

REINVENTING COURSE REGISTRATION

Group 1



INTRODUCTION

Introduction

DePaul University CDM graduate students frequently encounter difficulties with course registration because of the system's intricacy and slowness. These problems make it difficult for them to match their career aspirations and interests with the courses they take.

Problem Statement

CDM graduate students struggle during course registration because they are unsure which courses best align with their interests and goals.

Hypothesis

We hypothesize that an AI-driven course suggestion tool will significantly improve decision-making efficiency and satisfaction among CDM graduate students by automating the process of matching student interests and career goals with suitable courses based on patterns in their academic history and course feedback data.

IDENTIFYING INSIGHTS & OPPORTUNITIES

We used a multidisciplinary approach to this study, using a range of techniques to guarantee a thorough understanding of the difficulties and goals related to course enrollment. In addition to sending out surveys and conducting user interviews, we also watched participants use the present registration system. We tried to record a comprehensive picture of the user experience using these techniques, covering all from specific problems to more general systemic problems.

DEPAUL TOOLS

The screenshot shows a sidebar with various navigation links: View My Classes/Schedule, Registration Appointments, Class Search and Enroll (highlighted in green), Course Cart, Drop Classes, Update Classes, Swap Classes, Browse Course Catalog, and Planner. The main area features a search bar with placeholder text "Enter keyword e.g. course, subject, class, topic". Below it is a section titled "Additional ways to search" with "Favorites" and "Recently Viewed" sections. Under "Recently Viewed", there are entries for "HCI 450 FOUNDATIONS OF HUMAN-COMPUTER INTERACTION" and "2 class options available", and "HCI 430 PROTOTYPING AND IMPLEMENTATION" with "2 class options available". A "Delete All" link is also present. At the bottom right of the main area, a note states: "waivers will not be initiated until an Intent to Enroll form has been submitted."

The screenshot shows the course page for "HCI 450: Foundations of Human-Computer Interaction". The top navigation bar includes links for HOME, ABOUT, ADMISSION & AID, ACADEMICS (highlighted in blue), FACULTY & STAFF, STUDENT RESOURCES, REQUEST INFO, and APPLY. The ACADEMICS menu is expanded, showing sub-links: All Majors & Degrees, Undergraduate Programs, Graduate Programs, Combined Degree Programs, Certificates, Online Learning, Study Abroad, and High School Programs. The CDM Schools menu includes Cinematic Arts, Computing, and Design. The Academic Resources menu includes Course Catalog, Course Schedule, Course Syllabi, Academic Calendar, Exam Schedule, and D2L. The main content area displays the course title "HCI 450: Foundations of Human-Computer Interaction" in large blue text. Below the title is a brief description: "Application of engineering and psychological theory to the design of computer systems. Overview of applicable research methods and research on perception, cognition, errors, and screen design. Attention will be given to creating and applying guidelines derived from research." It also states that "IT 403 is a prerequisite for this class." To the right, a "Previous Instructors" section lists "Peter Hastings". At the bottom, the text "Fall 2024-2025" is displayed, along with course details: Section: 701, Class number: 14428, Meeting time: W 5:45PM - 9:00PM, Location: LEWIS 01007 at Loop Campus, Instructor: Peter Hastings | View syllabus.

- [IT 411](#) Scripting for Interactive Systems
- [HCI 406](#) Web Site Design for HCI
- [HCI 412](#) HCI Design Fundamentals I
- [IT 403](#) Statistics and Data Analysis

Foundation Courses

The following Foundation Courses are listed in the suggested sequence for the program.

- [HCI 440](#) Introduction to User-Centered Design
- [HCI 450](#) Foundations of Human-Computer Interaction
- [HCI 430](#) Prototyping and Implementation

Students currently taking Foundation Courses may also register for Major Elective Courses if they have successfully completed the prerequisites for those courses.

Advanced Courses

The following Advanced Courses are listed in the suggested sequence for the program.

- [HCI 445](#) User Research Methods
- [HCI 454](#) Interaction Design and Information Architecture
or ● [HCI 457](#) Information Architecture and Content Strategy
- [HCI 460](#) Usability Evaluation Methods
- [HCI 472](#) HCI Design Fundamentals II

Method Summary

Method of Research: A mixed-methods approach was used to fully comprehend the problems that the students were facing.

