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# #2: POV & Experience Prototypes

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HCID Team Education & Learning

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# Team members



**Mike**  
Software Engineering  
The Netherlands



**Lukas**  
Computer Science  
Lithuania



**Peng-Hsuan**  
Computer Science  
Taiwan



**Nicole**  
Int. Business Mngmt.  
Germany



**Zhenyang**  
IT & Design  
Singapore

We met

## **A frustrated online/offline student**

We were surprised to realize that

**In any classroom (online/offline) the  
student needs faster and good answers  
to the questions they ask**

It would game-changing if

**Question answering was easier and  
faster**



## **Initial POV**

# Additional needfinding: Interviewees



<i>Interviewee</i>	<i>Nationality</i>	<i>Type of class</i>
Vanessa	Germany	Offline
Nicholas	Italy	Offline/Online
Valerie	Singapore	Offline
Chau	Australia	Offline

# Additional needfinding: Results

## What did we find out?



- Students wish for more collaborative problem solving in class
- Students want to ask and answer questions anonymously

# Revised POVs

## POV #1

We met  
**An offline student, who likes to self-study**

We were surprised to realize that  
**Students need a way to be more confident in their own questions and answers in class**

It would game-changing if  
**We can eliminate self-restrictions due to students' inconfidence**

## POV #2

We met  
**An online, with virtual classroom, student**

We were surprised to realize that  
**Quick question-answering during or after class is important**

It would game-changing if  
**students' questions can be answered as fast as possible**

## POV #3

We met  
**An offline high school student**

We were surprised to realize that  
**He/she needs collaborative answers to her/his questions**

It would game-changing if  
**students can collaborate alongside the ongoing class**

# Best HMVs

HMW protect students from  
embarrassment?



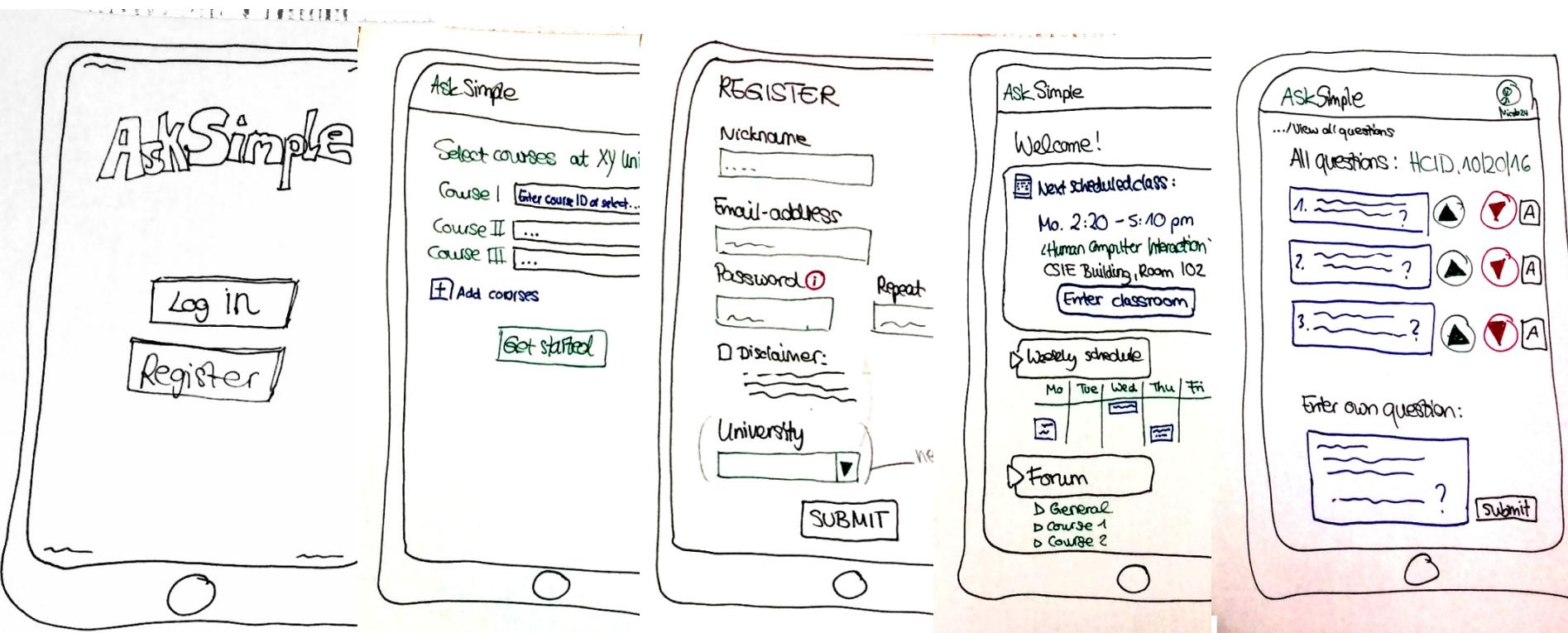
HMW make sure that collaborative  
answers are correct?



