Design Studio 1-1

Possible Audiences

- Instructors
  - The instructors are one of the main audiences for the *TeachEveryone* software solution. They will decide how lecture participation is laid out, how students are divided into groups, how peer interactions are carried out, and how students can interact with the instructors and TAs through the *TeachEveryone* software solution. Therefore, the software solution must be designed to understand and satisfy the needs and preferences of the instructors in the *TeachEveryone* software solution.
- Teaching Assistants
  - The TAs are another important audience for the *TeachEveryone* software solution. TAs are responsible for the arrangement of discussion sessions, so they interact very closely with the students, and therefore they play a critical role in helping the students to understand the class materials more in-depth. TAs interact with the students more closely than instructors where they answer questions and address class topics in more detail. So, the software solution should be easy to use and helpful for TAs to execute their tasks both in-person and remotely.
- Students
  - The students are also one of the main audiences for the *TeachEveryone* software solution. They will have to interact with the software solution very frequently to attend lectures and discussion sessions, participate in class assignments and group works, interact with instructors and TAs directly in-class and remotely through the software. Therefore, the design for the student-facing interface must adhere to their needs and produce effective and positive learning experiences.

Possible Other Stakeholders

- UCI's Office of the Vice Provost for Teaching and Learning
  - The UCI's Office of the Vice Provost for Teaching and Learning is the client and the stakeholder for the *TeachEveryone* software solution. Their immediate focus is maximizing teaching/learning effectiveness through in-person and remote education. They have the final decisions in the design and functionality of the software, however, they're not direct users of the software.
- Software Engineers
  - Software engineers are important stakeholders because they're individuals who follow the design and implement the *TeachEveryone* software into a working product. They're not direct users of the software, but they're the builders that makes the software works, so they must understand the design and the functionalities of different parts of the software thoroughly in order to successfully create the software based on specifications laid out by the UCI's Office of the Vice Provost for Teaching and Learning.
- Information Technology Department
  - The Information Technology Department is a very critical stakeholder that must understand the *TeachEveryone* software thoroughly to successfully implement the software over the school's infrastructure and maintain the software-life-cycle for over an extended period.