Techniques Used

- Surveys: Distributed to HCI graduate students to gather quantitative data on user preferences and behaviors.
- User Interviews: Conducted video interviews to collect qualitative insights into student experiences, needs, and pain points.
- Observation Tasks: Observed participants navigating the current registration system to identify user interactions, frustrations, and points of confusion.
- Focus Groups: Engaged groups of CDM graduate students in discussions to gather diverse perspectives on the redesigned registration system.
- Usability Tests: Evaluated the effectiveness, efficiency, and satisfaction of the redesigned registration system.
- Goal: To develop a thorough understanding of the challenges and opportunities in the current course registration process and inform the design of an improved system.

USER INTERVIEWS & THEMES

We conducted video interviews with DePaul graduate students to understand their experiences and challenges with the current course registration system. Collecting qualitative data on user needs, pain points, and areas of improvement.

1. Complexity and Inefficiency in Navigation:

Users need a straightforward, efficient process that minimizes time and effort spent on registration tasks.

2. Need for Streamlined Interactions Within a Single Platform:

Users require a single, integrated platform for all registration-related activities to simplify the process.

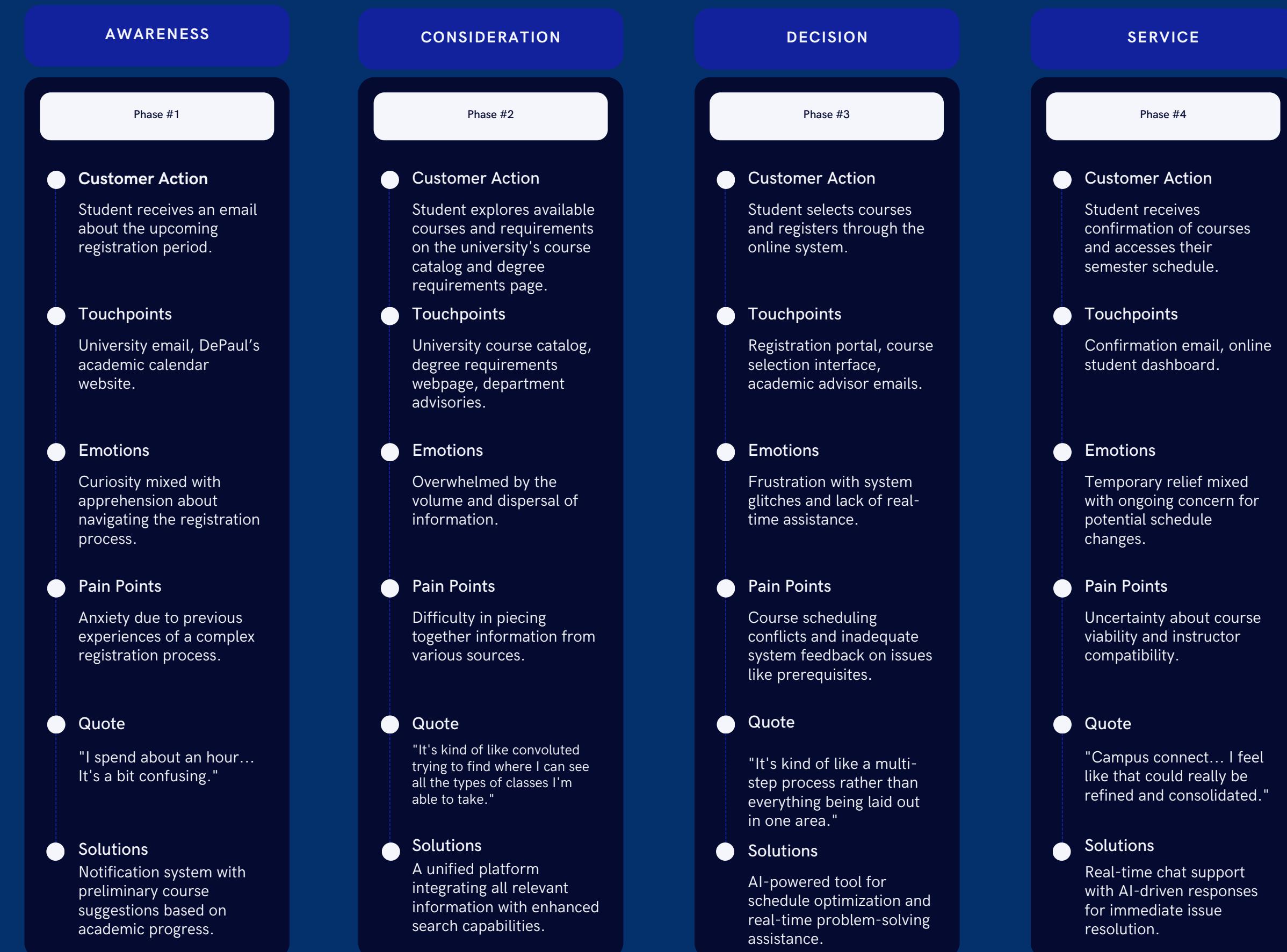
3. Desire for Personalization in Course Selection:

