DESIGNER + CREATOR + THINKER

Cassie Galvez

Course Evauations

CLIENT: Eastern Washington University

PROJECT DATE: January to March 2018

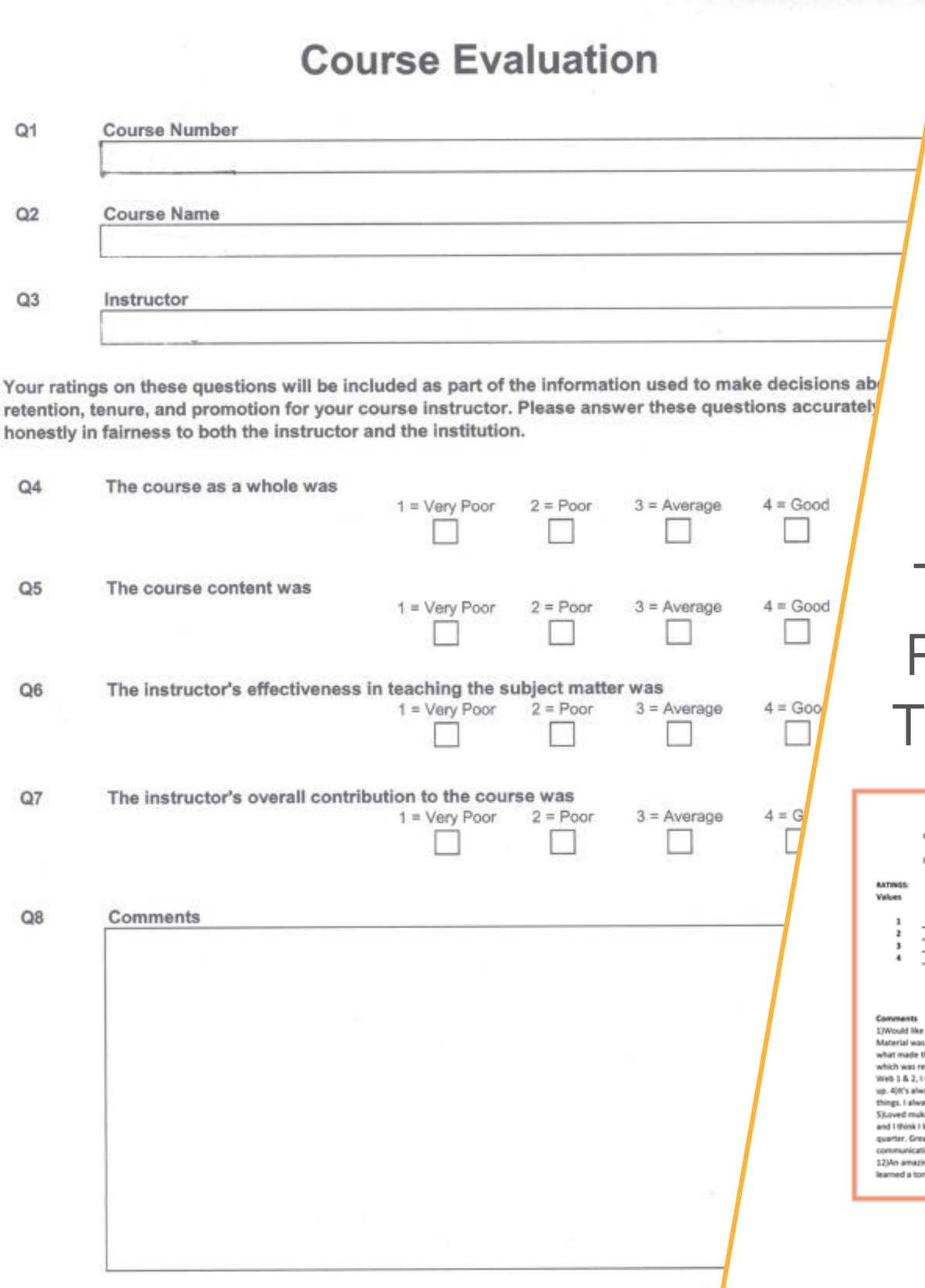
RESPONSIBILITIES: UX/UI Design

TOOLS: Sketch

UX METHODS: Rapid prototypes
Research

COLLABORATORS: P. Colin Manikoth (Instructor)

STATUS: Concept



Course Evaluation

Q1 Course Number

Q2 Course Name

Q3 Instructor

Your ratings on these questions will be included as part of the information used to make decisions ab
retention, tenure, and promotion for your course instructor. Please answer these questions accurately
honestly in fairness to both the instructor and the institution.