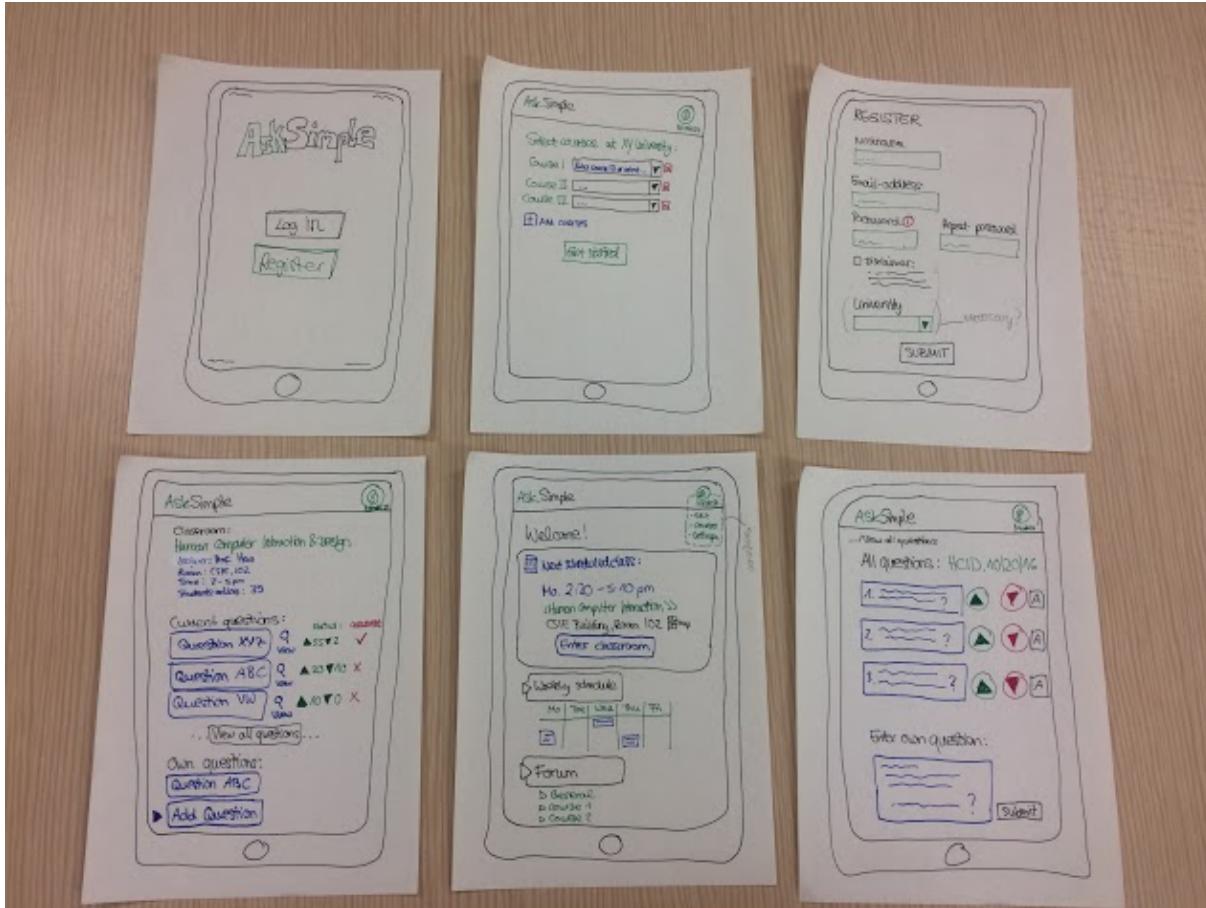
HMW highlight/prioritize questions and  
answers?



