

Problem Statement - InPress

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InPress is a web--based application which allows students in universities and colleges to respond to real--time questions posted by their instructor. This application solves many problems that currently exist in competing products. Four of these problems, along with their importance will be discussed in more detail.

Firstly, our biggest competitors require students and instructors purchase an external device to have an interactive, engaging lecture. This causes additional complexity and cost to the end users. Secondly, the end users have to remember to bring these external devices to class, without it students may have problems participating in class activities. This may lead them to lose out on understanding materials taught in class. Furthermore, failing to interact with the class may cause students to not use their time wisely. Next, students may find themselves in a situation where they might be afraid to ask questions. This might cause misunderstanding of concepts learnt in class, and that might cause later disruptions in future lessons. Communication is a skill that is learned through practice, and asking questions is one way of improving this skill. Without asking questions, student may lose out on an opportunity to improve this skill. Lastly, instructor office hours are not being efficiently utilized. There are instructors and TAs that go through semesters without students attending their office hours. This problem could sometimes be easily explained by students having class conflicts during these hours.

The problems listed above mainly occur in university/college where professors want an active participation from its students. Thus the main users of this product are university/college instructors and students. The stakeholders would additionally include the university or college, and parents. The more the student participates, the less memorization they do, and the more they engage in higher levels of thinking. This includes interpretation, analysis, and synthesis (Smith, 1977). Group participation allows for a better user experience, and enables students to understand concepts in more conceptual way. Even though this product is going to be depicted as commercial software, it will be initially free to all users. This product will run on any popular browser (Mozilla Firefox, Google Chrome, Apple Safari) on any laptop or a mobile device.

In conclusion, as a real-time interactive tool, InPress will solve many problems that university/college students and instructors are currently facing across the world.

Smith, D. G. (1977). College classroom interactions and critical thinking. *Journal of Educational Psychology*, 69, 180-190. (ES)