96 BULLS

2020

ALTIS ACADEMIA

The future classroom

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PRODUCT INFORMATION

THE NECCESSITY

Encouraging active-participation and focused learning practices in classrooms have proven to be difficult. Traditional methods of teaching practices fail to motivate students to interact and acknowledge their presence in classrooms. With several factors contributing to this situation, Atlis Academia aims to address the issues head on by adding a layer of anonymity amongst students and having them participate digitally as opposed to in-person.

THE IMPORTANCE OF ALTISACADEMIA

Online learning platforms are rapidly trending and have become extremely necessary for a variety of reasons and is utilised by users from numerous backgrounds. Altis Academia is focused on aiding student engagement and building motivation to display involvement in online class sessions by implementing gamification methods.

Gamified solutions for classroom engagement was inspired by relevant studies performed by university researchers. The design development process addressed the importance of classroom engagement and the barriers associated with it.

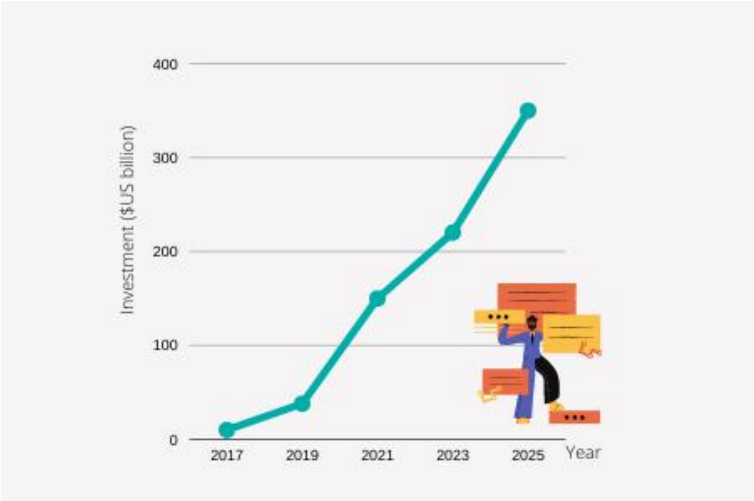
As a team, we strongly believe that our gamified solution can overcome the barriers preventing classroom participation hence promoting rate of engagement in a variety of classroom activities to maximise the effectiveness of classroom sessions.

The product is not only commercially profitable but also viable for long run investment as the shift towards online classroom environment is likely to become a new norm in the near future.

AN INVESTMENT FOR THE FUTURE

WHY SHOULD YOU CONSIDER INVESTING?

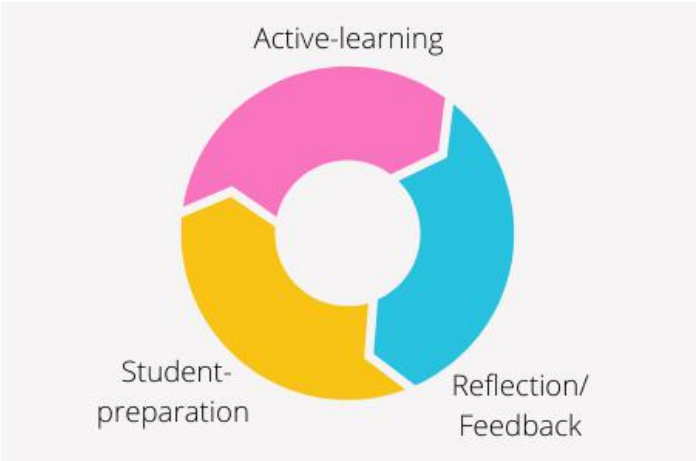
Be part of a global online education solution by investing now. Global edtech investments have been skyrocketing since 2019, reaching US$ 18.66 billion, and is projected to reach $350 billion by the end of 2025.



The pandemic has led to school closures and have affected close to 1.2 billion children in more than 186 countries. Forcing schools to migrate to digital learning platforms of various types. 64% of australian schools are integrating more online resources into teaching and learning.

Research shows that, on average students retain 25-60% more material when learning online when compared to classroom. Further, it requires 40-60% less time to learn because student engagement is self managed, flexible and interactive in a "modern" attractive way.

We at Atlis Academia, have meticulously considered the above research during the implementation of our product. Developing an active-learning, student-preparation aiding and reflection/feedback facilitating environment for students and teachers, via pre-class, in-class and post-class gamified activities, which are solutions in our application to tackle obstacles faced in online learning platforms.



Invest in us, because based on our product test results, students ***"feel confident that they would interact and learn better with Game Class."*** We provide a unique classroom experience, ensuring all online learning activities are just as engaged as in-class learning. Invest to be part of an invaluable supplementary mechanism to the education world.