Q4 The course as a whole was

1 = Very Poor 2 = Poor 3 = Average 4 = Good

Q5 The course content was

1 = Very Poor 2 = Poor 3 = Average 4 = Good

Q6 The instructor's effectiveness in teaching the subject matter was

1 = Very Poor 2 = Poor 3 = Average 4 = Goo

Q7 The instructor's overall contribution to the course was

1 = Very Poor 2 = Poor 3 = Average 4 = G

Q8 Comments

The Problem: Bland, Boring, Blah

EWU's current Course Evaluation form is, for lack of a better word, boring. Most importantly, it's inconvenient. Let's rewind: at the end of each quarter, every professor hands out one Course Evaluation form to each student. The students fill out the forms anonymously, collect their forms, and then turn in to the department. The department secretary then compiles all of the information. The method of this is very analog and old-school, and, did I mention, boring?

The Other Problem: Faculty Calculate Their Own Scores

SUMMARY OF INSTRUCTION EVALUATION

Course: DESN 468-01 Date: Spring 2016

Instructor: MANROTH # of responses: 188 / 13C

RATINGS: Values	VERY POOR 1	POOR 2	AVERAGE 3	GOOD 4	EXCELLENT 5	NO ANS	SCORE/PER LINE ITEM	
1				6	12		4.667	18
2			1	4	13		4.667	18
3				5	13		4.722	18
4				4	14		4.778	18

