

Getting out of your

Comfort Zone

Enabling Student Academic Exploration

Seth Johnson for Introduction to Interaction Design, Winter 2013, Section 1

History

The Sophomore Initiative program helps students explore academic options.

SI 544 F12 Intro to Statistics project took data from "22 Ways to Think About Translation" to see if the students were in fact exploring new academic options.

Grant proposal to create a tool to generalize this process.

Purpose

The tool should gather data to help improve teaching methodologies for Sophomore Initiative classes.

Students attend diverse Michigan events over the semester to experience new perspectives.

Adding sharing, recommendations and rewards to basic data collection hopefully helps encourage participation.

Design Breakdown

1) Survey

- To capture student interests
- First time and last time

2) Event Listing

- Listing of available events


3) Event Detail

- Information about a single event
- Rating and Tagging

Prototype


You are logged in as **username**

[Back to Event Listing](#)



This is the Event Title

New York 2013/06/27 8:00 PM

 **+5 for attending**

Who's going?

☐ I am planning on attending.

username1 is attending **username2** is attending
username3 is attending

Description

Quisque felis sem, lacinia eu blandit nec, elementum eu ante. Proin condimentum sagittis enim in lacinia. Quisque dignissim, diam quis adipiscing vulputate, risus leo tincidunt tortor, non tincidunt neque orci sed augue. Nullam sit amet diam in lacus pellentesque viverra vel a magna. Fusce eget urna purus, vel aliquet magna. Nunc aliquet congue elit, et sagittis.

Media

[4 Photos](#)

Ratings and Tags

If you attended this event, please rate, tag and [confirm](#).

This event represented the Humanities

Disagree Agree

This event represented the Sciences

Disagree Agree

Please tag the event based on the subject matter

Fine Art

Performing Art

Technology

Humanities

Sciences

Drag Tags Here

Design Rationale

The primary goal of the tool is to gather data to improve teaching methods.

The tool is not the primary purpose of the class and as such should be as simple, intuitive and uncomplicated (and hopefully engaging).