

Rhizomatic Learning

I used rhizomatic learning specifically in my edit/add clubs page. Originally, I had adding/editing club events and programs separated from adding/editing club details such as name and description. After implementing and studying it, I thought it would be too many clicks for the user, and would be easier if everything was in one view. Having a couple of my friends try this out, they gave me feedback that it was too congested having everything in one view, which upon a second look, I agreed. Unfortunately, this was too close to the deadline and I did not have time to change it back and refine it.

Separation of content and people components

I used separation of content and people components by separating the user side and the more management side from each other. In the user side, they don't see any of the management side and this makes the application easy to understand making the workflow simple and easy to follow for everyone. To get into the management side, a user has to log in first and navigate to the clubs page.

User-Friendly vs Public-Friendly design

I am using user-friendly vs public-friendly design by not limiting the web application to just clubs. By limiting it to just clubs it is only user-friendly, however, if I open it to other things such as educational learning then it becomes more of a public-friendly design and encompasses more communities.

Future ideas and concepts

Gamification

I want to use gamification in the future by adding a participation leaderboard where members of clubs go up the leaderboard by the amount of participation. This would hopefully encourage members to participate in the club more.