[Figma File Link](#)

Changes from the initial sketches - I created the basic concept maps for 2 dance forms – Afro and House. I implemented the home screen of the steezy app to maintain the flow. I added a placeholder for link to video to learn when the user selects a concept. Further, in the gamified beat sense quiz, I added a modal overlay for the correct answer.

Please Note
I did not connect the concept maps with schedule tab (already existing) of the steezy studio due to the scope and time constraints. I will connect those two in the next iteration.

1. Is the topic you are teaching evident from the prototype? (1 point)

   -> The Dance videos on the home page make it evident

   2. Are the 2-3 learning outcomes evident from the prototype? (2 points)

   ->I implemented all the 3 features introduced in the proposal/introduction document – gamified beat sense, left-right cues, concept maps.

3. How well is the prototype informed by your original design ideas and sketches? (5 points)

   -> I implemented the original ideas and refined them as needed.

4. Does the prototype show evidence of feedback from the target users? (5 points)

-> The refining of the features is done based on the suggestions of few users.

5. How well is inspired by existing technology products (or class projects) *(4 points)*

-> Described in the first document.

6. How well does the prototype demonstrate an understanding of target learning science theories and principles? *(3 points)*

   1. *-> Taking from the first doc :*

      Gamified Beat-Sense

      Students have difficulty understanding the counts – full counts(1,2,3,4,5,6,7,8), half counts (1 and 2 and 3 and 4 and 5 and 6 and 7 and 8 and), quarter counts (1 e and a, 2 e and a, ….). After every chunk (16 – 32 counts) of choreography ask the students to plot on the interface which all beats we hit in the choreo. Doing this visual exercise will help students form mental models of the beat and corresponding step in a better way! A more ambitious extension – allow users to annotate different parts of the song (soundwave) to mark the steps/ important movements.

   2. Concept Map based progress tracker

Tracking progress in dance becomes difficult when students are learning different forms, styles, techniques and it is not as helpful to just know the – no of classes taken, no of minutes invested in learning and other such metrics. A concept map which is like a directed acyclic graph (has linked prerequisites to learn the current course) will help students place themselves better in their journey to achieve their dance goals.

3. Spatial Awareness cues

Add labels in the video that indicate left and right (to avoid confusion between original and mirrored views). Textual pop-ups/ prompts to remind the profile if it's slightly tilted from facing the audience (45 deg, 70 deg)