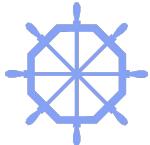
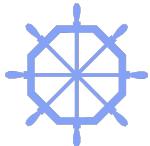


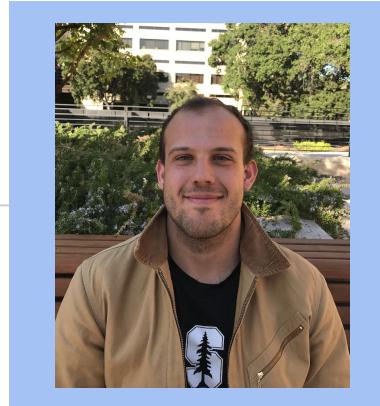
POVs & Experience Prototypes



Hello!

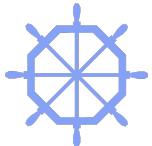
We are HELM

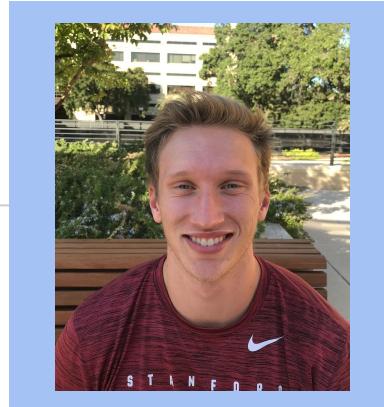




Hannes Boehning

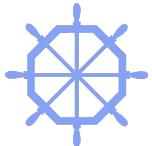
Interested in creating a more holistic and humanistic
education tech experience





Eli Wopat

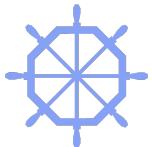
Both parents are math teachers, interested in
specialized education

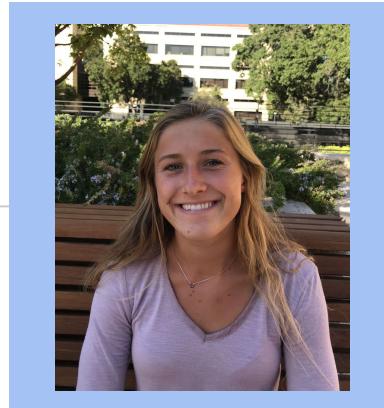




Lee Alpert

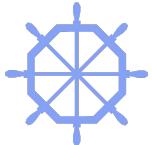
Interested in making education more accessible





Mia Paulsen

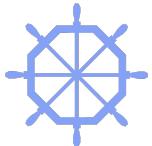
Interested in creating tech for learners
everywhere, regardless of age or status





Problem Domain

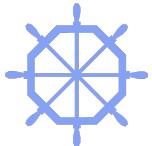
Bridging the divide between different aspects of education

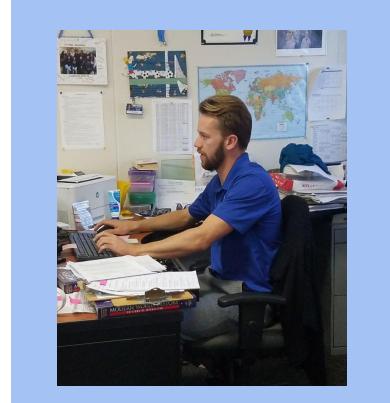


1

Initial POV

Let's start with the POV we had going into this round of testing





*There should be **less** technology in the classroom*

“

We met **Keegan**, a substitute teacher in the Sequoia Union School District

We were amazed to realize that he thinks **technology still isn't made for the classroom** and that there is a contrast between intention and effect

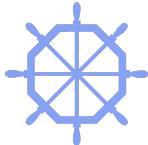
It would be game changing to build specialized technology based on classroom conditions



2

Additional Needfinding

This week we set out to hear from more people about their educational experiences





Mrs. Otsuka, an AP Lit teacher

- Creative lesson plans reinforce human connection and inspiration
- Her best lesson plans are unique and interactive



A



S



L

Cathy Haas, a deaf ASL professor

- Games can provide a personalized learning experience
- Technology has amazing potential



