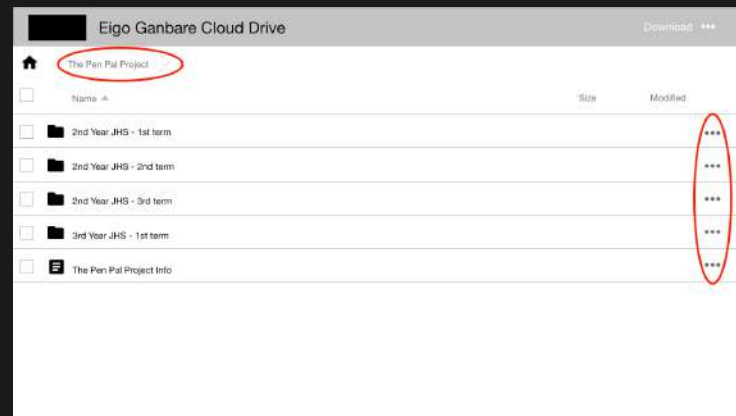
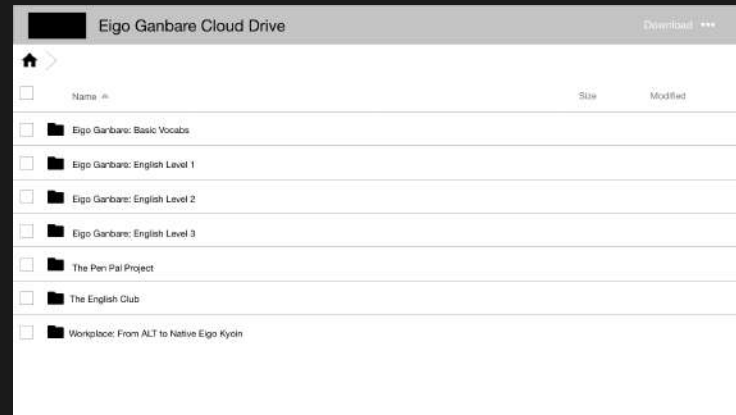
In this simple version, you can see how the designer approaches solving the JTE's needs. The heading logo is clearly displayed. There is a home icon and below are folders containing teaching documents. Check boxes are included next to the folder.





Revised wireframes after low-fidelity prototype usability testing:

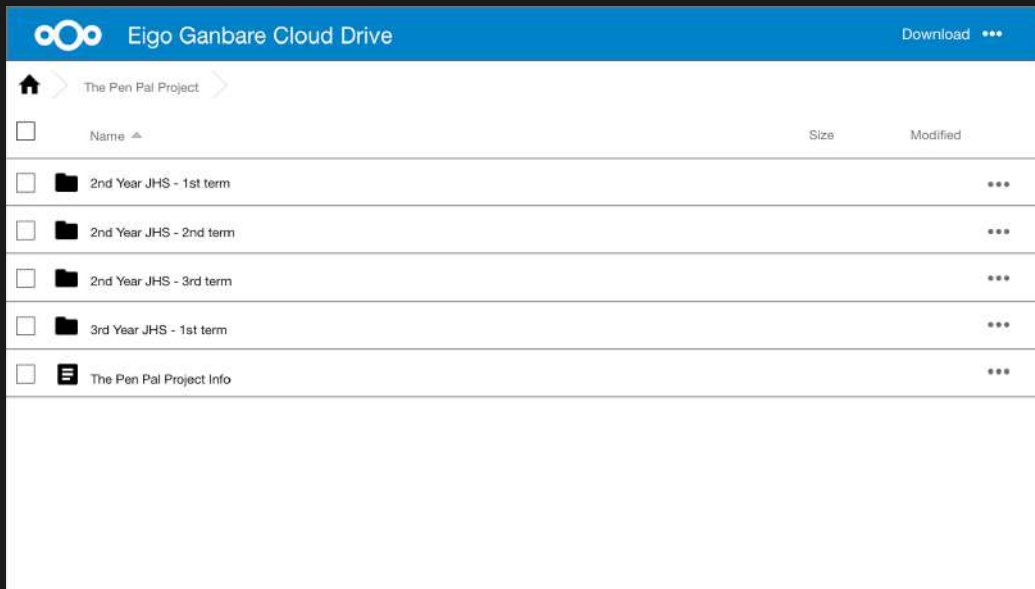
In the revised version, you see the progression of the design based on insights identified from usability test feedback. Design additions include “category names” to view the page site and “the three dots lines” to allow a download option.