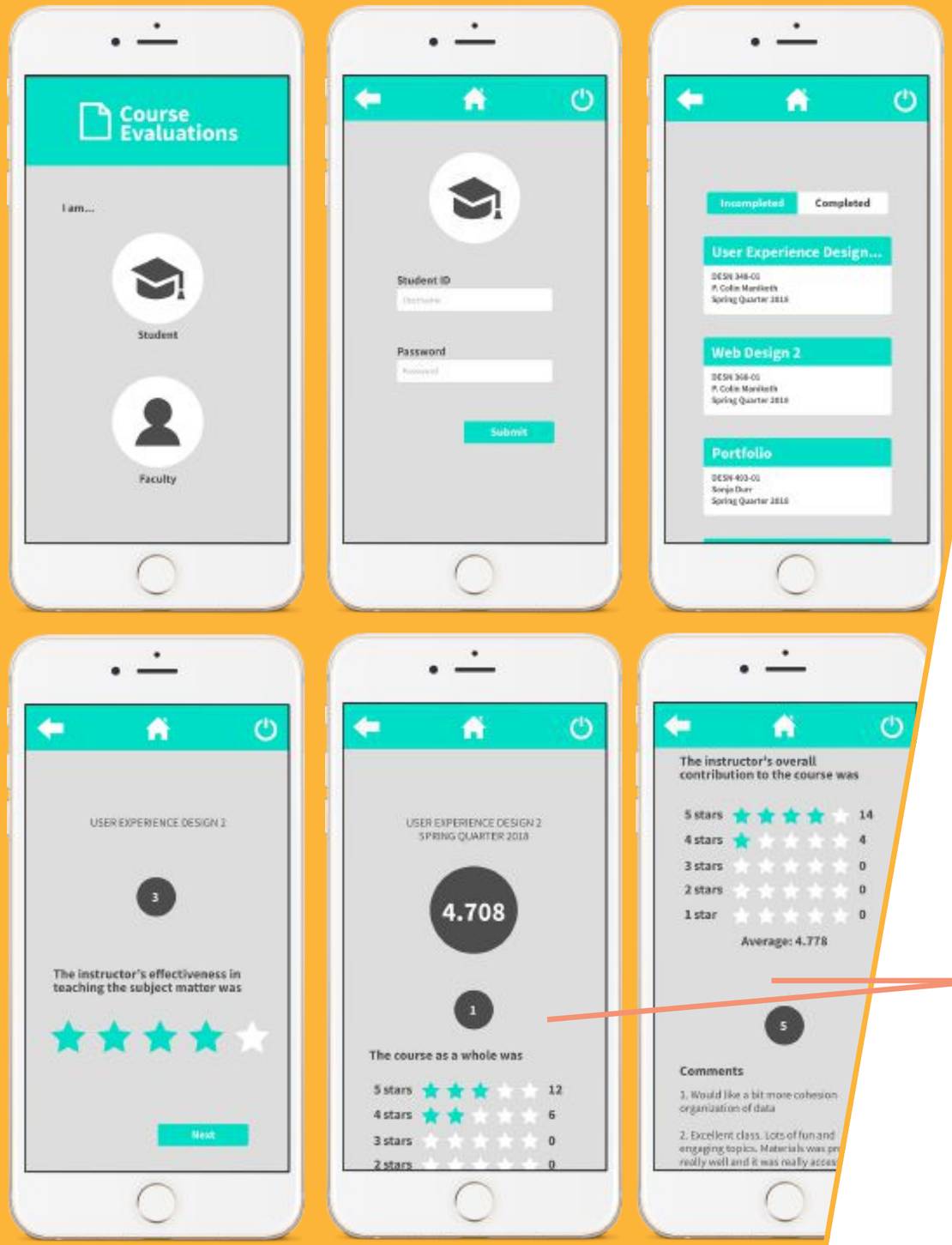
Total of Line Item Averages 18.833

TOTAL SCORE 4.708

Comments

1)Would like a bit more cohesion organization of data. 2)Excellent class. Lots of fun and engaging topics. Material was presented really well and it was really accessible. Colin's ability to present this material was what made this class worthwhile. He made it engaging and gave us assignments that had real world purpose which was really nice to experience. 3)Fantastic course, I'm looking at the IOT in a new way. Coming from Web 1 & 2, I really thought the course was going to be based on purely web code and design. Nice change up. 4)It's always tons of fun to have colin as a teacher. He's funny, and you can tell he's excited to teach you things. I always wish there was a bit more structure. But that doesn't take away from what I've learned. 5)Loved mukey mukey project. More problem solving discourge as a class. 6)It was better than expected and I think I learned a lot from this class in regards to web design. 7)Too many projects crammed into one quarter. Great content, learned a lot. 8)Still dope! 9)More knowledge of what's due and when. More communication! 10)Love the class, learned a lot, and always sad when the class is over. 11)Good stuff. 12)An amazing end to my four years of college. Thank you! 13)Colin is a great teacher for this material. I learned a ton, especially in javascript.

Each quarter, every faculty member receives their scores compiled into one document like the one on the left. The downside: in order to know their cumalative score, they must calculate it themselves. Pretty inefficient, right?



The Solution: User-Friendly App

The majority of people, especially students, nowadays have a smart phone. Paper is SO last year, and with how many steps the previous method of course evaluations had, a mobile app was the perfect solution. The app allows students to login to auto-fill their course numbers, course name, and professor name. The submissions are still anonymous, and students can keep track of which classes they have or haven't out a form yet. The app also allows every student to fill out an evaluation, whereas beforehand, students had to physically be in class to fill one out.