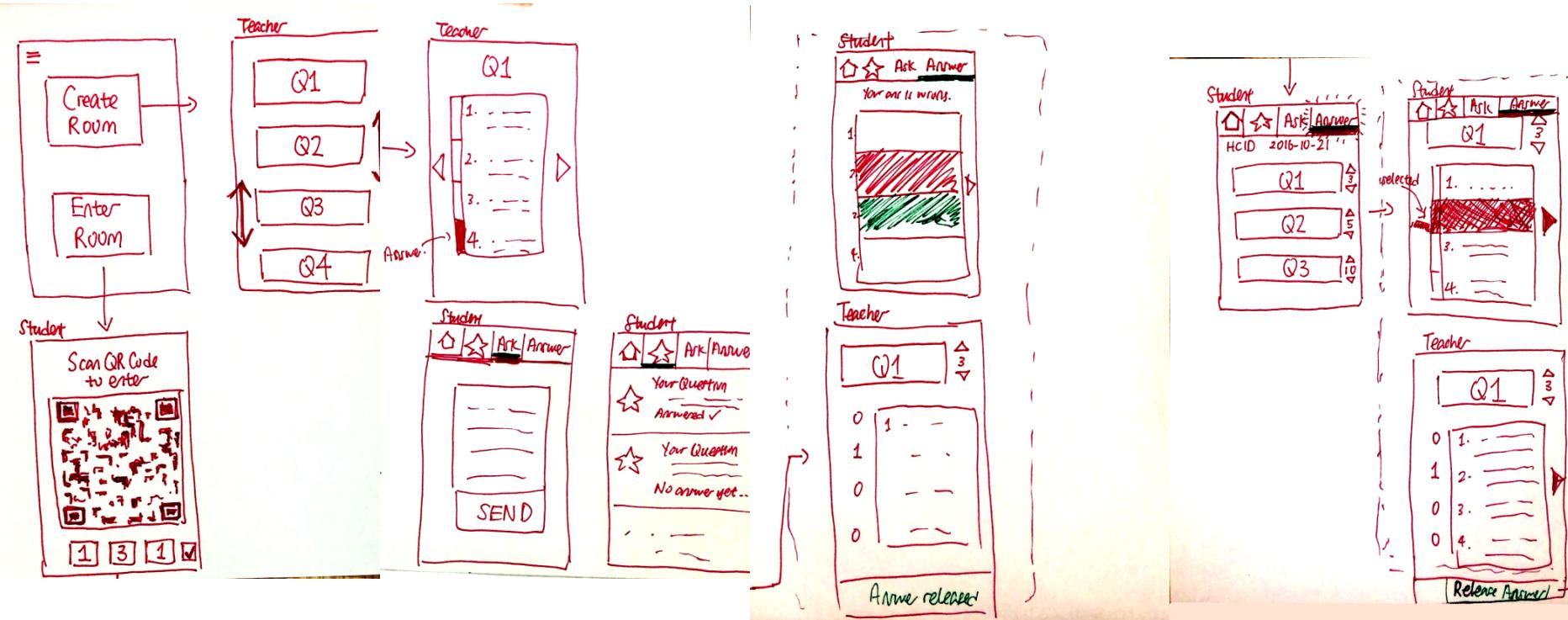
# Experience prototypes. #1



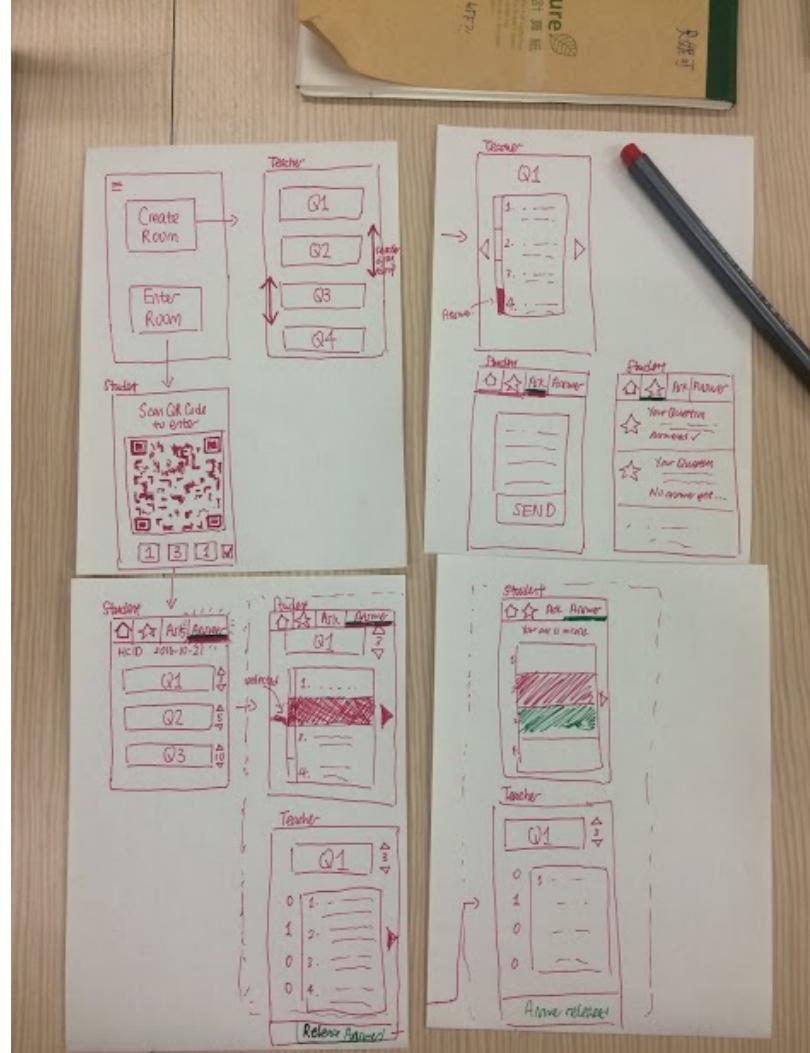
# Experience prototypes. #1