Students need a system that adapts to their schedules, learning preferences, and academic goals.

4. Lack of Accessible and Comprehensive Information:

Users need comprehensive, easily accessible course information.

CUSTOMER JOURNEY MAP FOR COURSE REGISTRATION



75% of students (3 out of 4) created a personalized tool to better navigate the course selection process.

CONCEPT DESIGN GOALS

Ease in decision
making about
course selection

Ease in program
planning

Higher satisfaction
with course choice

UNIFIED REGISTRATION PLATFORM

Degree progress 8/48 credits completed

Your Degree Plan

Spring 2024	Summer 2024	Fall 2024	
HCI 406 Website Design for HCI by Sal Berry edit	HCI 412 Design Fundamentals 1 by Krista Kelban edit	HCI 445 User Research Methods by Oliver Alonso edit	
HCI 406 Website Design for HCI by Sal Berry edit	HCI 412 User Centered Design by Craig Miller edit	HCI 552 UX Strategy and Web Analytics by Adam Steele edit	
Winter 2025	Spring 2025	Summer 2025	
HCI 514 Global User Research by Adam Steele edit	PSY 580 Experimental Design and Implementation by Ronit Sharma edit	HCI 445 Capstone Project by Joseph Wanka edit	
DSC 423 Data Analysis and Regression by Chris Wills edit	PSY 404 Perception and Cognition by Martha Rogers edit	HCI 457 Information Architecture and Strategy by Danyell Jonas edit	

A single interface that consolidates all aspects of course selection including picking electives, balancing workload, scheduling, degree planning and enrollment.

Suggest electives that align with students' academic goals and interests, taking into account prerequisites and degree requirements.

AI-driven suggestions based on academic history, career goals, and student feedback.

Real-time data analysis to adapt recommendations as student progress.

ADVANCED FILTER OPTIONS

The screenshot shows a course search interface with the following elements:

- Header:** "Degree program" dropdown, "Your | Winter" sidebar, "Fall 2024" section.
- Search Bar:** "Search for a course or ask something about the program" with a magnifying glass icon.
- Filter Bar:** "Fall" dropdown, "2024" dropdown, "Mode" dropdown, "Course Category" dropdown, "More" dropdown, and a "Go" button. A purple box highlights this bar.
- Category Buttons:** Research, Product Mngt, Design, Engineering, All.
- Section Header:** "Electives for you".
- Course Listings:** A list of courses with details like title, description, instructor, schedule, and work mode.
 - HCI 520: Learner Centered Design, by Peter Hastings Mon | 5:45pm CST | In-class | LEWIS 01514, solo work | 8+ hours/weekly
 - HCD 590: Human Centered AI Product Design, by Ovetta Sampson Thu | 5:45pm CST | Online | Sync, group work | 10+ hours/weekly
 - HCI 516: Behavioral Science and UX, by Christina Hanschke Tues | 5:45pm CST | In-class | 14EAS 00211, group work | 8+ hours/weekly
 - HCI 553: Social Interaction Design, by Bob Konow Tues | 5:45pm CST | In-class | CDM 00200, solo work | 8+ hours/weekly
 - Gam 424: Game Design Workshop, by Brian Schrank Thu | 5:45pm CST | In-class | 14EAS 00505, group work | 10+ hours/weekly
 - HCI 511: Accessibility Considerations in HCI, by Oliver Alonzo Tues | 5:45pm CST | In-class | CDM 00202, solo work | 8+ hours/weekly
 - HCI 512: Design Ethnography, by Cynthia Putnam Tues | 5:45pm CST | In-class | CDM 00206, solo work | 8+ hours/weekly
- Buttons:** "edit" and "new course options" buttons.
- Links:** "add another course" and "Register" buttons.

