C.L.U.E

PROBLEM SPACE

Lack of opportunities for STEM students to develop soft skills outside of assessment

AIM

Provide a way for STEM students to learn and study course content collaboratively, thus allowing them to practice and develop their communication and collaboration skills

CONTEXT OF USE

Used during classes in which theoretical content is the focus; can be used as a content-learning or revision activity

TARGET AUDIENCE

Undergraduate STEM students

SOCIAL

Collaboration: C.L.U.E requires all users to work together in order to complete the activity

Communication: As users can only see part of the questions and solutions (and cannot show other users what they see), they must effectively communicate with others

Co-ordination: the actions of each user are dependent on those of their peers - this co-ordination is a foundational aspect of C.L.U.E

Synchronous/Asynchronous: Interactions with C.L.U.E occur synchronously

MOBILE

Context of use: The experience and outcomes are not affected by whether or not users are present in the classroom

Form: A web-based application that all students using a device (such as a laptop, phone or tablet) that is connected to the internet can access easily.

Location: C.L.U.E can be used anywhere in which the user has reliable network access

Public/Private: C.L.U.E is most suited to be used by a small, private group; members of this group should be taking the same course at university due to the way in which the questions are specific to the course's content.

DESIGN

A web-based collaborative quiz game. Each player sees only part of the question and must work together with the rest of their group to construct it.
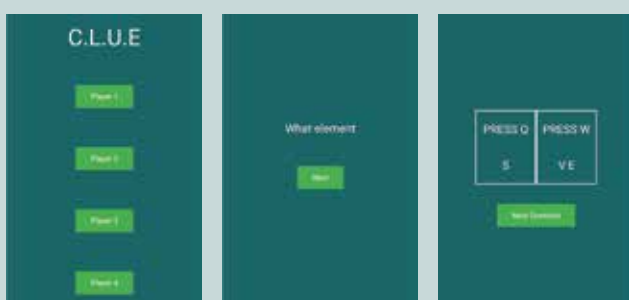
In the Proof of Concept, this website is to be used in conjunction with an application on a computer to allow players to submit their answers; this interaction will be incorporated into the website in the final product.