# D2LAR

**Team D2L #2**
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# Introduction

D2L is used across almost every course at Michigan State University, but has a couple of problems:

- Calendar is course-specific, making it not very useful for overall time management
- Syllabi are not consistent across courses, making it difficult for students to find the same information in different courses (e.g. attendance policy)
- Many dropdown menus contain unnecessary information that is unused by most course

# Brainstorming + Initial Sketches

Design Questions:

- How might we rework the notification system so that students can consistently receive communications from their classes?
- How could the D2L calendar be reworked in order to be more useful for students trying to keep track of due dates and manage their time?
- How could we change the default class layout in order for the classes to look more consistent?
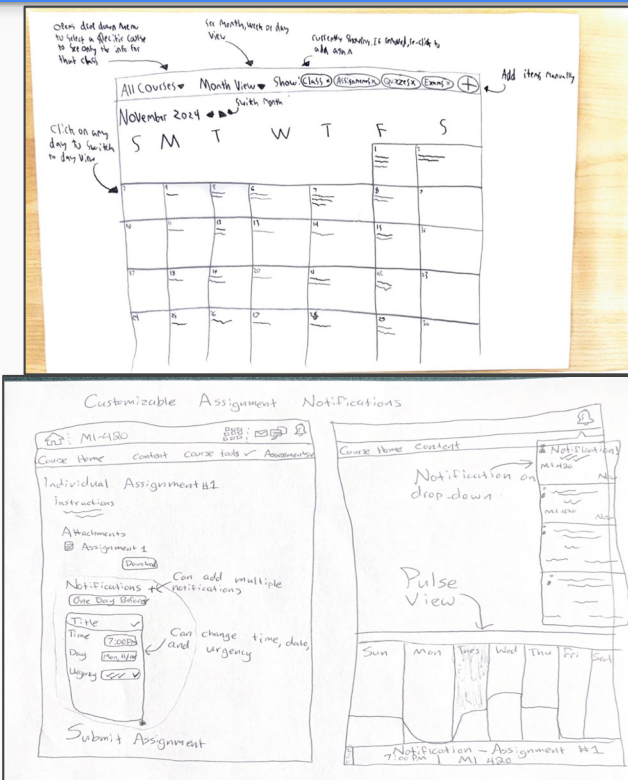
# Prototype v1
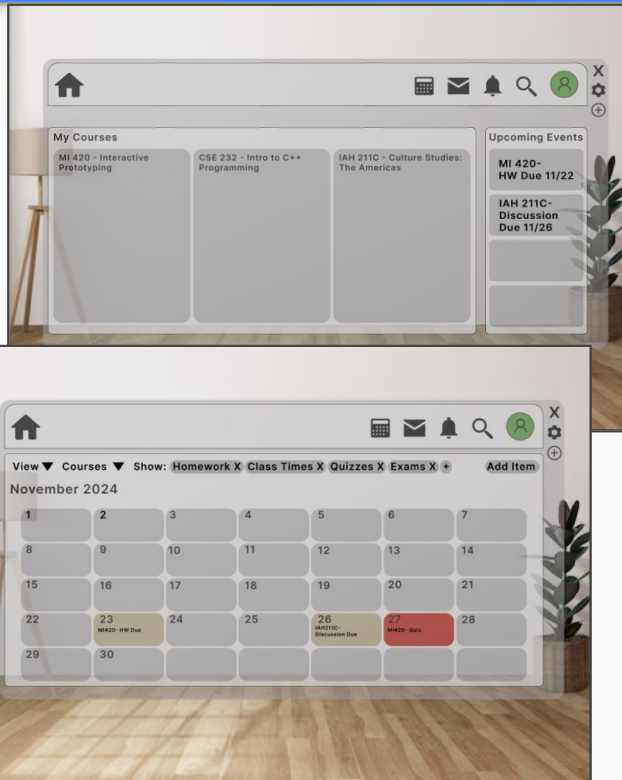


Video Prototype
Available on website
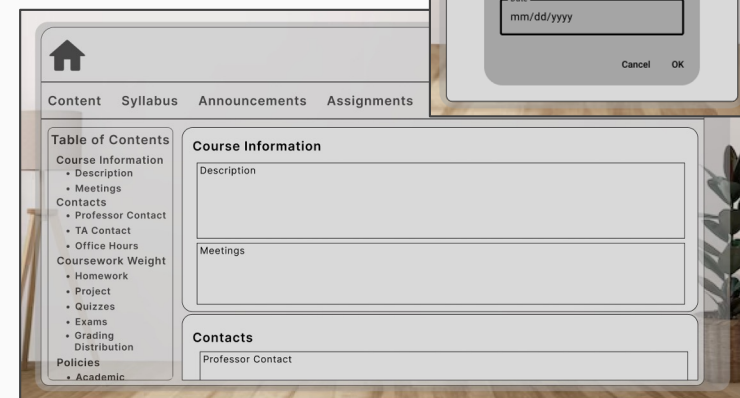
# What and Why for Prototype v1

