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.

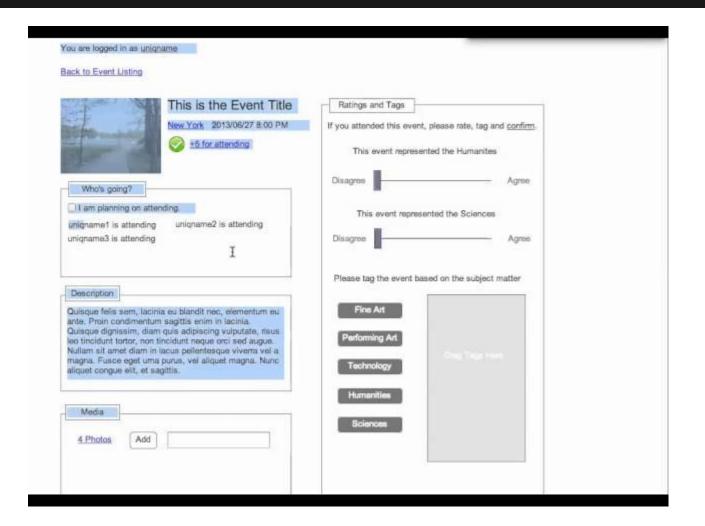
Students attend diverse Michigan events over the semester to experience new perspectives.

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



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).