

Project EduConnect



The EduConnect project is designed to
connect teachers and students
Anywhere
Anytime
Anyway

01 / PROJECT Persona

Personas are fictional users whose goals and characteristics represent the needs of a larger group of users.

Mr. George - Math Teacher
Noa - Middle School Student

 George Wang 23 / Male	 Noa 11 / Male
Age: 23 y.o. Name: George Wang Xi Occupation: Math Teacher Location: Shenzhen Education: BS CUHK(SZ) Family Status: Single	Age: 11 y.o. Name: Nuoya Wang Occupation: Student Location: Ningbo Education: Middle School Student Family Status: Single

[Detailed Persona on Noa ↗](#)

[Detailed Persona on George ↗](#)

02 / User Journey Map

User journey is the series of experiences a user has as they achieve a specific goal.

As a Math Teacher

I want to quickly and accurately review and grade math assignments

So that I can provide more constructive feedback and support to my students

[See Case Study On Mr. George ↗](#)[See Case Study On Noa ↗](#)

03 / Competitive Audit

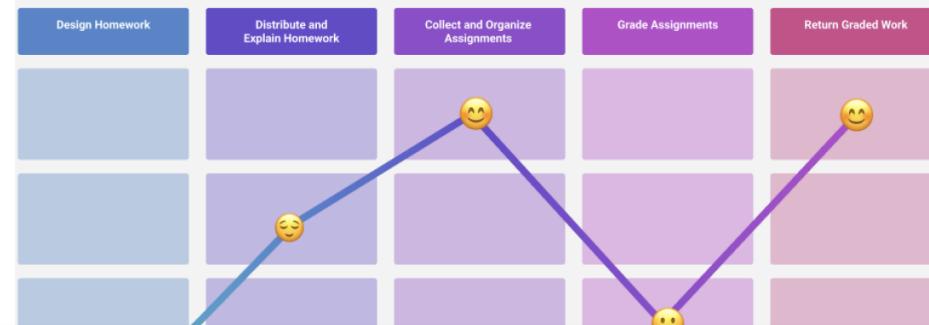
The competitive audit explores EduConnect competitors' strengths and weaknesses.

It presents the results of this analysis for design team and stakeholders in a competitive audit report.

[See Complete Competitive Audit ↗](#)[See Complete Competitive Report ↗](#)

Persona: George – Math Teacher

Goal: Design, review, and grade math homework assignments for 30+ students.



Competitive Audit.xlsx : `

Competitive audit	Competitor type (direct or indirect)	Location(s)	Product offering
EduConnect (our company)	/	Shenzhen, China	AI-powered personal experiences, real-time performance tracking.
Blackboard	Direct	Reston, Virginia, USA	Online teaching, learning management, knowledge sharing, suite of related services for teachers and students.
ManageBac	Direct	Global	Learning platform supporting International Baccalaureate curriculum management.



04 / Story Board

Persona: Mr.George - the Math Teacher

Scenario: A digital homework management system that enables teachers to create, distribute, collect, grade, and provide feedback on assignments.



Mr. George's desk is messy with papers. He looks worried about homework.



Mr. George discovers EduConnect app on his computer. He is surprised and excited.



Mr. George is happy to use template and question banks from the app.



Mr. George assigns the homework to students works on tablets electronically.



All students' homework is submitted through the app for progress check.



Mr. George happily finds student's performance improved.

