COG1 **+** RENAISSANCE LEARNING

KANBAN CONTROL
UXD INITIAL FINDINGS

Contents

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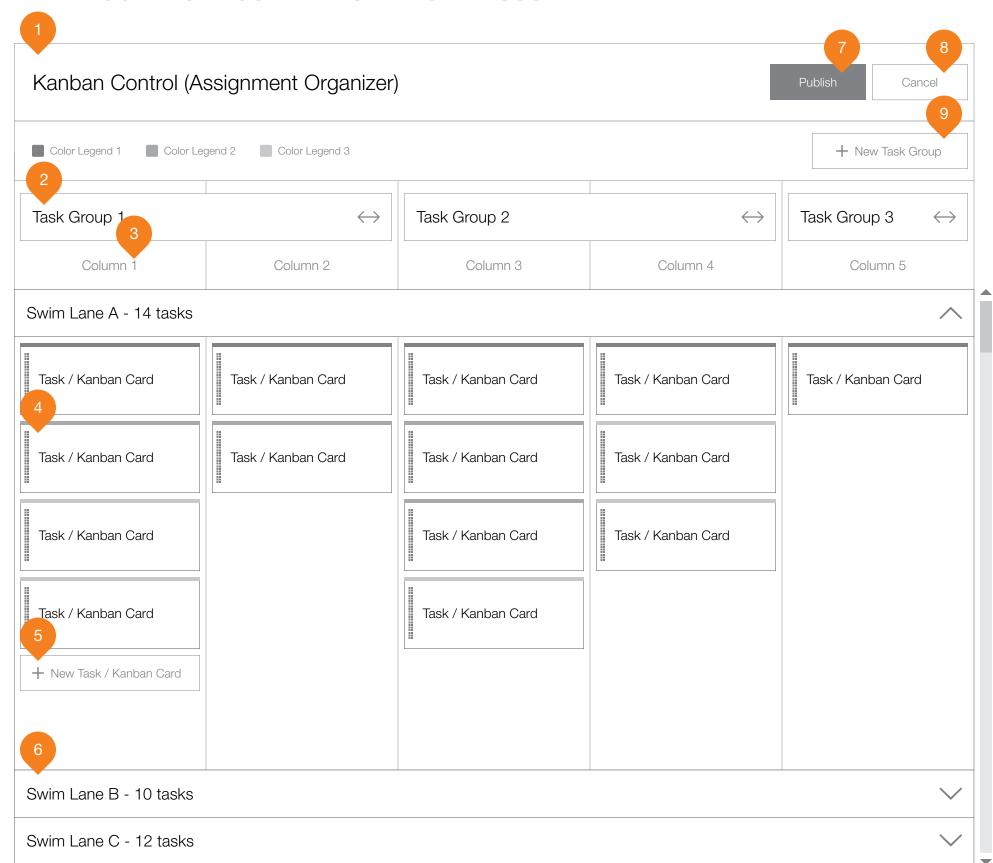
In the Planner, the teacher chooses a set of Skills. These skills represent the Learning Objectives that will drive the Lesson Plan. Typically, there are 1 to 5 Skills in a lesson plan.

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

1

Kanban Control (Assignment Organizer)

7 Publish **8** Cancel

9

■ Color Legend 1   ■ Color Legend 2   ■ Color Legend 3

+ New Task Group

2

| Task Group 1 ↔ | Task Group 2 ↔ | Task Group 3 ↔ |

3

| Column 1 | Column 2 | Column 3 | Column 4 | Column 5 |

Swim Lane A - 14 tasks ∧

Task / Kanban Card (×multiple)

4

5 + New Task / Kanban Card

6

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

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
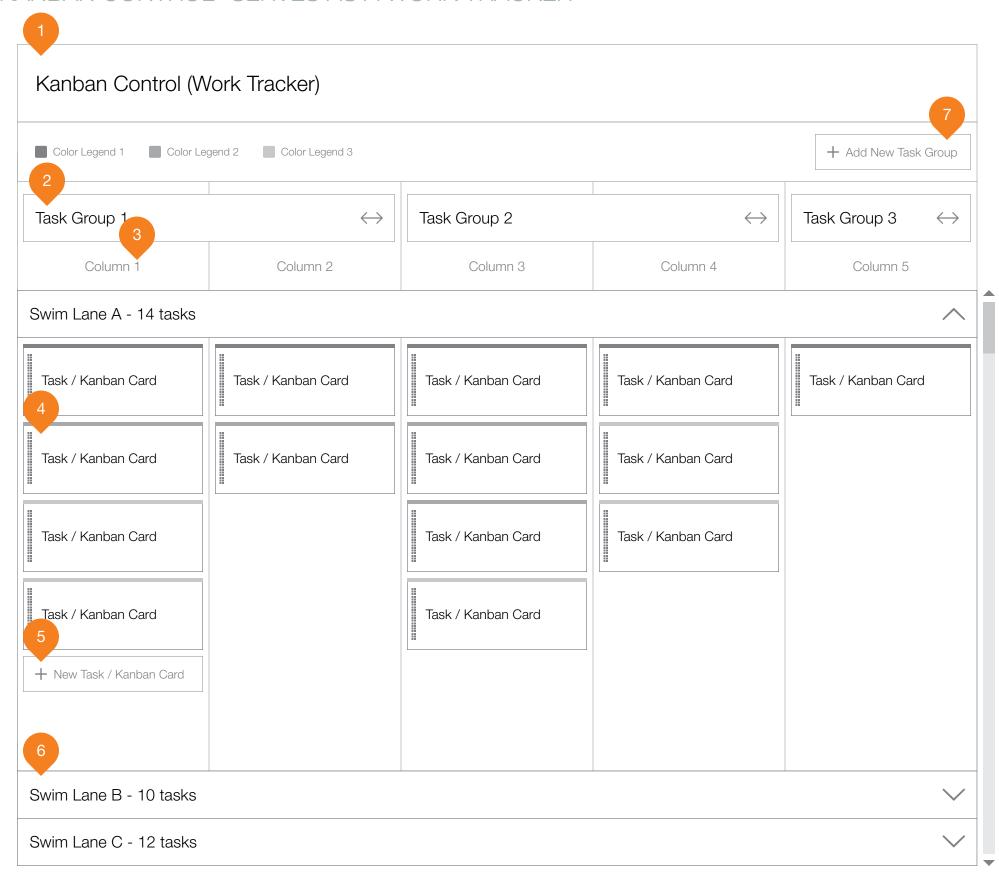
Kanban Serves as Work Tracker

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)

7

■ Color Legend 1   ■ Color Legend 2   ■ Color Legend 3

2

| Task Group 1 ↔ | Task Group 2 ↔ | Task Group 3 ↔ |

3

| Column 1 | Column 2 | Column 3 | Column 4 | Column 5 |

Swim Lane A - 14 tasks ︿

| Task / Kanban Card | Task / Kanban Card | Task / Kanban Card | Task / Kanban Card | Task / Kanban Card |

4

| 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 | | |

5

+ New Task / Kanban Card

6

Swim Lane B - 10 tasks ﹀

Swim Lane C - 12 tasks ﹀

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6. Swim Lanes

9. New Task Group Button

Add New Task Group

THANK YOU

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