




5.1 CORE

Conceptual Design (GROUP)

GROUP 7: Le Nho Bach, Le Quang Minh,
Luong Trac Duc Anh, Nguyen Anh Tuan



Part 1: Design solution

1. Design scenario

Quitich Education

Quitich is an application that allows educators to create quizzes and provide extra learning materials for students outside the classroom. The app is based on a gamified learning platform and can be used in different environments from universities, colleges, business associations, and training providers.

Quitich stands out for its engaging learning technique that can effectively mitigate the boredom and coldness that traditional lectures might have. Therefore, students' learning curve can be enhanced, with better memorization and understanding of the material.

The system analytics provided can assist learners in real-time, helping students who are facing difficulties. From there, teachers can not only support students but also work out the areas of difficulties that can be simplified and further enhanced for students' ease of learning.

Analytics have shown that using Quitich helped students achieve 8-10% higher marks in comparison to normal students. Almost 90% of the user demographic said that they will use Quitich in their future classes.

Scenario

John Smith is a manager at a large retail company in Australia and New Zealand using Quitich to upgrade the company's employees' skills. He has solid technical skills and likes the convenience of Quitich.

John is conducting an upgrade of technical skills for a small group of his staff in the meeting room via the Quitich platform. John has assigned some quizzes to his staff through his computer and the rest are working on the assignments through their laptops or mobile devices. After each quiz has been completed, John may supervise the staff's performance and export and share the statistics with his employees.

2. Added features/changes in comparison to the old system

Data Management (added feature)

After many sessions of teaching and evaluating staff's results, John found that looking at individual performances only will be a big mistake. He believes that to improve the system, a bigger picture of the staff's learning curve needs to be drawn out and analysed by professional business analytics tools so that not only the system but the quality of training can be further improved. After hours of searching throughout the system, he cannot find any options for data exportation, not even CSV files of students' results. Inputting the whole

database system manually will not only take time but manpower, to mention the fact that entering this amount of data and numbers manually can be prone to many errors and mistakes.

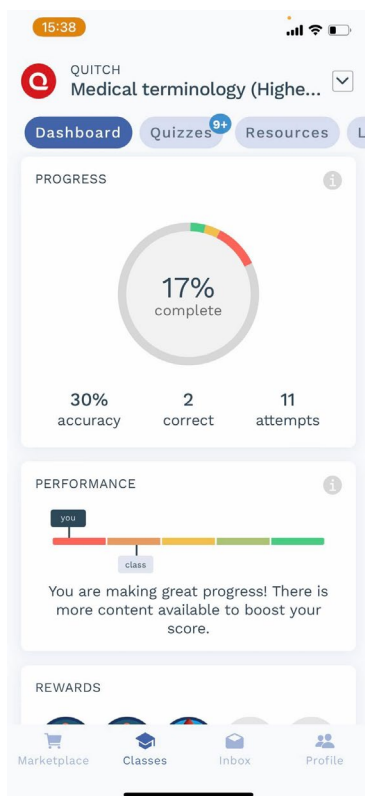
After the new system update was implemented, data external exportation can easily be done through the sharing button placed above each of his classes. After exploring the admin dashboard, John found different options for sharing staff's results. These include querying results with individual staff, querying the results within a certain time range, etc.

Improvement: The new design will include detailed grades and learning progress by you, and your class, as well as the option to sort by individuals or by grades. You can also export your score as a text file and share it with other departments to collect data from learners.

Reason for changes: The old design only showed an overview of your progress and position in comparison to the average performance of other students enrolling in the course. There are no exact numbers or scores where you can work particularly on.

Learning Progress Management

John needs to know about the learning progress of his staff. He accesses the classroom page, and there is a list of the class members, with percentage bars beside the members' avatars which represent that member's learning progress. He smiles at the convenience and design of the interface. His team shows a good studying attitude - all members are learning so fast and effectively. He clicked on James - a boy in the Media Department. The app shows James' learning history, the result of quizzes that he took as well as the material that he saw. This system improvement helps John in supervising his staff's learning progress.

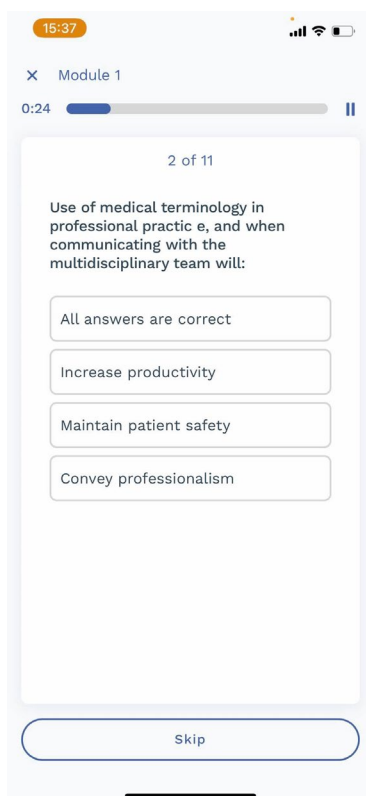


Improvement: Add the function that helps educators to see the result of each quiz to the app. Each time a student joins a class, the educator can see his/her learning performance, how did they complete the quiz and the mistakes they or met during doing the quiz.

