Team Members

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Title: WorldGames

Tag: Game the change and change the game

Description:

* Straightforward:
  + Create a website that will gamify classroom and student involvement while providing a chance for global change.
  + Focus on interface and usability.
* Detailed:
  + Students learn at different paces, and with different levels of investment. High School teachers, who are expected to focus on analysis, don’t often have a chance to teach and reinforce the basics principles of their subjects (Example: grammar and comprehension in English). This website is designed to provide practice in basic concepts in a way to engage the students, incentivize them to play, and provide a global benefit and direct feedback on their global impact.

User:

* Teacher
  + High school teachers with a mix of standard, ESE, and ESOL students looking to increase student agency, reinforce basic concepts and provide opportunities for global awareness.

Motivation:

Student agency and engagement are becoming a growing concern among teachers. With mobile gaming, and gaming, in general, becoming more accessible, students are now carrying around their distractions in their pockets. Additionally, with virtual learning becoming a norm in the wake of the pandemic, students are living in their own isolated social bubbles. High school teachers specifically face students with varying degrees of independence and interest. Helping to provide incentives to students in the form of games, while also helping them see direct results from their engagement and access to reinforce educational principles would be a powerful benefit.

Task Breakdown (3 Weeks)

1. Week 1
   1. Brainstorming
      1. Focus
      2. Proto-persona
   2. Interviewing
      1. Teachers
   3. Competitor analysis
      1. Freerice.com
      2. Classcraft.com
   4. Analysis and ideation
      1. Problem idetification
      2. Interface and usability features
      3. User Persona
   5. Prototyping
      1. Sketches
      2. Wireframes
      3. Lo-Fi Protoype
2. Week 2
   1. Brand Style
      1. Color Palette
      2. Icons
   2. Lo-fi to Mid-fi prototype
      1. Microinteractions
   3. User testing
      1. 2 rounds with iterations
   4. FE Development
   5. Hi-Fi Development
3. Week 3
   1. Presentation prep
   2. Present

Links:

* Trello: <https://trello.com/invite/b/LF5TsWZG/24dfaed3d305dcfc5ec9e91d664f9d0d/ux-ui-final-project>
* Gantt: Workin on it.