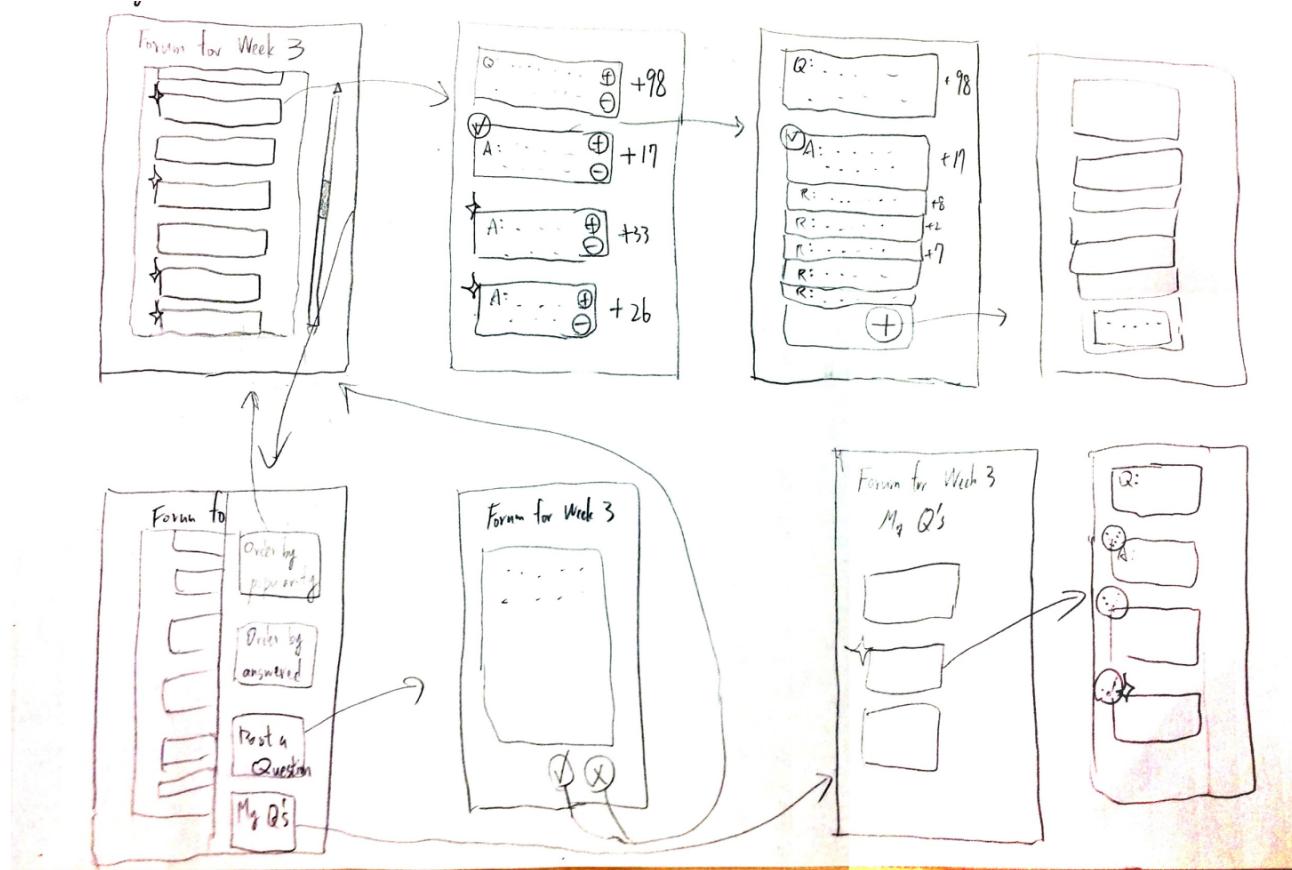
# Experience prototypes. #2



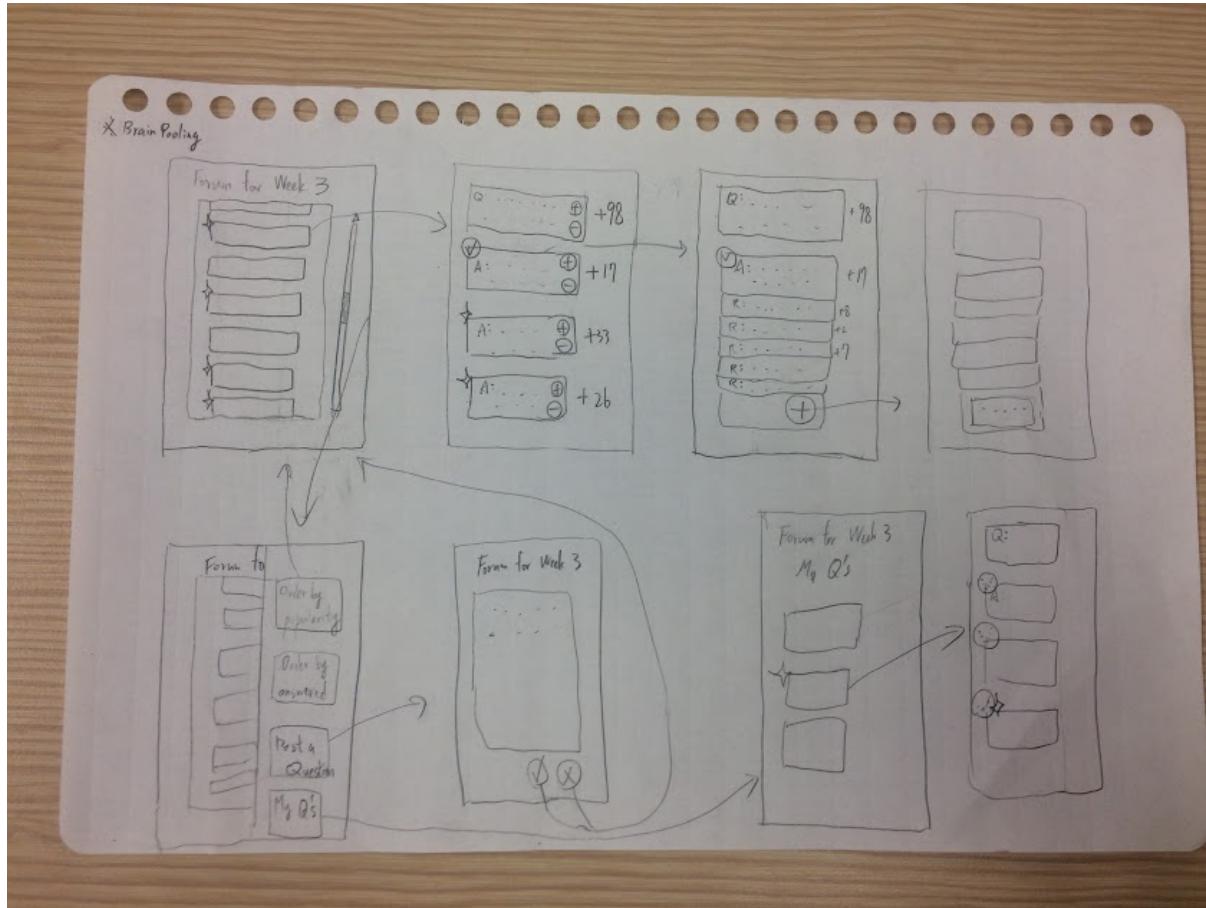
# Experience prototypes. #2



# Experience