Reason for changes: The old app's tool is not enough to track learners' learning progress. It is problematic for educators to control and know how their students study and have a plan to improve their performance.

Media Engagement

John wants to have the media engagement function. He believes that it will be suitable for younger employees since most of them are not focused on their work. When he creates questions, there is a media icon that if he presses it, will give him many options to add to the questions such as videos, and short clips. Because of various options for media in questions, the quality of questions will be improved. Employees will find them more interesting.



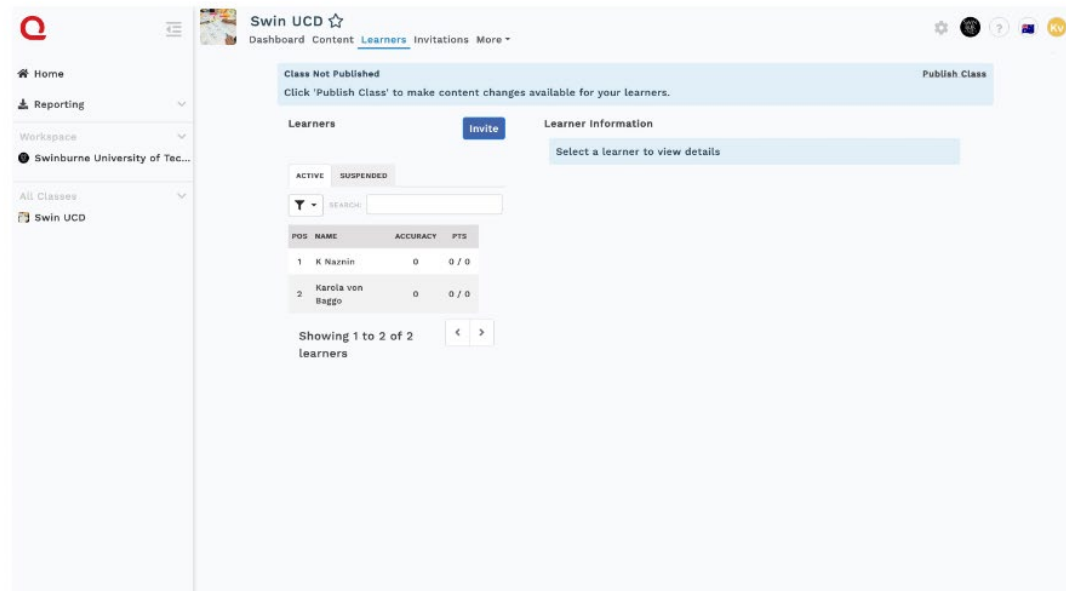
Improvement: Add the media engagement function by adding the Image icon.

Reason for changes: The old version did not allow users to add images while creating quizzes. Therefore, it makes learners feel bored and not want to engage in the activities while answering all of the questions.

Products Integration

When creating the quizzes and preparing to assign them to his employees, John can classify the quizzes based on unique categories, such as “business”, “programming”, etc. John finds it is now more of a blessing because the classification helps him to pay less effort in managing the quizzes and it is expected to not involve duplicated questions.

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Improvement: The new design will enable you to select the categories for the quizzes and resources.

Reason for changes: This will help the user to easily manage and find the appropriate quizzes and resources.