THE COMPETITION

WHY NOT OTHERS?

With the spike of usage in online learning platforms, several new applications are being launched, each meeting specific requirements. There are similar products in the market that directly aim at promoting learning activities through gamifications mechanisms for online learning using a three step mechanism that of pre-class, in-class, post-class just as in our system.

ONE STOP SHOP

The existing products however, only integrate the gamification features mostly in their awards system. As traditional face to face learning has been restricted due to health and safety reasons, classes have moved to an online system. Despite this, most systems are still struggling. Educational bodies have been able to integrate interactive technological solutions in their classroom activities in the form of response clickers or iPads, but there is almost nothing in the current market that does what our product does, which is a gamified learning system throughout the entire learning process. One of the closest competitors to our team's product would be that of Kahoot, a gamified learning system, however despite its similarities, it offers primarily learning enhancement mechanisms through gamified quizzes and nothing more. Hence the team believes we have an upper edge in the market as our product offers a more rounded solution for a wider range of learning activities.

THE TEAM

SKILL DIVERSITY

We have a diversified team that specializes in design and web development. The team collaborated actively to achieve this outcome through the semester, the design team first came out with a preliminary design idea which was then iterated before it was presented to the development team.

A professional group of individuals collaborating together to produce a well throughout product would be a more than enough reason to trust in the creation by the team and subsequently, the product itself.

LASER FOCUS ON THE USER EXPERIENCE

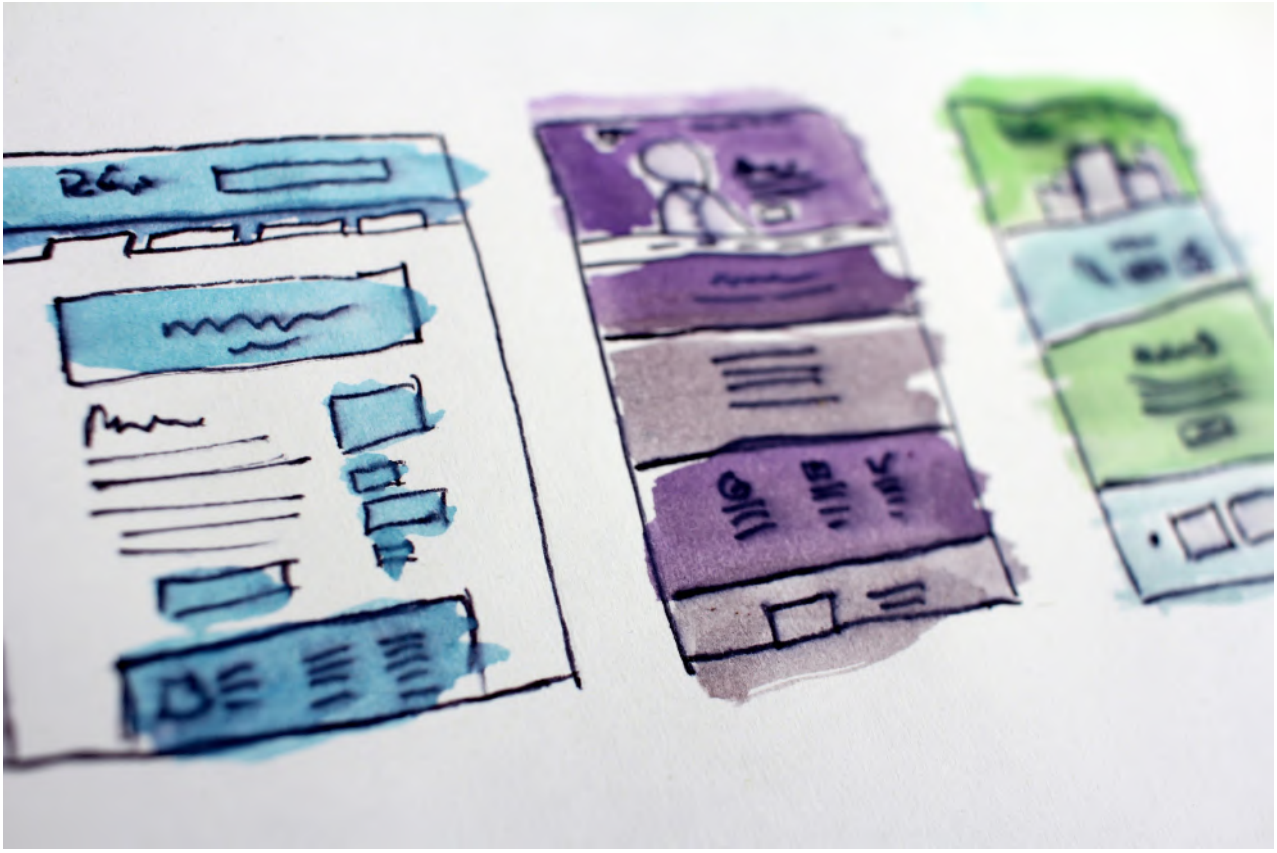
The design aspects for the product revolves primarily around achieving a higher UX goals and a higher learnability system, as such that a considerable amount of thought was given in the design of the system. Considerable user testing was performed with all of our stakeholders to ensure that our product is not just accepted, it is happily used by our end users in their student and instructor life.

