

Project #2 Alterna Canvas

Wednesday, October 25th, 2023

Jack Margeson, Alex Yang, Kody Penn, Al Ayoola

Wednesday asynchronous activity ↗

1. In your project group create a short list of 'design challenges' for your theme. Remember- a design challenge should be interesting but small. Ex. Authenticating a connection between phones without a complex protocol NOT- Create a photo sharing app.
2. Choose 3 interesting design challenges.
3. In your group, sketch to brainstorm 10 approaches for each of the 3 design challenges. Have each person sketch. Aim to sketch for around 1 minute for each sketch.
5. Discuss as a group.
6. Pick one of the ideas to delve deeper, and sketch a few alternatives.
7. Compile all the sketches together, and upload to a google doc.

Notes from meeting:

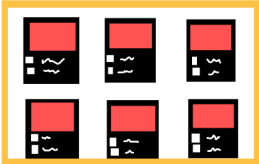
Interesting design challenges:

1. Displaying important information like assignments, grades, and classes to our users
2. Keeping a user engaged and rewarded while using the platform's gamification features
3. Letting teachers influence the content and rewards that are being served to students

See below for sketches.

1. Displaying important information like assignments, grades, and classes to our users.

Show each class as a to do list



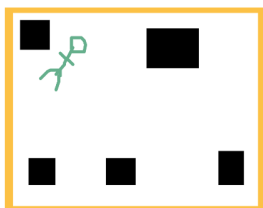
Each class has a tab



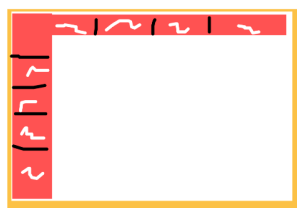
Calendar view with options for classes



Avatar walks to class



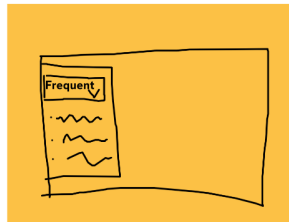
Each class has a tab, tab has modules/grades



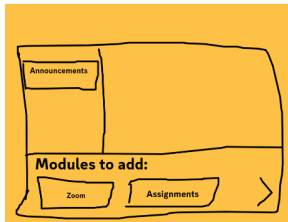
Virtual planning assistant



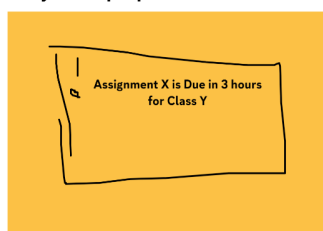
Frequently used tabs section



Students can customize their own menu



Day of: Pop-up alert

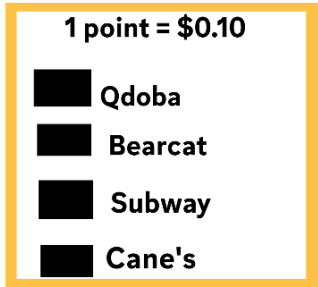


Card Based Layout

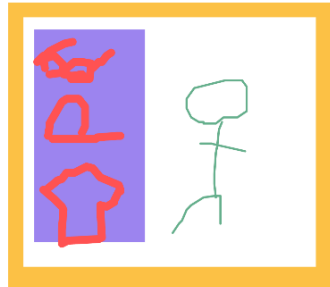


Keeping a user engaged and rewarded while using the platform's gamification features

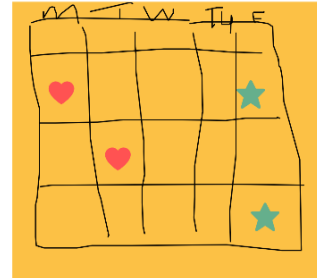
gift card rewards



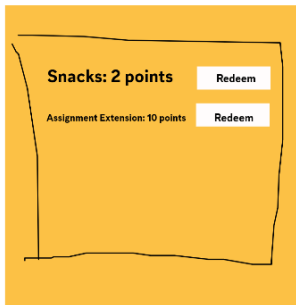
Avatar shop



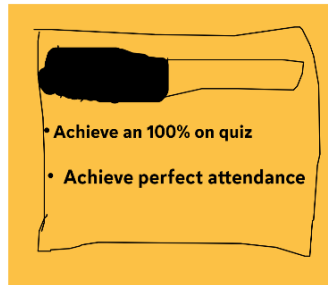
Completion stamps/stickers for cal.