Part 2: Wireframe

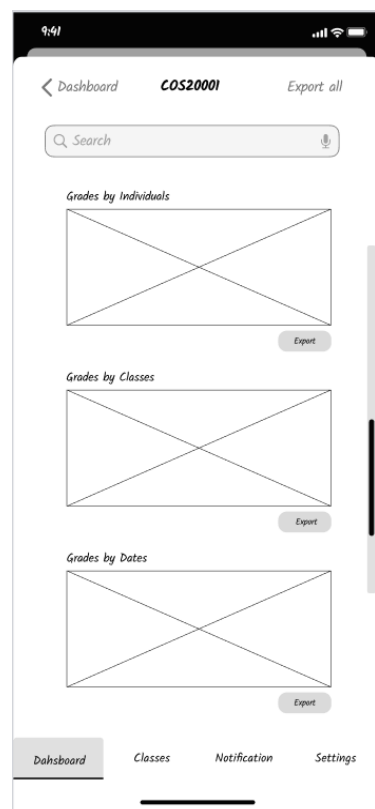


Figure 1: Data Management

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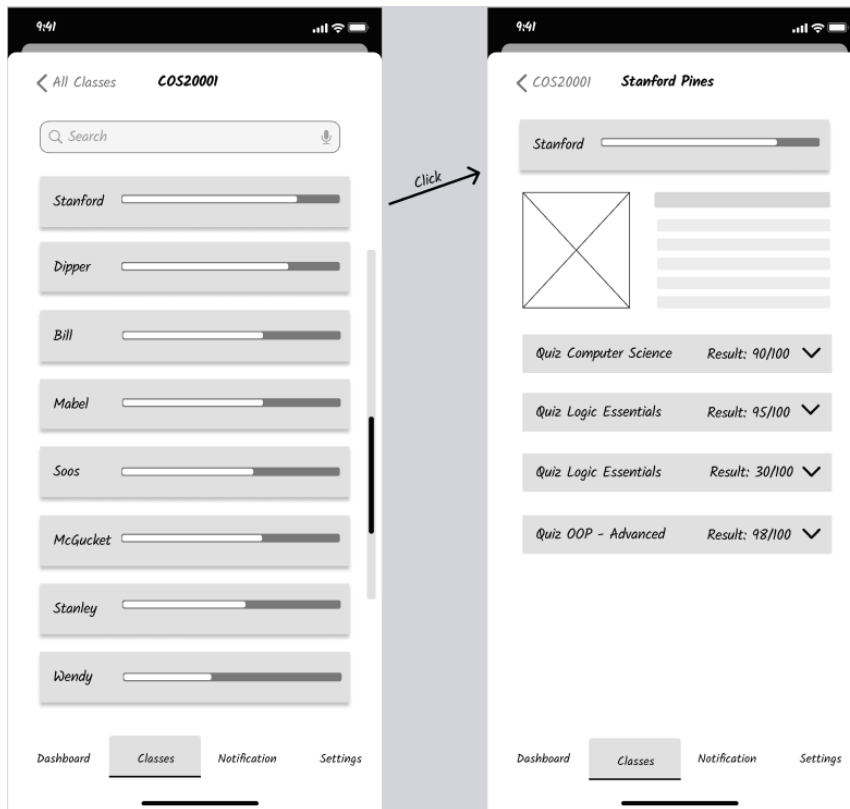


Figure 2: Learning Progress Management

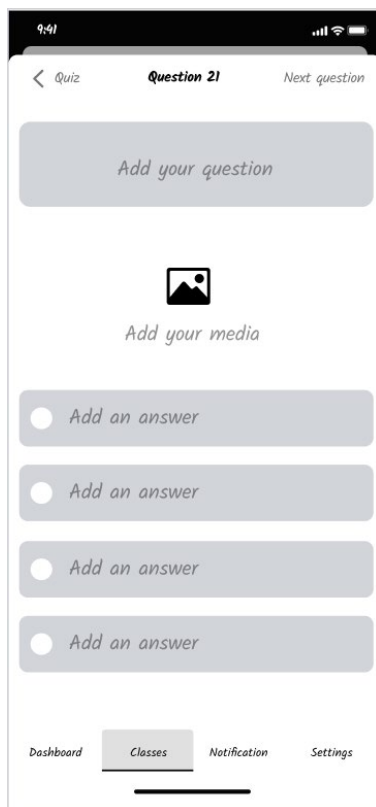


Figure 3: Media Engagement

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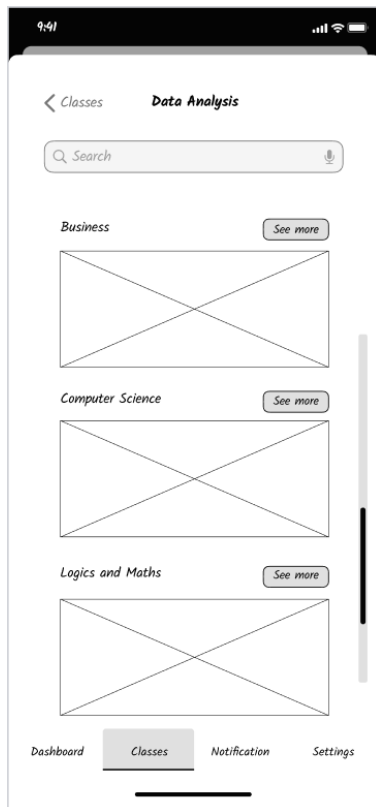


Figure 4: Products Integration