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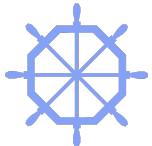
Brenda, a business student

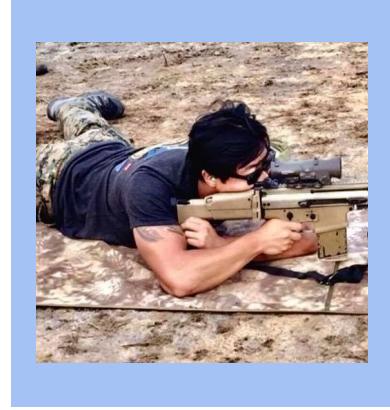
- Professors lack knowledge of technology
- Technology can be helpful if used correctly

3

Revised POVs

Next, we dove into our needfinding results
to develop 3 key POVs





*I typically listen to news in Arabic
to keep up with my language skills*

“

We met **Joel**, a former marine intelligence officer and current Stanford student

We were amazed to realize that he associates positively with the language despite learning it in extremely tiring and rigorous conditions

It would be game changing to redesign the language learning process to make it more positive and dynamic

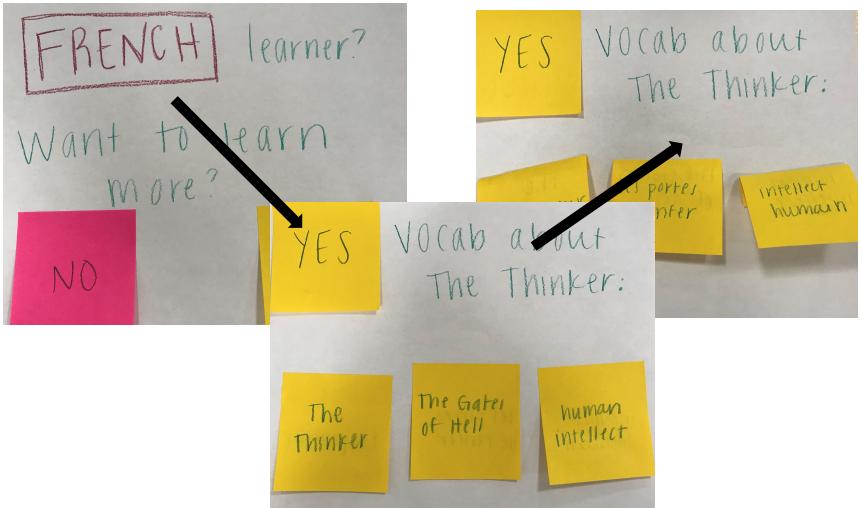


How might we...



Integrate the learning of languages
with other subjects?

Experience Prototype #1 - Language at the Museum





Experience Prototype Results



Culture is a motivator to learning



Should provide an option for those who are unfamiliar

Assumption about interest and language

Vocabulary isn't enough, context is important

Inviting to “learn more” = level agnostic, unintimidating

“How should I pronounce this?”



Our shared humanity is what inspires us. We remember connections and authenticity.

“

We met **Mrs. Otsuka**, an AP Lit and Psych teacher at M-A high school

We were amazed to realize she feels judged by other teachers for using less technology in her lessons (as though she is somehow less advanced).

It would be game changing to validate her style of teaching and reinforce creative lesson planning