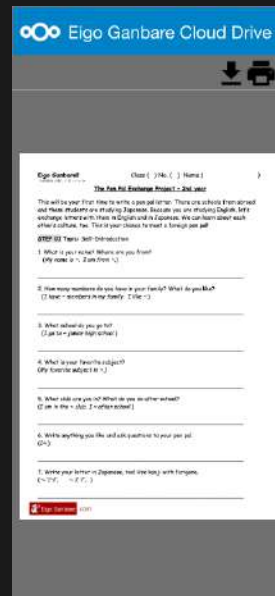
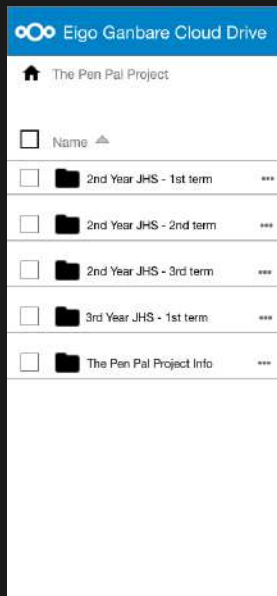
Mockup

Now colors have been applied to the design. Other site pages included visual documents and images. This mockup shows a visual that gives a better idea of the final design.





Mobile Mockups



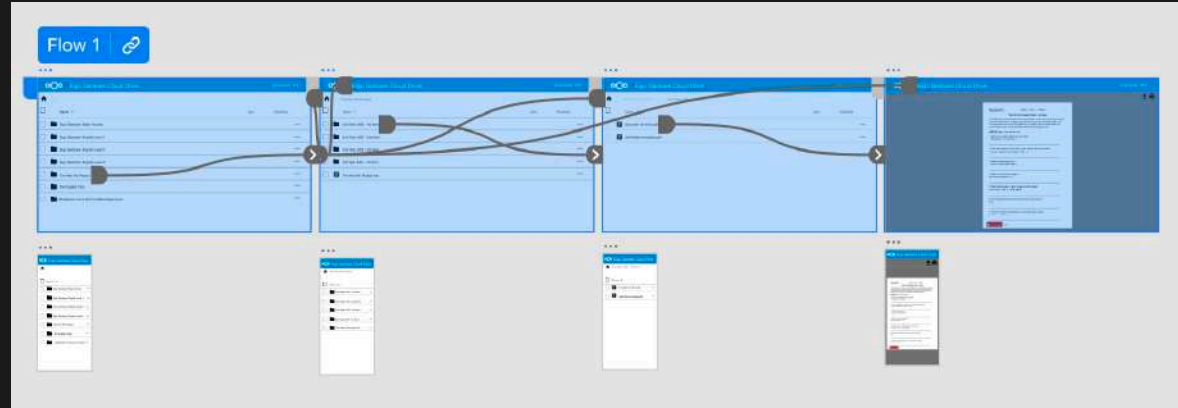


High-fidelity prototype

*Desktop
Version*



*Mobile
Version*

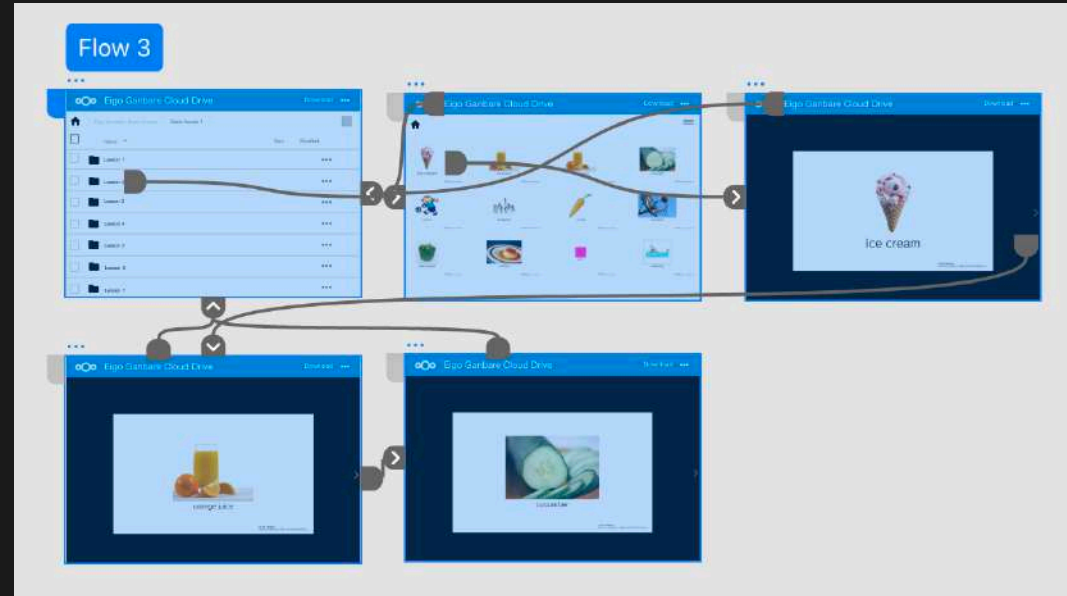


The fully developed design provides a complete image of the completed design. It addresses the JTE's needs.