Solicit user input for desired preferences (mode of class, their interests)

Request user input and provide Tailored Recommendations

Provide filters for course modality (Online, In-Class, Asynchronous) and scheduling Preferences

Offer options to filter by preferred instructors and degree requirements

PERSONALIZED DEGREE PLANNING

Degree progress 8/48 credits completed

Your Degree Plan

Summer 2024

HCI 412
Design Fundamentals 1

by Krista Klebin Wills
Wed | 5:45pm CST | In-class | LEWIS 01108
introductory | 8+ hours/weekly

[edit](#)

Fall 2024

HCI 445
User Research Methods

by Oliver Alonso
Mon | 5:45pm CST | In-class | CDM 00206
advanced | 8+ hours/weekly

[edit](#) [new course options](#)

Winter 2025

HCI 514
Global User Research

by Adam Steele
Thu | 5:45pm CST | In-class | LEWIS 01105
elective | 8+ hours/weekly

[edit](#)

DSC 423
Data Analysis and Regression

by Thiru Ramaraj
Thu | 5:45pm CST | In-class | LEWIS 01108
elective | 10+ hours/weekly

[edit](#)

add another course

Register

Create individual degree plans based on students' academic goals, aspirations, and personal schedules.

AI enabled course recommendations and plan generation

Onboarding process to collect information on student's personal goals and preferences.

DESIGN PROCESS

Team conceptual
features discussion

Individual
brainstorming

Idea discussion and
brainstorming

Conceptual
integration and
prototype creation

CONCEPT TEST PLAN

Objective:

To evaluate the features' first impressions, attractiveness and alignment to solving the pain points.

Participant Recruitment Criteria:

Participants majoring in Human Computer Interaction at DePaul University.

Concept Testing Method:

Focus Group and Interview

Mode:

Online, via Zoom

Roles:

2 Facilitators, Notetakers/Observers

Concept Testing Process

Warm up questions

FLOW 1
Onboarding walkthrough

FLOW 2
AI Plan generation

FLOW 3
Editing the plan

Questions about overall experience



CONCEPT TEST FINDINGS: POSITIVES

- Better than current DePaul process/tools
- Extra information details
- Recommendations



CONCEPT TEST FINDINGS: THINGS TO CONSIDER

- Learning curve
- Wording issues
- Minor UI fixes
- Confusion during Flows 1 and 2
- Mixed results on some features

MAIN TAKEAWAYS

The tool is an improvement.

Flow 1
(onboarding process) clarity

Flow 2 (AI degree plan)
clarity

Increased context overall.

METHODOLOGY

Objective:

To evaluate the platform's intuitiveness, efficiency, and user satisfaction.

Participant Selection:

Chose participant with Computer Science backgrounds and HCI studies for relevant evaluation.

Testing Procedure:

- Introduction: Briefing on the session's goals and obtaining consent for recording.
- Task Execution: Participant performs specific tasks on the Figma prototype.
- Feedback Collection: Interactive discussion to explore the participant's experience and suggestions.
- Debriefing: Final thoughts and clarification of any unresolved issues.

Testing Environment:

Online testing using Zoom for real-time interaction and communication.

Roles:

Moderators guided the process; notetakers captured detailed observations.

TASKS

1

Onboarding and
Initial Setup

2

Course Selection
and Planning

3

Modifying Course
Selection for Fall 2024

KEY FINDINGS

Task Completion:

- Participant was able to complete all assigned tasks, but varied levels of ease and frustration were noted.
- Specific steps within tasks, particularly in course modification, were less intuitive and required more effort.

User Feedback:

- Participant expressed satisfaction with the straightforward tasks but reported confusion and frustration during flows for AI degree planning and modifying the course plan.
- Suggested improvements included clearer instructions and simpler navigation pathways.

Interface Usability:

- There were positive reactions to aspects of the functions and design of the prototype.
- Navigation issues arose during more complex interactions, particularly when modifying the course plan.

General Observations:

- The platform's overall functionality met the basic needs of course selection and registration.
- Participant's comfort level with the platform increased slightly with use, but specific areas still needed refinement to enhance user experience.

AI Integration Result

ONBOARDING

Collecting essential data to enhance the accuracy
of BlueAI-driven course recommendations.

Conclusion

BY
GROUP 1

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