Slide 1

* Ovaltine Adventure Hour
* Wayfinders

Slide 2

* In this episode, We follow intrepid adventurer Harley G and his stalwart companion Frankie as they face “The Temple of Apathy…”

Slide 3

* Wayfinders is a educational tool
* Created to help teachers engage students in self directed practice
* Comprehensive and affordable

Slide 4

* Wanted to understand the problem
* Had to deal with assumptions vs. fact

Slide 5

* Address assumptions
* How our site solves the problem.

Slide 6

* User persona based on the assumptions
* Explain the proto-persona

Slide 7

* 6 interviews, high school teachers across Math and English subjects.
* Current tools either limit access behind a pay way or are so expensive the district needs to buy.
* Students engage in games and competition.
* Develop a game method that can be kept free, or at least maneagable.

Slide 8

* The Affinity map confirms the biggest issues
* Educational (which the district pays for) or engaging (which the district doesn’t)
* Need to adapt
* Usefulness is based on the ability to also create custom assessments (crossover/alternative assessment) which also means data tracking.

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1. While purely educational sites were looked at, it was the gaming aspect with decided to focus on.

* The free sites were engaging, but did not offer adjust to the student, and did not offer additional tools.
  + Freerice, Kongregate, Armorgames
* Paid sites over countless tools, but required teachers to know specific systems.
  + Classcraft
* Most useful of the tools were Blooket.
  + Still had a paywall to save or duplicate content, but had an easy interface and could assign “game modes” to trivia based questions.

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* The updated User Persona
  + The inability to afford certain tools without the district’s help
  + The desire to be a part of the growing “Gamification” of education movement.
  + Wants to engage students at their level, this includes their interests and their achievement level.
  + Wants to provide alternative ways of testing students rather than rote testing.

Slide 11:

this led us into our Ideation and wireframing process

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Slide 12:

With an idea of our user and their needs, we drew up a storyboard with Ms. Quinn to help portray her journey from problem to her solution. \*\*\*READS STORYBOARD\*\*\*

1. Here we have Ms quinn, who is struggling to keep her students engaged
2. She looks for options online and finds that many educational programs require payment
3. A fellow teacher recommends wayfinders, it's fun way to keep students engaged
4. Ms. Quinn is excited to see that sign up is easy and free.
5. She registers her classes and students
6. After a couple of weeks she is happy to see that her students are now more engaged in the classroom.

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Slide 13:

For our features list, we wanted to focus on two main features on the site. There were many cool features we wanted to include but we knew it needed to be something we could implement quickly but also have the biggest impact on our user. We used the methods of I Like, I Wish, What if and the SWOT matrix to narrow our scope to two features \*\*\*CLICK\*\*\* : 1. Being assigning games and 2. creating games.

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Slide 14:

with all the information we needed to include on our homescreen; we knew we needed to design a UI that would be simple, clean but yet familiar. When approaching the wireframing, we decided on designing three sections on the homepage: a “classes and students section”, a “class banner and student avatar” section, and a “games” section. On top of this, we wanted to show a simple process of assigning games to an entire classroom or to students individually.

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Slide 15:

Like the assigning games feature, we wanted to keep the “create games” wireframes process just as simple. We included a “drag and drop file” section to make it easier for teachers to upload their costum questions using their google sheets or xcel files.

Now that we had our low fidelity wireframes.

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Slide 16:

We moved into our Prototyping and testing phase.

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Slide 17

With testing, we asked 3 volunteers if they would be willing to assist our team in completing 3 objectives on the Wayfinders site, the objectives being: 1. Assigning games to a student and 2. creating a new game. A common response we had among the testers was, the interface is intuitive but they would like the option to change question types.

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With a clearer understanding of our users needs and where we wanted to go with the UI, we asked each other, what type and feel are we going for on this site and what are we hoping to achieve. Both Franklin and I, being the nerds we are, wanted the site to have the feel of a 1940’s pulp adventure game that was a cross between Indian Jones and Jumanji. We hoped to achieve that style with our simple but vibrant color palette and comic book style typography.

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Slide 19

Next, we began making iterations to our mid fidelity, including our biggest iteration in the “add questions” wireframe. Here is where all our testers voiced their biggest want for an option to change question type. \*\*CLICK\*\* In this iteration we added a drop down questions type button on the left and rearranged the layout so as to not sacrifice the modular design.

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Slide 20

With our iterations done and clearer idea of the type of style we wanted, we began applying our style tile to our high fidelity frames. \*\*\*Click\*\*\* Sticking with our 1940’s pulp adventure theme, we went with a splash screen that we hoped would spark the users adventurous side. \*\*\*Click\*\*\* we used a map as our pop up overlays to keep with the theme \*\*\*click\*\*\* And finally our homepage UI. Here we wanted the design to be clean, simple but also fun.

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* Now we would like to take through a walkthrough of our prototype. This will include the two ways teachers can engage students.
* (Walkthrough)

Slide 22

* Thank you so much for your attention and now we would like to open up the discussion for any questions.