Click [this link](#) to view the desktop version of the prototype.



High-fidelity prototype (Tablet)



Click [this link](#) to view the tablet version of the prototype.



BONUS - The マル & バツ Game



Bringing a traditional Japanese school game and innovating it into a LIVE modern game app. The students could virtually compete with each other over the web. Useful when schools are being held remotely during the COVID-19 pandemic.



Mockup (iPad)

The マル and バツ game!

71455

Game PIN number

Enter



Eigo Ganbare

The マル and バツ game!

Your name

Yamaguchi

Enter



Eigo Ganbare

Ranking:



Eigo Ganbare

1st place: Onishi

2nd place: Yamaguchi

2nd place: Tanaka

3rd place: Suzuki

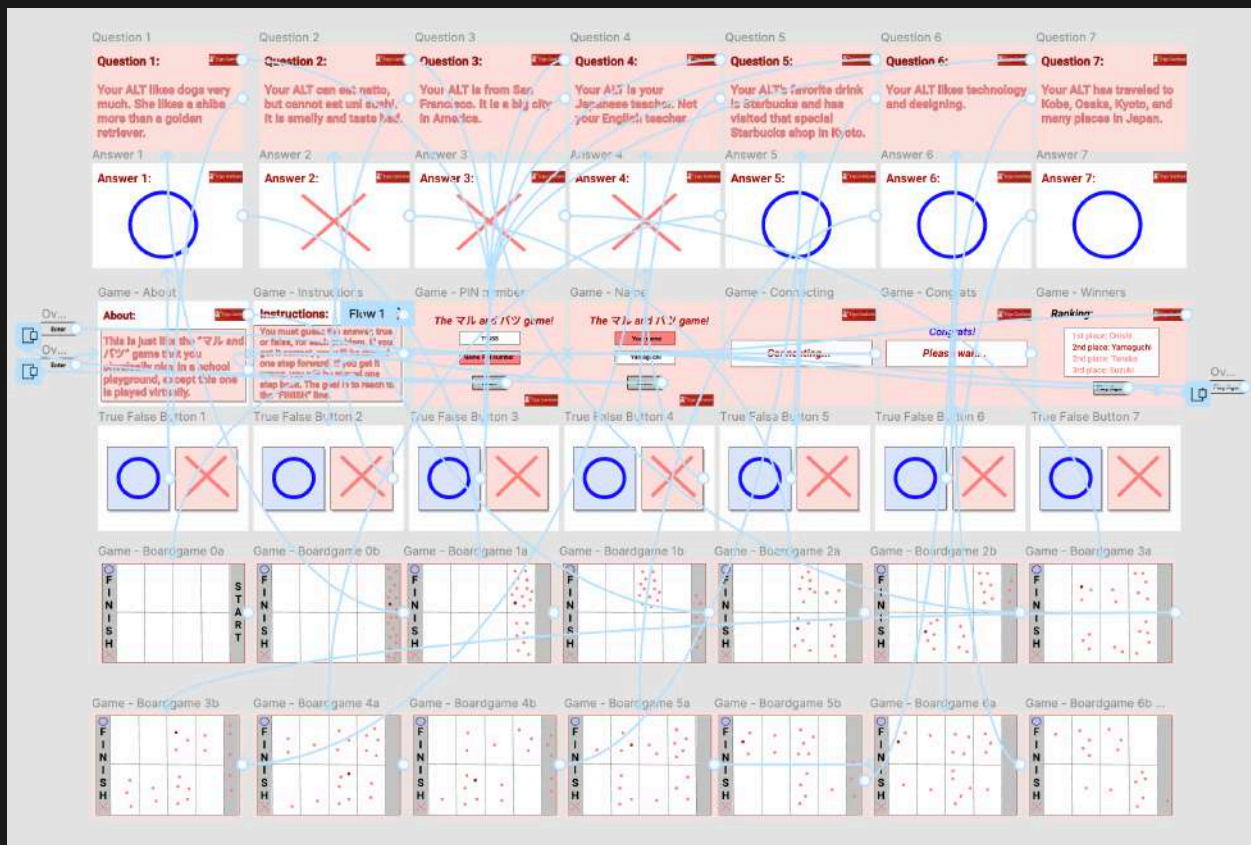
Play Again



High-fidelity Prototype (iPad)

The JTEs were able to easily relate to this game app. This is a fully developed design prototype and the final app version can be stored in the Eigo Ganbare cloud server.

Click [this link](#) to view the iPad version of the prototype.





Let's connect!



Thank you for reviewing my work. If you would like to get in touch with me, my contact information is provided below.

Email: AnnetteLee.2018@gmail.com

Website: <http://eigoganbare.com>

Thank you!