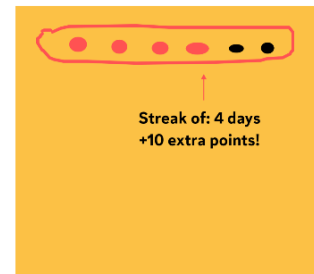
Point Shop



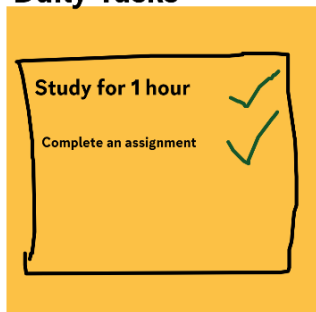
Achievement System



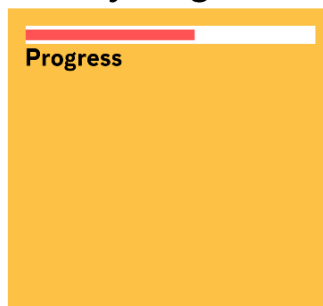
Daily reward system



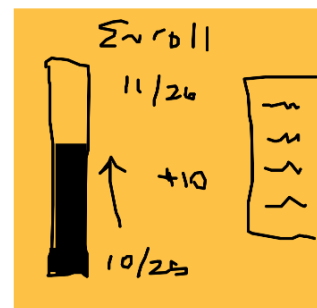
Daily Tasks



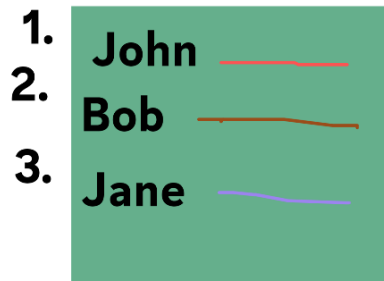
Weekly Progress



Priority scheduling on scale

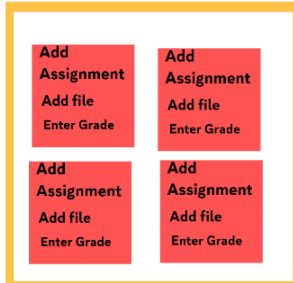


Leaderboard

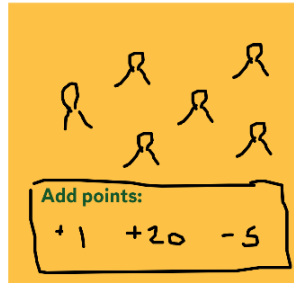


Letting teachers influence the content and rewards that are being served to students

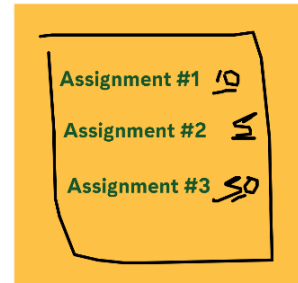
Tile per class



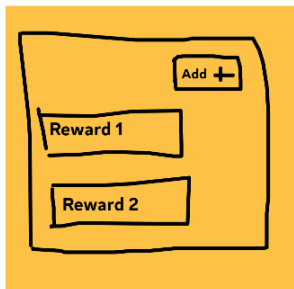
Drag and drop point adjustment



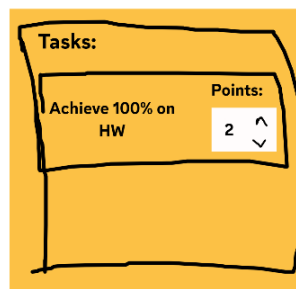
Specific points by assignment



Teacher Customized Point Shop



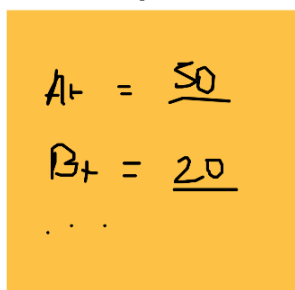
Teacher assigns what rewards points



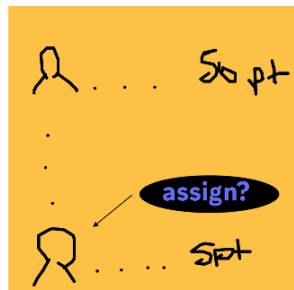
Weekly leaders earn points



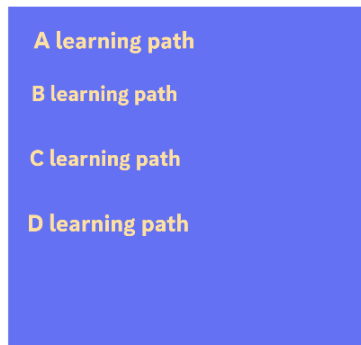
Grade to point ratios



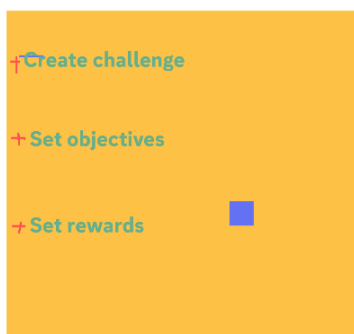
Help assign practice to struggling students



Personalized learning paths



Teacher challenges



Design challenge #1 iterations:

Iterating on: Students can customize their own menu

Select all that applies System

Todo

Assignments

Announcements

Zoom

Show:

☒

☒

☒

☐

Visibility toggle on tabs

Annoying Tab Y

Dropdown

Select

Assignments

Grades

Calendar

Classes

Style Templates

Design Template v

Traditional

Tiles

To Do Block

Calendar

Design challenge #2 iterations:

Iterating on: point shop system

Shop refresh every x hrs

Small rewards system
(no academic rewards i.e. extra credits)

1hr till refresh

BUY X: _____

BUY X: _____

BUY X: _____

Snacks # pts

School Supplies # pts

Deadline extensions # pts

Point Balance: 50

Suggested Rewards

Reward 1

Reward 2

Reward 3

School/Monetary system

School | Monetary

Points	Reward
50	drop quiz
75	drop hw
100	letter grade boost

Design challenge #3 iterations:

Iterating on: Personalized learning paths

Sequential module unlocks

LinkedIn Learning System
Video (then short quiz)

10pts

20pts

40pts

1. _____

2. _____

3. _____

pts

pts

pts

A Module

B Module

C Module

Non-sequential Modules

Earn points/pay double to skip

Module 1: 30 pts

Module 2: 10 pts

Module 3: 80 pts