DESIGN AND DECISION MAKING

THOUGHT PROCESS

In addition with our product, we would like to share our thinking and design process. We hope it demonstrates an insight into our careful planning and critical thinking done at each step of the design process.

We hope it showcases that a substantial effort was done in trying to produce a simple yet useful system that best aligns with the project proposal as well as to the needs of our end users.



DESIGN AND DECISION MAKING

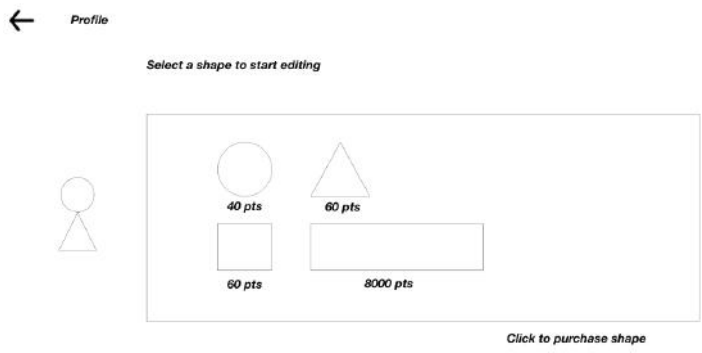
CREATIVE DESIGN VS DISTRACTION

The goal of this project was making online learning more accessible and fun through an online gamified system. However we reminded ourselves the primarily purpose of our system is to be that of a supplementary mechanism instead of a total replacement to the existing workable solutions. Our solution should be used in conjunction with existing solutions and not distract away from a student's learning.