SUMMARY OF INSTRUCTION EVALUATION

Course: DESN 468-01 Date: Spring 2016

Instructor: MANIKOTH # of responses: 18R / 13C

RATINGS: Values	VERY POOR 1	POOR 2	AVERAGE 3	GOOD 4	EXCELLENT 5	NO ANS	SCORE/PER LINE ITEM	
1				6	12		4.667	18
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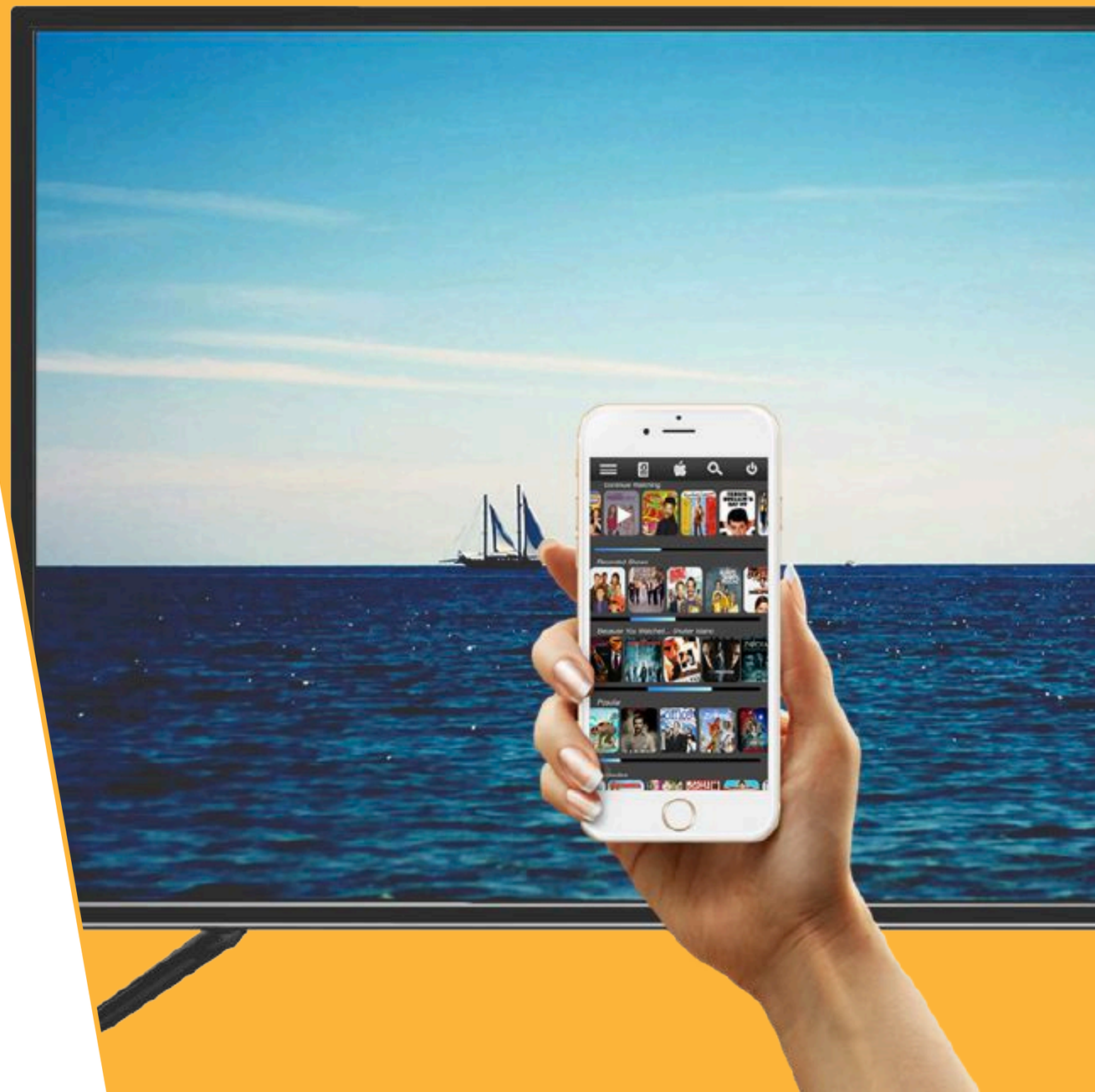
A new feature of the app is the faculty login, where faculty members can view the scores for each class they've taught, as well as view their overall cumalative score. This allows faculty to know what to improve on in their teaching.