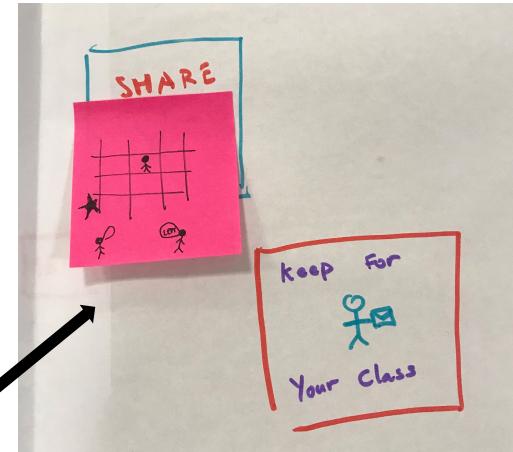
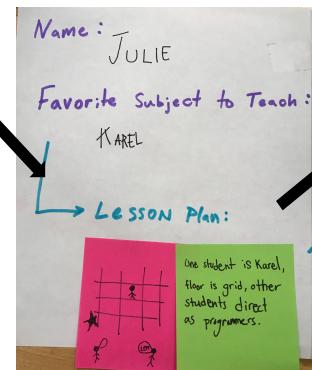
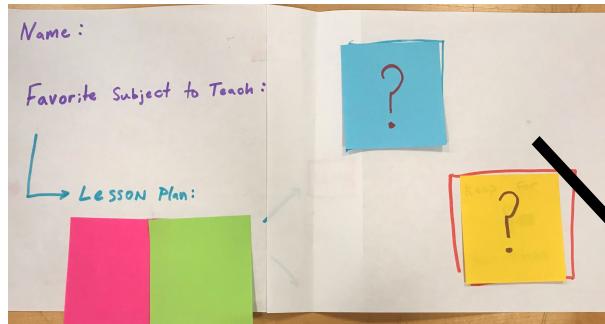


How might we...



Empower Mrs. Otsuka, and other teachers like her, to share creative lesson plans?

Experience Prototype #2 - Karel For All





Experience Prototype Results



Sense of pride evoked when describing original lesson



Initially hesitant to share cherished lesson plan

Ultimately, willing to share based on reciprocity

Could be annoying to take time to “upload” plan

*Subject did not want picture taken



*I believe children should have the ability to choose
their path in education*

“

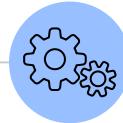
We met **Cathy**, an American Sign Language professor at Stanford

We were amazed to realize that she thinks **children** should be given more freedom in their ability **to choose how they learn**

It would be game changing to provide a guideline to **empower children and young adults to choose** how they want to learn

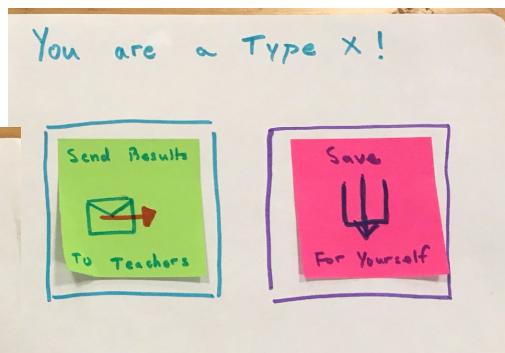
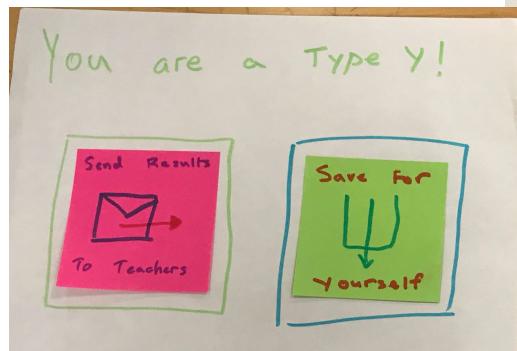


How might we...



Help students and teachers determine
which learning style they're most
receptive to?

Experience Prototype #3 - Bike Stand Challenge





Experience Prototype Results



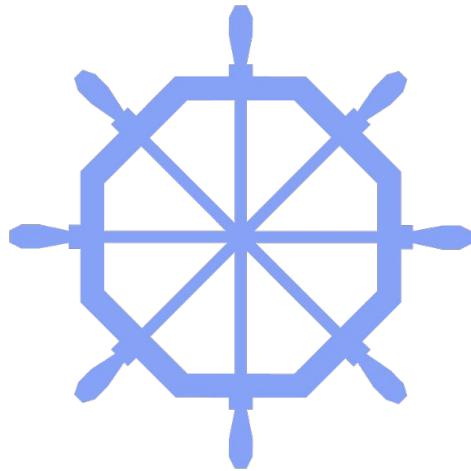
Intuitive to share problem solving results



Can be confusing to be labeled a “type”

“This might be useful for my teachers”

Concerns about actionable insights



Helm
design collective

