

APRIL 22, 2015

COG1 + RENAISSANCE LEARNING

KANBAN CONTROL UXD INITIAL FINDINGS

Contents

Overview 03

Use Case 1: Kanban Used In Building A Lesson Plan 04

Use Case 2: Select an Instructional Resource to work on 07

Overview

What follows is UXD Initial Findings for the Kanban Control project.

USE CASE 1: KANBAN USED IN BUILDING A LESSON PLAN

Kanban Used in Building a Lesson Plan

DESCRIBED IN USE CASE 1: KANBAN USED IN BUILDING A LESSON PLAN

In the Planner, the teacher chooses a set of Skills. These skills represent the Learning Objectives that will drive the Lesson Plan. Typically, there are 1 to 5 Skills in a lesson plan.

Once the skills that frame a Lesson Plan have been chosen, the Teacher enters a See-Saw between two screens aimed at the creation of specific Assignments for the targeted students.

The first screen is a pretty classic Search screen that enables the Teacher to find Resources. When a Resource is dragged left to right, that gesture creates a candidate Assignment.

At any point in the resource selection process, the Teacher may choose to toggle to the Kanban. The Kanban is the Assignment Organizer. Each Assignment is a task for students.

KANBAN CONTROL - USED IN BUILDING A LESSON PLAN

The screenshot displays the 'Kanban Control (Assignment Organizer)' interface. At the top, a header bar contains the title and two buttons: 'Publish' (callout 7) and 'Cancel' (callout 8). Below the header, a section for 'Color Legend' shows three color-coded boxes (callout 2) and a '+ New Task Group' button (callout 9). The main area is divided into three horizontal swim lanes. The first swim lane, 'Swim Lane A - 14 tasks', is expanded and shows a grid of task cards (callout 4) and a '+ New Task / Kanban Card' button (callout 5). The second swim lane, 'Swim Lane B - 10 tasks', and the third, 'Swim Lane C - 12 tasks', are collapsed. A vertical scrollbar is on the right side of the interface.

NOTES

- 1. Kanban Control Display**
Kanban control utilized as an Assignment Organizer.
- 2. Task Group UI**
Display elements should be configurable by the calling code.
- 3. Column Header**
- 4. Task UI**
Display elements should be configurable by the calling code
- 5. New Task Button**
- 6. Swim Lanes**
- 7. Publish Button**
Taps/Clicks on this element accepts any actions taken in Kanban control, and moves to the next step in the workflow.
- 8. Cancel Button**
Taps/Clicks on this element discards any actions taken in Kanban control, and exits from the display returning to the workflow of the invoking service.
- 9. New Task Group Button**

USE CASE 2:
SELECT AN
INSTRUCTIONAL
RESOURCE TO
WORK ON

Kanban Serves as Work Tracker

DESCRIBED IN USE CASE 2: SELECT AN INSTRUCTIONAL RESOURCE TO WORK ON

The Authoring Use Case centers on an author choosing from a smorgasbord of proffered tasks. The goal of the Kanban in this situation is to help the Author and the Author's team of collaborators to structure and monitor their work flow.

The Kanban serves as a work tracker, enabling the Authors on a team to grab work.

The widget serves as the entry point for work across the process steps. As a particular piece of content progresses thru the production process, the Task moves left to right on the Kanban widget.

KANBAN CONTROL- SERVES AS A WORK TRACKER

1

Kanban Control (Work Tracker)

2

Task Group 1

3

Color Legend 1

Color Legend 2

Color Legend 3

7

+ Add New Task Group

Task Group 2

Task Group 3

Column 1

Column 2

Column 3

Column 4

Column 5

Swim Lane A - 14 tasks

4

Task / Kanban Card

5

Task / Kanban Card

+ New Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Task / Kanban Card

Swim Lane B - 10 tasks

Swim Lane C - 12 tasks

NOTES

1. Kanban Control Display
- Kanban control utilized as an Assignment Organizer.
2. Task Group UI
- Display elements should be configurable by the calling code.
3. Column Header
4. Task UI
- Display elements should be configurable by the calling code.
5. New Task Button
6. Swim Lanes
9. New Task Group Button

THANK YOU



81 Langton Street #10
San Francisco, CA 94103

415.377.4015
COG1.com

PRIVATE & CONFIDENTIAL

All work within COG1's proposal is intended for the recipient only. The recipient may use the information and ideas contained in this document only for the purpose of evaluating a business relationship with COG1. The recipient may not disclose any of the information or suggested ideas contained herein to third parties or to the recipient's employees except employees who are required to have the information in order to carry out the discussions of the contemplated business relationship. By accepting this document they are deemed to have agreed to these terms.

All ideas contained within this document are owned by COG1 ©2015.