- We incorporporated AR into our design to give it more of a futuristic feel.
- We made the calendar more easily accessible to students.
- Adding a table of contents to make it simple for students to navigate a course.
- Can scan documents so it is effortless for the user.
- Video prototype showed what AR interaction could look like and why it would be practical.

# Evaluation
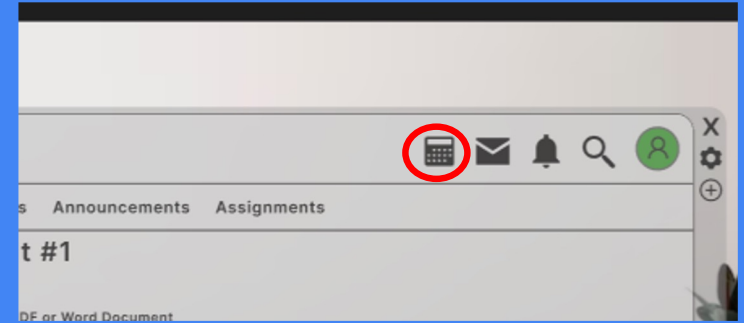


Notable findings from evaluation:

- Calendar looked like a calculator
- Need to add a scroll bar or arrow on table of contents
- When adding an item to the calendar, show color like the other assignments and reminders.
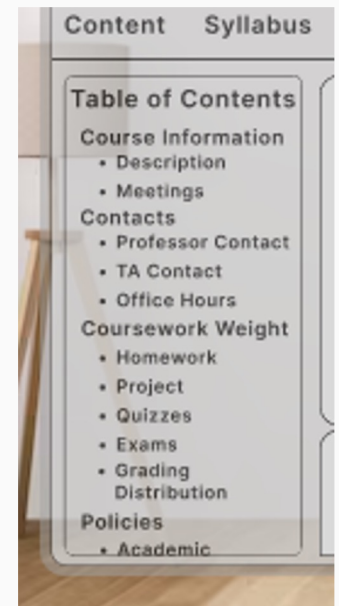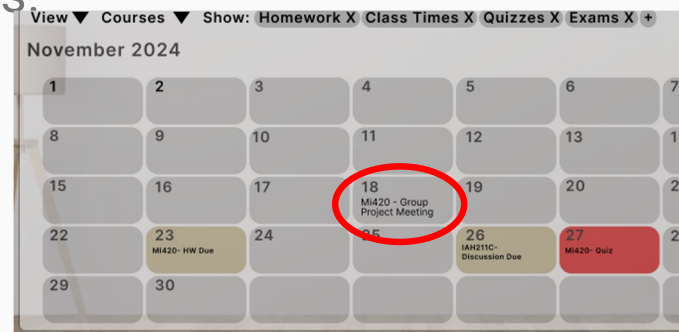
# Future Work

With more time to work on this prototype, we would focus on:

- Improved user feedback (scroll bar, adding color to new calendar items, etc.)
- More information visualisation (color coding calendar events, graphs to show amount of work per day, etc.)
- Take better advantage of AR technology (virtual classrooms, 3D personal feedback, etc.)
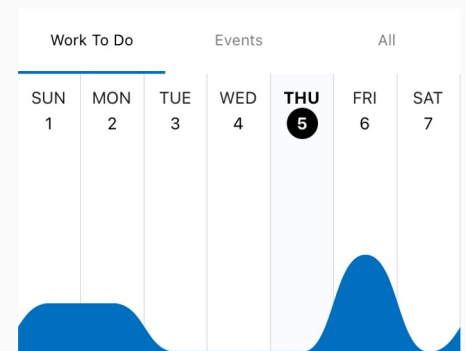
# Conclusion

Feedback was key to our groups success. Several seemingly small but ultimately impactful changes that we brought to our attention came from user feedback such as color on the calendar for a scroll bar in the syllabus. Switching to an AR format allowed us to have a lot more freedom with the UI. While we feel as though we improved D2L vastly, there is still room for improvement. As AR technology becomes more available, this will hopefully become reality.

Any questions?