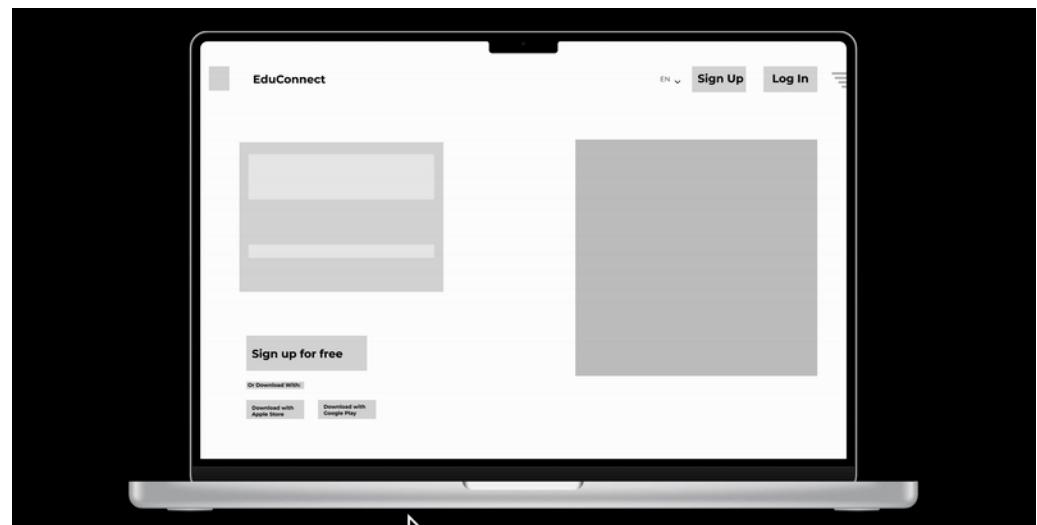
[Check Big Picture Storyboard ↗](#)

[Check Close Up Storyboard ↗](#)

05 / Low-Fidelity Prototype

A low-fidelity prototype is a simple and often quick visualization of a product or feature.

It typically used in the early stages of design to explore concepts and facilitate user testing. This type of prototype usually lacks detail and does not function, focusing instead on layout and flow.

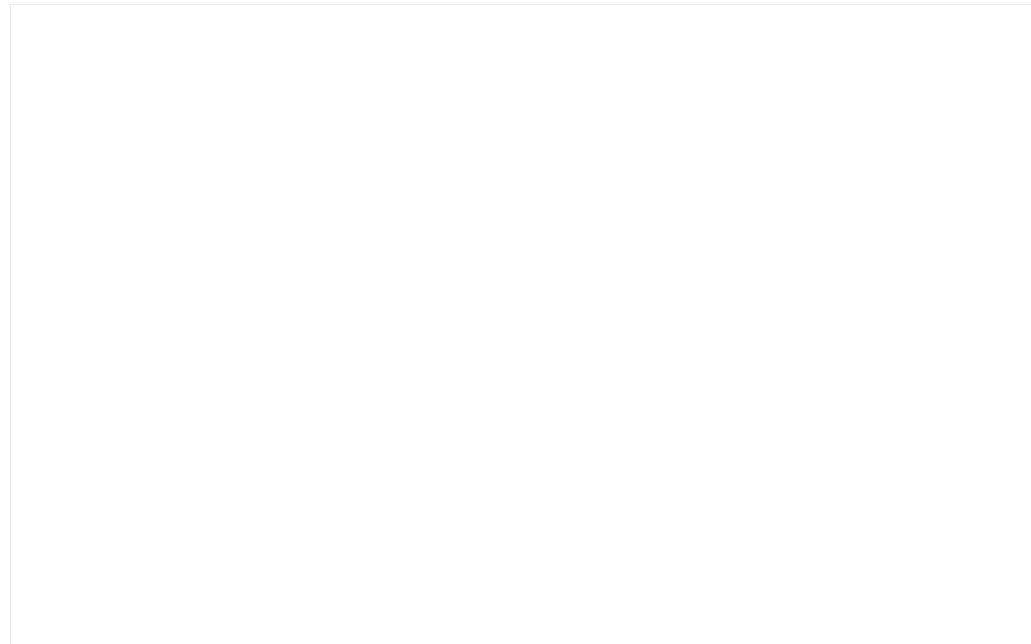


[See Complete Low-Fidelity Prototype ↗](#)

06 / High-Fidelity Prototype

A high-fidelity prototype is an interactive and detailed model of a product, closely resembling the final version in aesthetics, functionality, and design.

It's used for more accurate user testing and stakeholder demonstrations, providing a realistic experience of how the end product will look and behave.



[View High-Fidelity Prototype in Figma ↗](#)

[Try High-Fidelity Prototype Demo ↗](#)