DVR
Remote App



CLIENT: Eastern Washington University

PROJECT DATE: September to November 2017

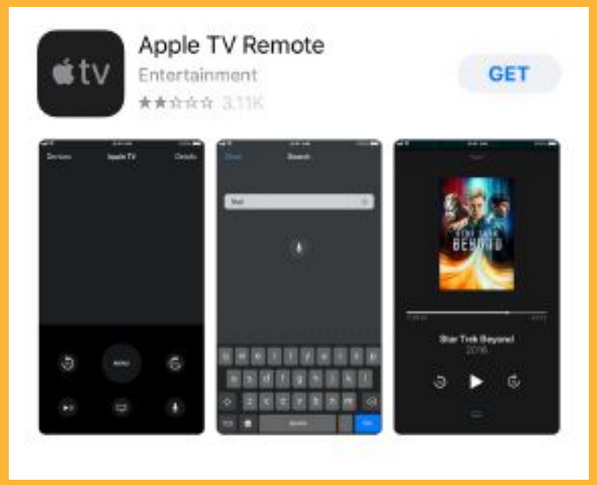
RESPONSIBILITIES: UX/UI Design

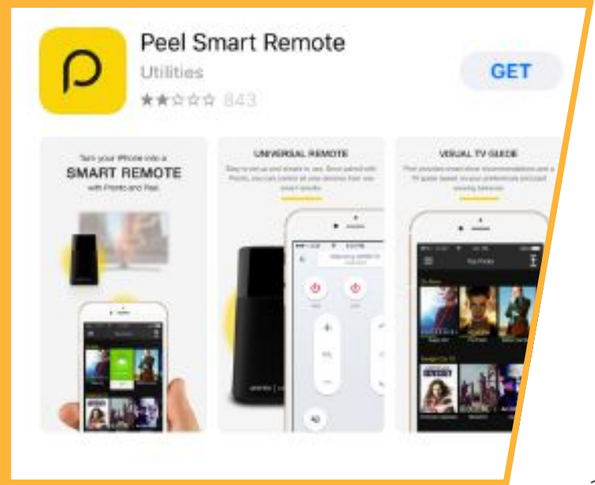
TOOLS: Sketch

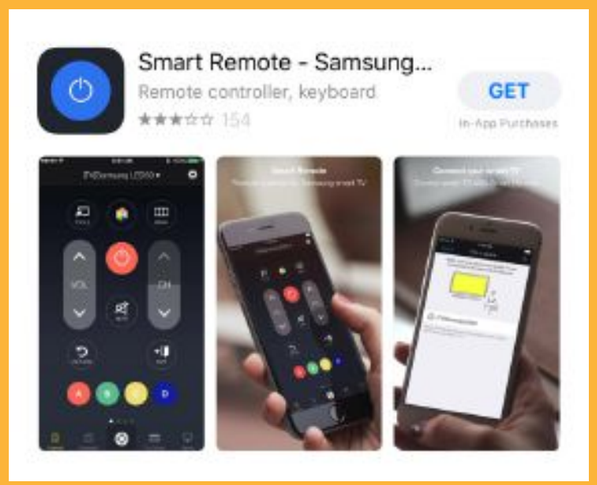
UX METHODS: Rapid prototypes
Research

COLLABORATORS: P. Colin Manikoth (Instructor)

