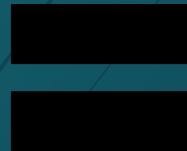# Team Karsus Portfolio

Team Story

- 3 designers
- 3 programmers
- All had passion for engaging students
- Continued on from Hotshots
- Solution: Create web based educational platform

Code

Design

Sources used and reused to build foundation

- Avatar representations
- Gamification of learning
- Targeting tertiary students

Assumptions

- All data from Hot Shots proposal is accurate to ensure our decisions on implementing the system are well informed

https://images.app.goo.gl/Jwunb1korL7nRGwA7

Features chosen to develop

- Account access for users
- Avatars for student representation
- Pre-written questions for tasks
- Detailed course information
- Rewards to promote repeated visits
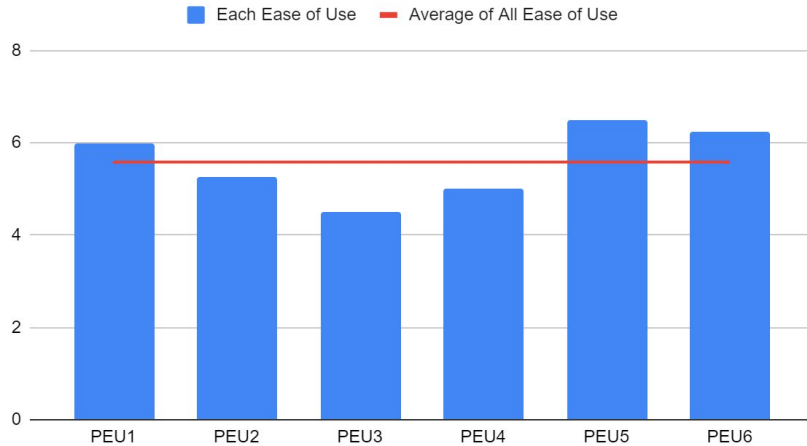- Teacher's dashboard to manage classes

https://images.app.goo.gl/M9dNkE2fWFncXFRa8

Development Profile

Methodology

- Agile
- Small meaningful features
- User Testing design driven development

User Testing Results

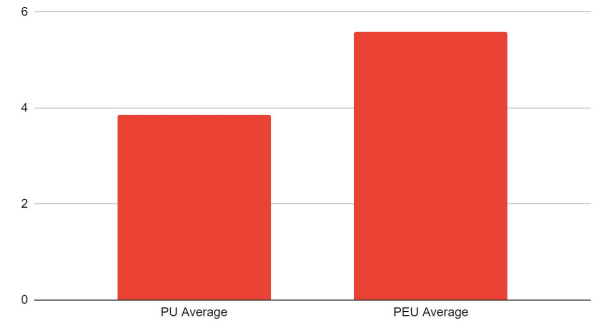Comparing the Averages of PU and PEU

Average Compared to each Ease of Use Question

■ Each Ease of Use — Average of All Ease of Use

Average Compared to each Perceived Usefulness Question

■ Each Usefulness — Average of all Usefulness
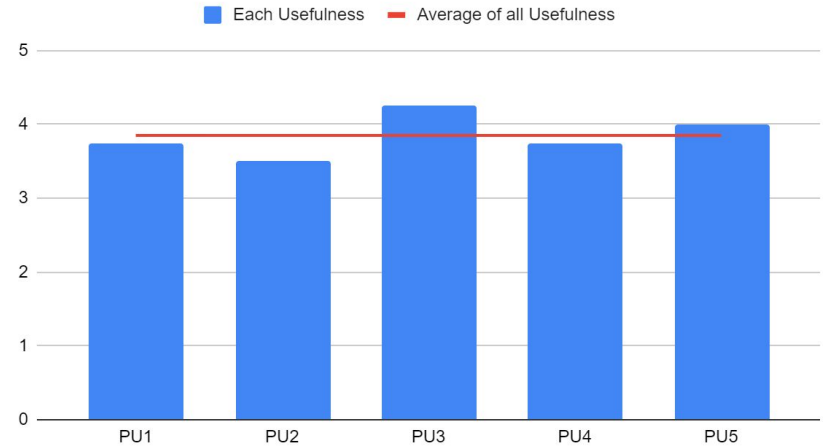
Product Demonstration

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Karsus

Hot Shots by Karsus

Work Plan

	Week 6	Week 7	Week 8	Break	Week 9	Week 10	Week 11	Week 12	Week 13
1									
1.1									
1.2									
1.3									
2									
2.1									
2.2									
2.3									
2.4									
2.5									
2.5.1									
2.5.2									
2.5.3									
2.6									
2.7	Presentation								
3		Final Product Part 1							
3.1		Adjusting, reviewing							
3.2			Reviewing others response to feedback						
3.3			New design and ideas with implementation						
3.4			Scoping new coding features						
3.5				Entire Product User Testing					
3.6				Code Review and Clean up					
4					Final Product Part 2				
4.1					Deciding final design based on user testing				
4.2					Review of time and feature list				
4.3					Final push of new features				
4.4						Code clean up			
4.5						Prepare for Final Demo			
4.5.1							Create "kickstarter" video		
4.5.2						Create a booth			
4.5.3							Create Presentation		
4.6							Prepare for Team Portfolio		
4.6.1							Team portfolio		
4.6.2								Team reflective piece	

Changes to Work Plan

- Coding environment time to establish
- Design style
- Design customisations and modularity

Impact of Changes

- Reliance on individual team members
- Slow start on progress
- Reduced quality

https://images.app.goo.gl/iyePJdyFtVQAgaTL7

Team Collaboration

- One online voice meeting weekly
- One in person meeting weekly
- One week, one member, one task
- Communication on Discord

Why product is better than competing products

- Blackboard but reimagined
- Gamification of learning
- Digital identity for students
- Intuitive class management tool

https://www.paradisosolutions.com/blog/gamification-of-education/
https://null-byte.wonderhowto.com/how-to/secure-your-identity-become-anonymous-online-2019-0191628/

Why our product should be invested in

- Best bits of HotShots we got: gamification, customisation, pseudo anonymity, prepared in class responses.
- Our team should be trusted, as we had an excellent development process and applied feedback to our product throughout.

https://images.app.goo.gl/T62b2aJThAuGSVyM6

Future development

- If we receive support, we will continue to develop new features for Karsus.
- These will include:
  - Tracking question responses from students
  - Tracking course engagement through analytics
  - Improve data security

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Thank you for listening!