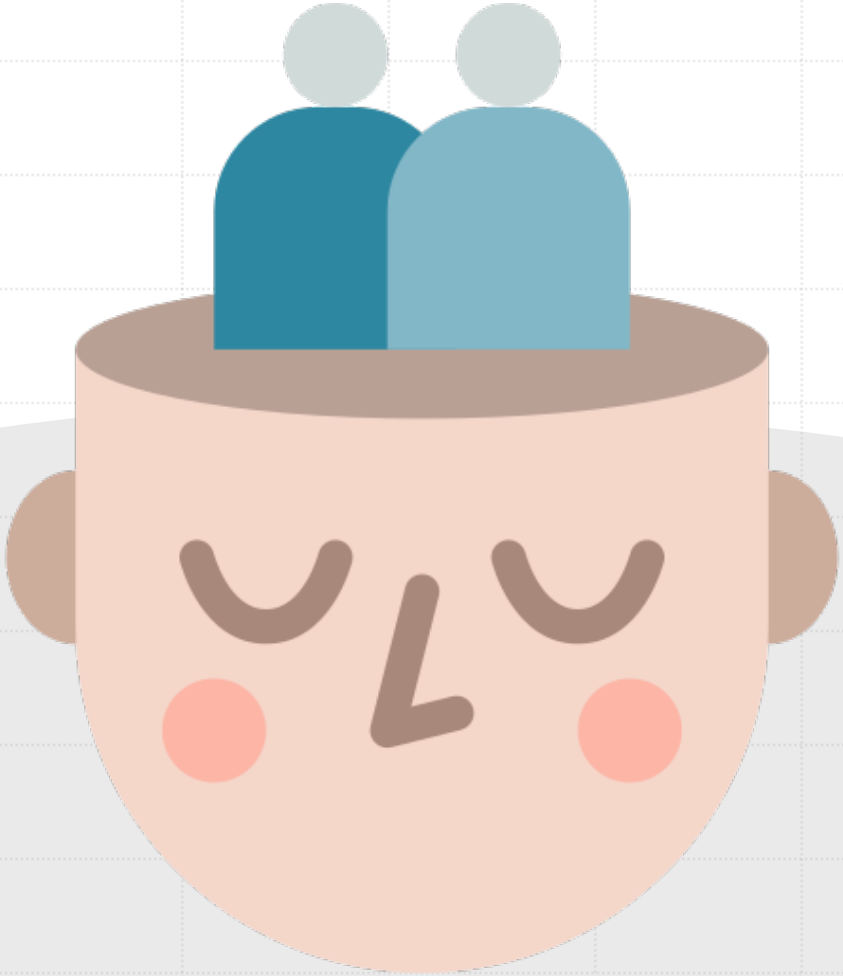
Design Thinking


Topic: Online Learning

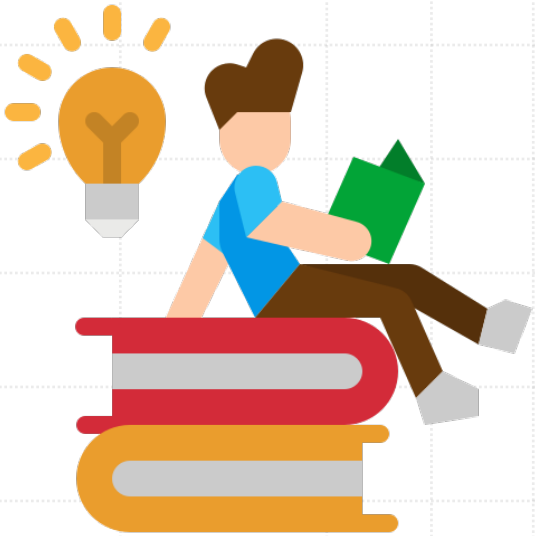
Empathize



Name: K.Methee
Profile: Data Analyst
Life Style: Likes to exercise regularly by running and has to work late hours sometimes due to adhoc work

Define

User Description: feels that group participation and learning outcome from online learning is inferior when compared with (offline) in-class environment. Moreover, opportunities to ask questions and class discussions are limited.



User's Need: User needs a way to increase learning outcome from online learning and gain more class discussion as well as opportunity to ask questions

User's Insight: Because despite the challenges of online learning, it does offer a convenient way to learn, minimize traveling hazzel and lecture recordings for revision after class

Ideate

Q&A learning blog

Half of topics suggested by students

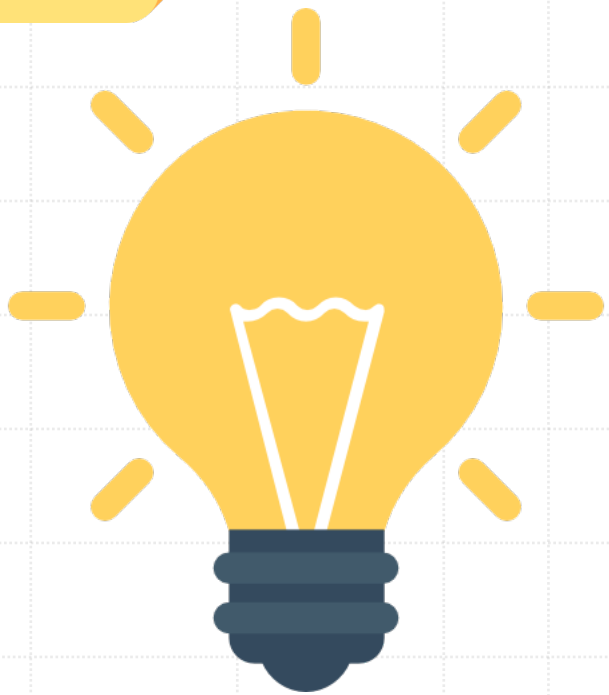
Teach/tutor for extra points

Exam tested only on unmastered topics

Metaverse classroom

Teach/tutor others for no exam

E- learning outcome checklist



Prototype

NO EXAM ZONE

Mastery gauge

Mastery score gained via:

Q&A blog:
- Ask a question
- Post an answer
- Authorized answer

Teach/tutor

In-class answer

Topic checklist completion

Test

Like:

- Like the fact that if the mastery score theshold has been passed there is no exam
- Exam quized on topics that lack mastery
- Opportunity to learn and focus on topics at need the most

Dislike:

- Still cannot meet friends face-to-face

Question:

- How can the instructor track and monitor if there are many students?
- How are the mastery score awarded and guaued?

Idea:

- Add AI instructors to help answers questions and assess student learning needs
- Integrate metaverse and virtual reality to simulate real classroom environment