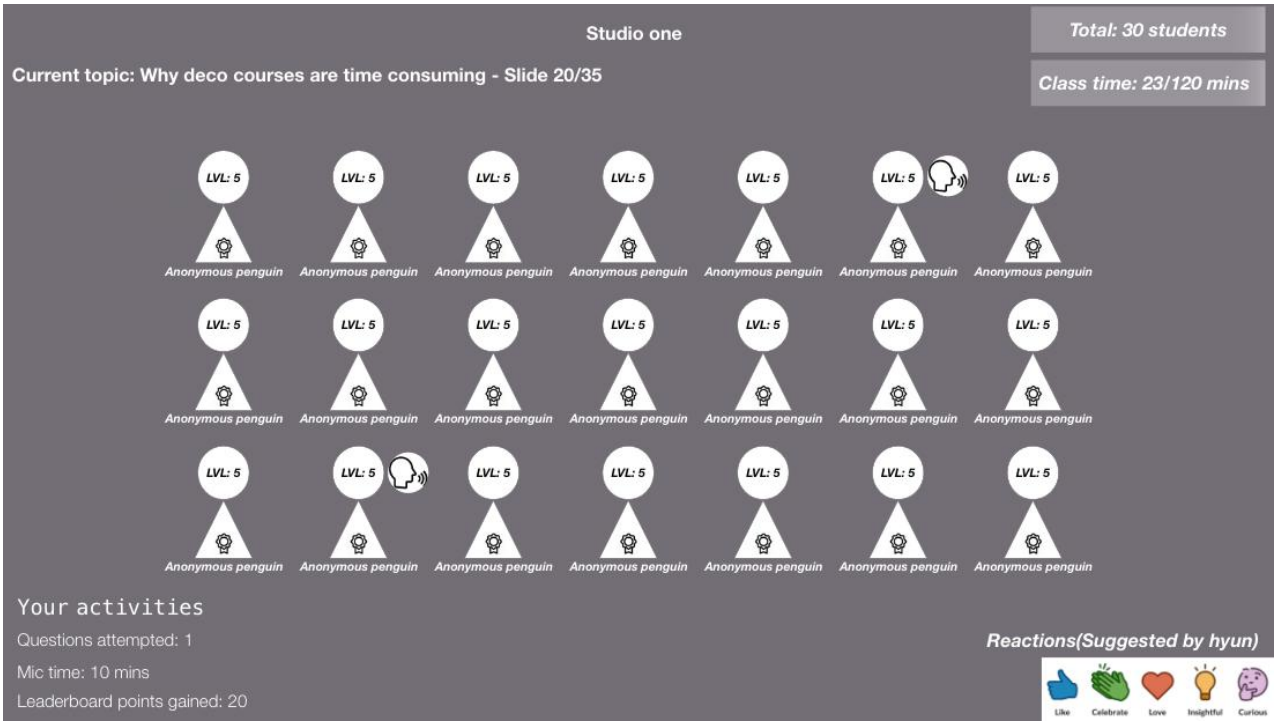
THE SOLUTION - SIMPLE

When balancing these ideas, our team was able to come up with a unique and well received solution of demonstrating creativity in simplicity. therefore the design elements of avatars and the representation of the classroom

participants has been greatly simplified but still distinguishable enough to make a differences of the state of the participants, i.e. the speaker icon next to the participants, the awards metals on the individuals, etc.



DESIGN AND DECISION MAKING



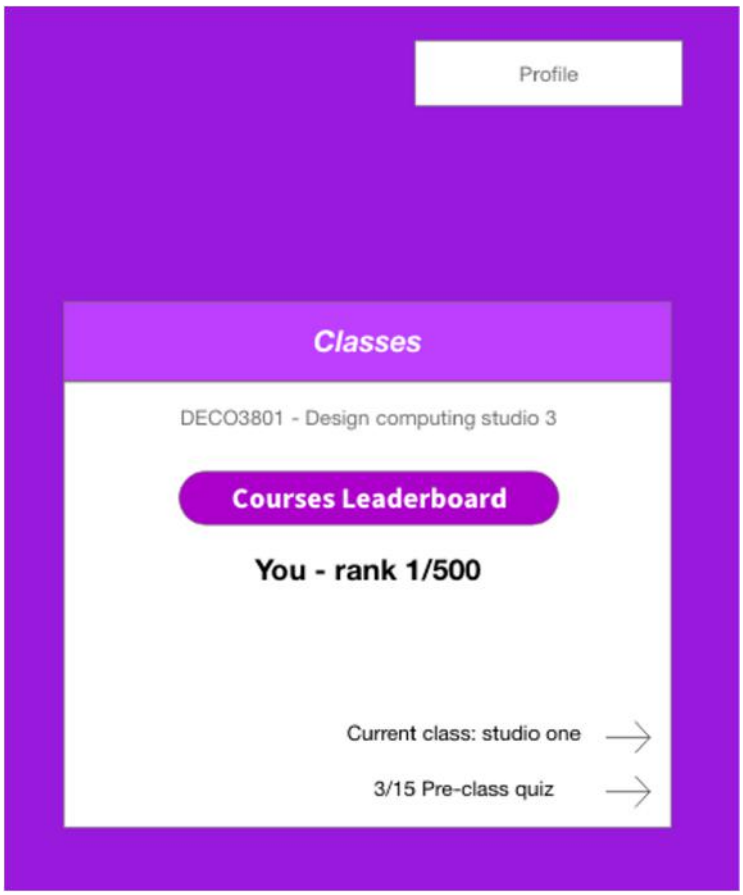
COMPLEX PROBLEMS - SIMPLE SOLUTIONS

This thought process of simplicity was kept at the forefront of our feature development. This however, did not keep us from providing innovative solutions to common and even complex problems. An issue was raised by a student who wanted to share his emotions in classroom similar to how one can in a stadium setting. Shouting, whistling and various acts to display emotions are hard to share in a classroom settings. Keeping in mind our approach of simplicity, a reaction bar was added. This allows any student at any time to share their emotions. This not only helps the students in their display of their thoughts but also allows the instructor to quantitatively measure the reaction of their work.

DESIGN AND DECISION MAKING

COLOUR CHOICE

The team knows that the our product will be trialed first amongst the UQ communities, as such the design athletics and the color choices has been deliberate picked to closely align the athletics of UQ's current system/blackboard, the important areas that requires user attentions has been highlighted in bold and the interactive part of the system is also made more prominent than other parts in the screen.



SCIENTIFIC APPROACH

The amount of interactive elements of the initial entry page makes a stark contrast to the existing blackboard solution. Our application is greatly simplified. In addition to simplification our design team incorporated a scientific approach. This ensured widely known and well established UI/UX principles were adhered to in the making of our app. Examples include using Fitts law to make the interactive element bigger than its typical counterparts to facilitate the usage and the idea of making a noticeably differentiated coloured foreground/background using the Gestalt's principle to help focus users attention to the primary interactive area.