STATUS: Concept







The Problem: Too Many To Choose From

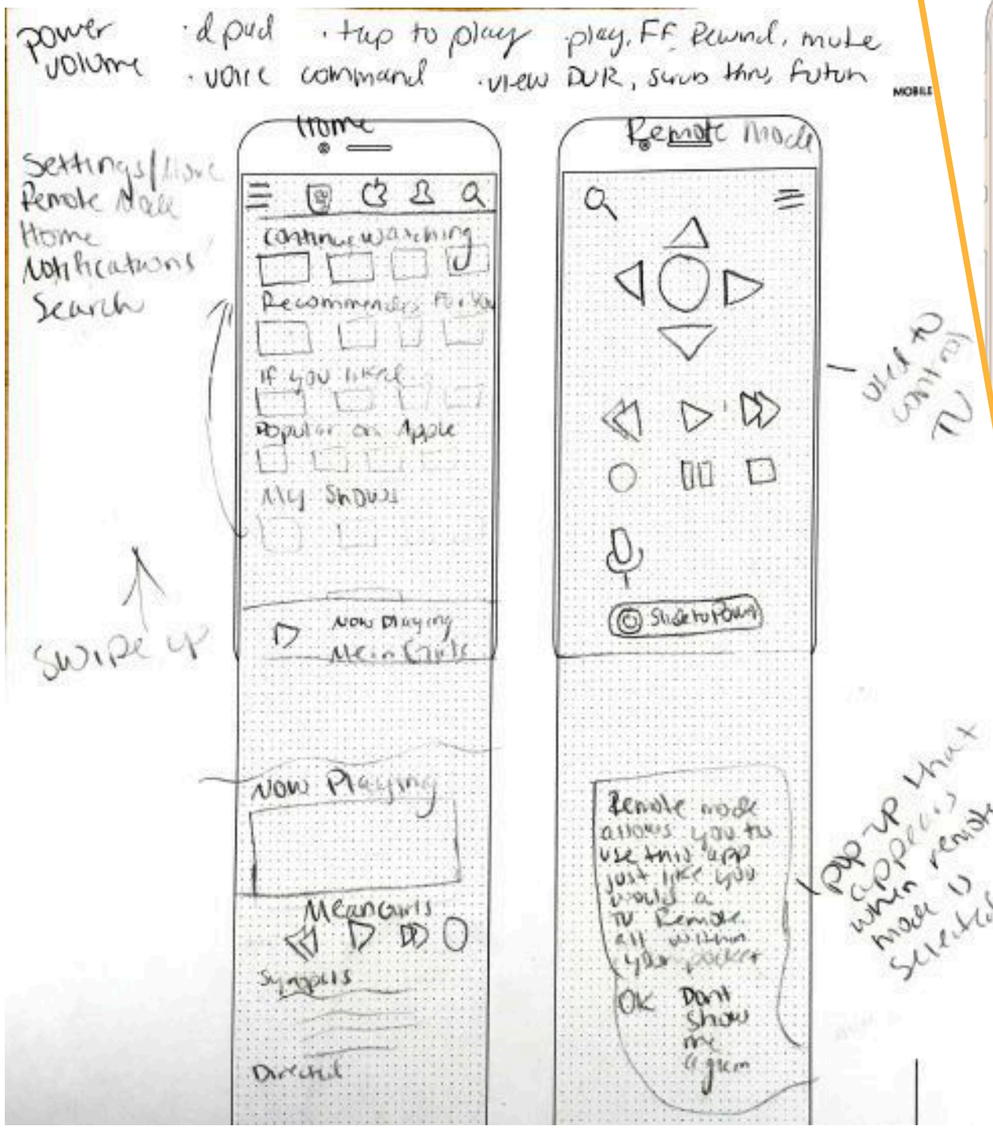
Whatever phone you have, whatever age you are, it's no doubt that being able to control your TV with the device you probably already have in your hand would make life so much easier. The downside: there's too many to choose from, most of which only do one thing: act as a remote.

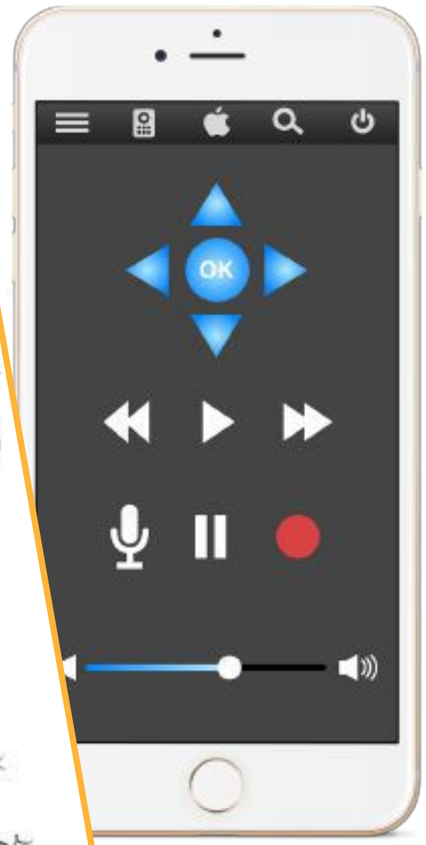
The Solution: DVR All-In-One Remote App

Features:

Voice Command

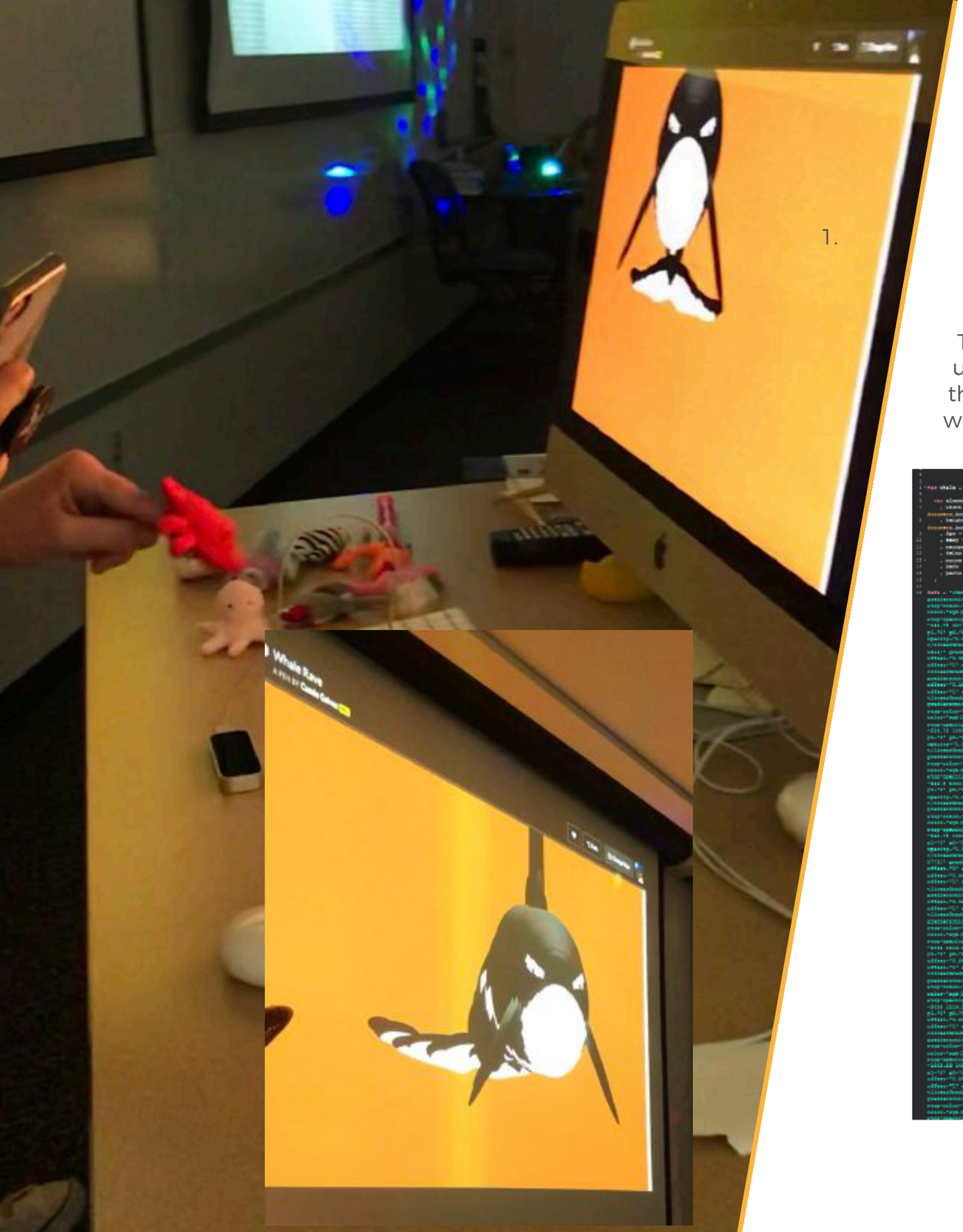
DVR





UX Rave

CLIENT:	Tom Cruise
PROJECT DATE:	May to June 2018
RESPONSIBILITIES:	HTML, CSS, Javascript
TOOLS:	CodePen.io Leap Motion
UX METHODS:	Physical interaction
COLLABORATORS:	P. Colin Manikoth (Instructor)
STATUS:	Concept