prototypes. #3

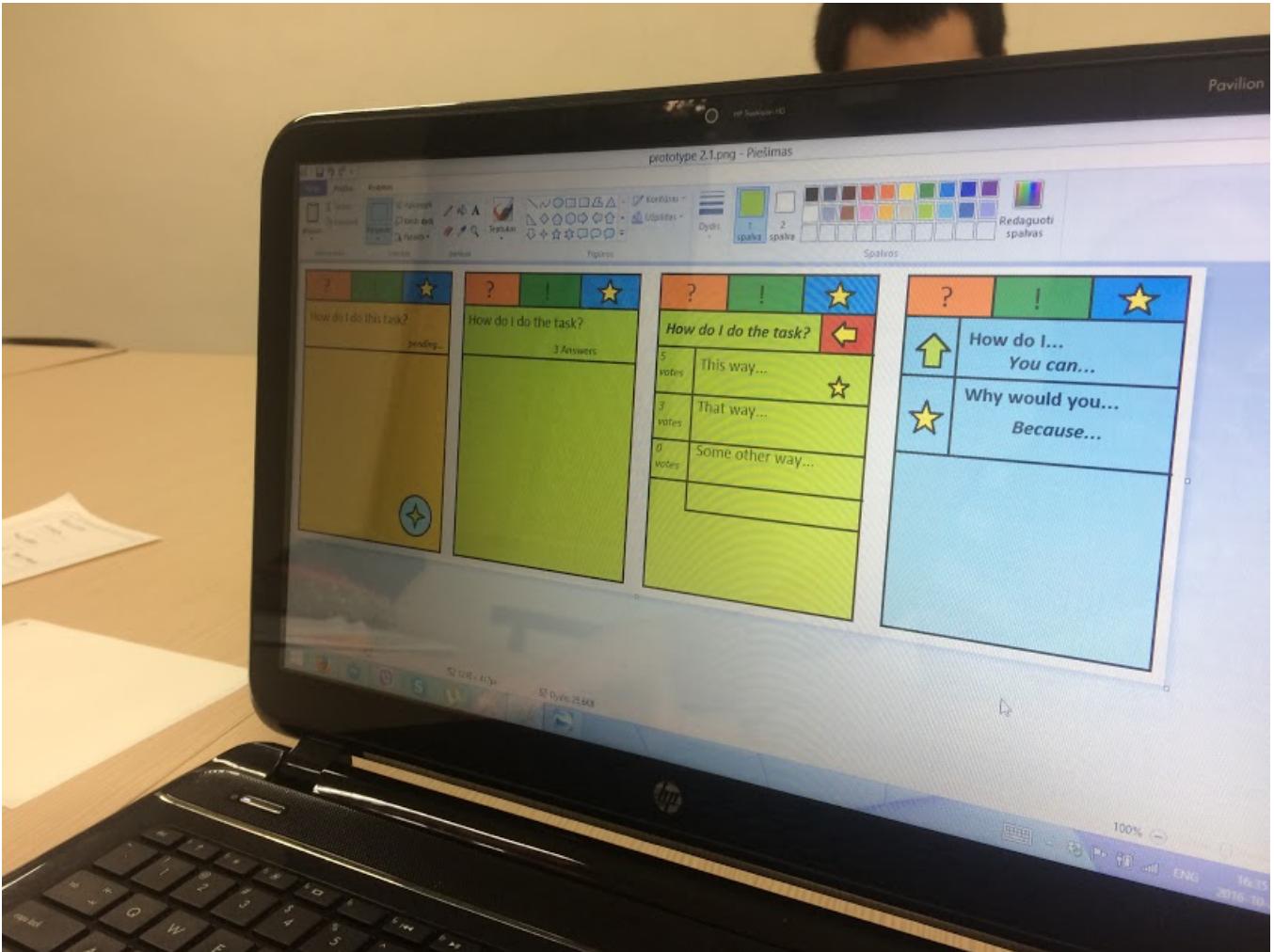


# Experience prototypes. #3



# Prototyping.

Use of modern technologies



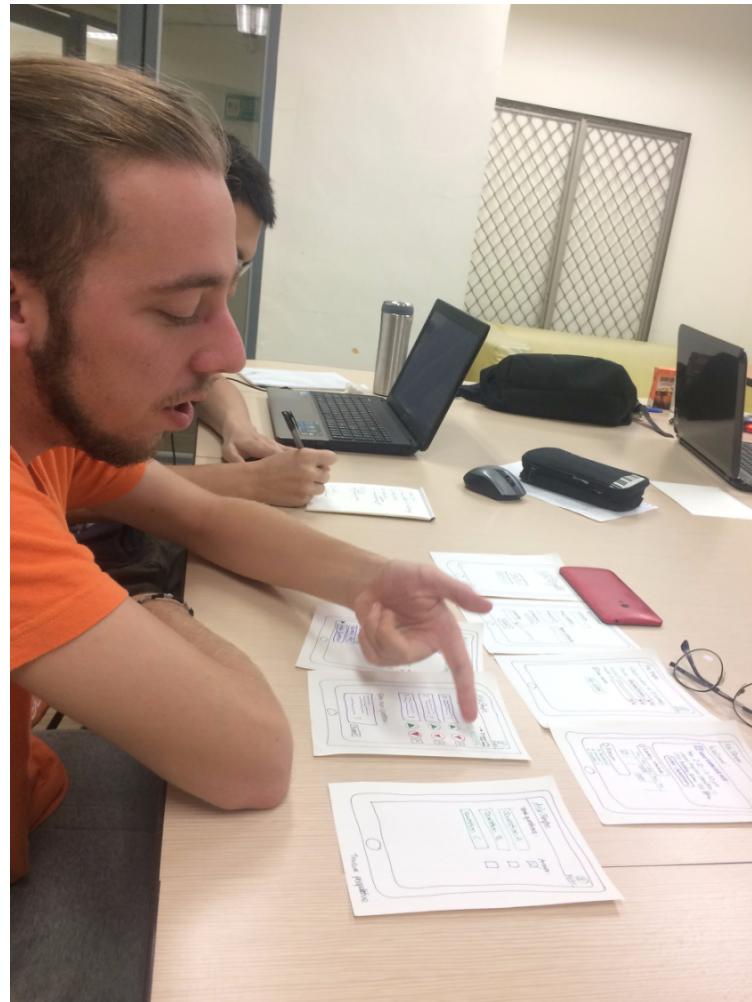
# Prototyping.

## Multitasking



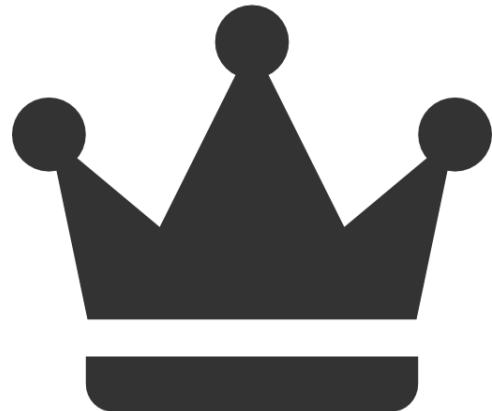
# Prototyping.

## Testing



## Most successful prototype

Participant could not easily decide on one specific prototype but finally chose Prototype **#2**.





# Thank you for your attention!

Team AskSimple