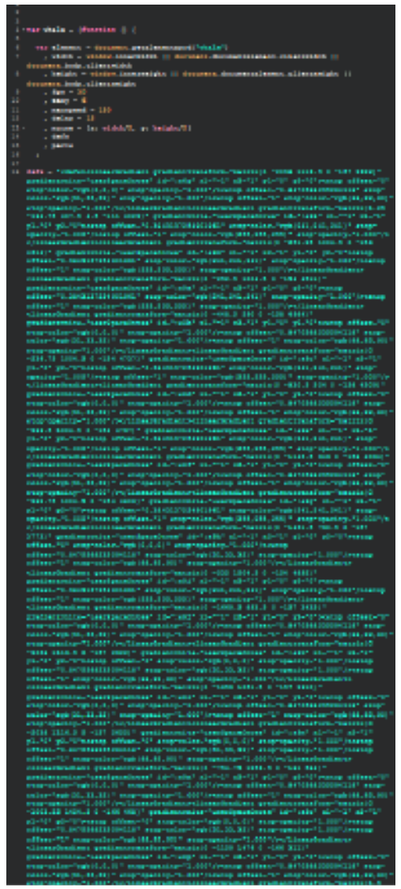


1.

When Digital Meets Physical

The digital component is, of course, the whale, who works by using SVG and Javascript that allow him to follow the cursor around the screen. I also added a neon flashing background to match with the rave atmosphere.

The physical component was done with the help of Leap Motion, which allowed users to use their hands instead of the cursor. The interaction also included sea-themed finger puppets, such as a shrimp or starfish, which acted as “food” for the whale.



The digital and the physical interacted by the user waving their hand over the Leap Motion which caused the whale to follow the movements of the hand. Since the interaction without Leap Motion featured the whale following the cursor, the mental model was that the user’s hand would take the place of the cursor, and it did. The predictability was that the user would wave their hand to the right as expected, and the whale would move to the right, so on and so forth. The whale also moved as the same speed of the user’s hand motions, so he could potentially dance to the rhythm of the EDM music playing in the background. The context of the project was a whale at a rave, where he can dance to his heart’s content, accompanied by flashing colors on the screen, dance music, and flashing lights.

Kendemoji App

CLIENT: Eastern Washington University

PROJECT DATE: September 2017 to June 2018

RESPONSIBILITIES: UX/UI Design

TOOLS: Sketch
Adobe Illustrator

UX METHODS: User testing

COLLABORATORS: P. Colin Manikoth (Instructor)

STATUS: Concept

The Concept: Kendama

The kendama (ball and cup) game is one of the most traditional yet simple games invented. It's also a well-known fact that kids love emojis. The rules of the game is the same as the kendama--try to get the ball into the cup. The difference between the two is that Kendemoji includes a timer, making it even more challenging. Users can challenge themselves or their friends.

Observations

While observing the students playing Kendemoji, I overheard them call it the "Spongebob game" and "awesome!" Some students mentioned how they liked the game, and others pointed out the possibility of the string breaking. They enjoyed the competitiveness the timer added, and, when asked, they said if they could make any game of their own, it'd be a ball and cup game.

"Spongebob!"

"I like this!"

Kendemoji: The App

Kendemoji game originally includes the kendama toy and a timer. The goal is to earn as many “points” as possible under a time constraint set on the timer included. On the app, kids can enter their name as a way to keep track of points and who wins. The app also replaces the timer that the game comes with, because kitchen timers are so 2017. The digital app makes the Kendemoji game more interactive, competitive, and personal.