- 8 participants:

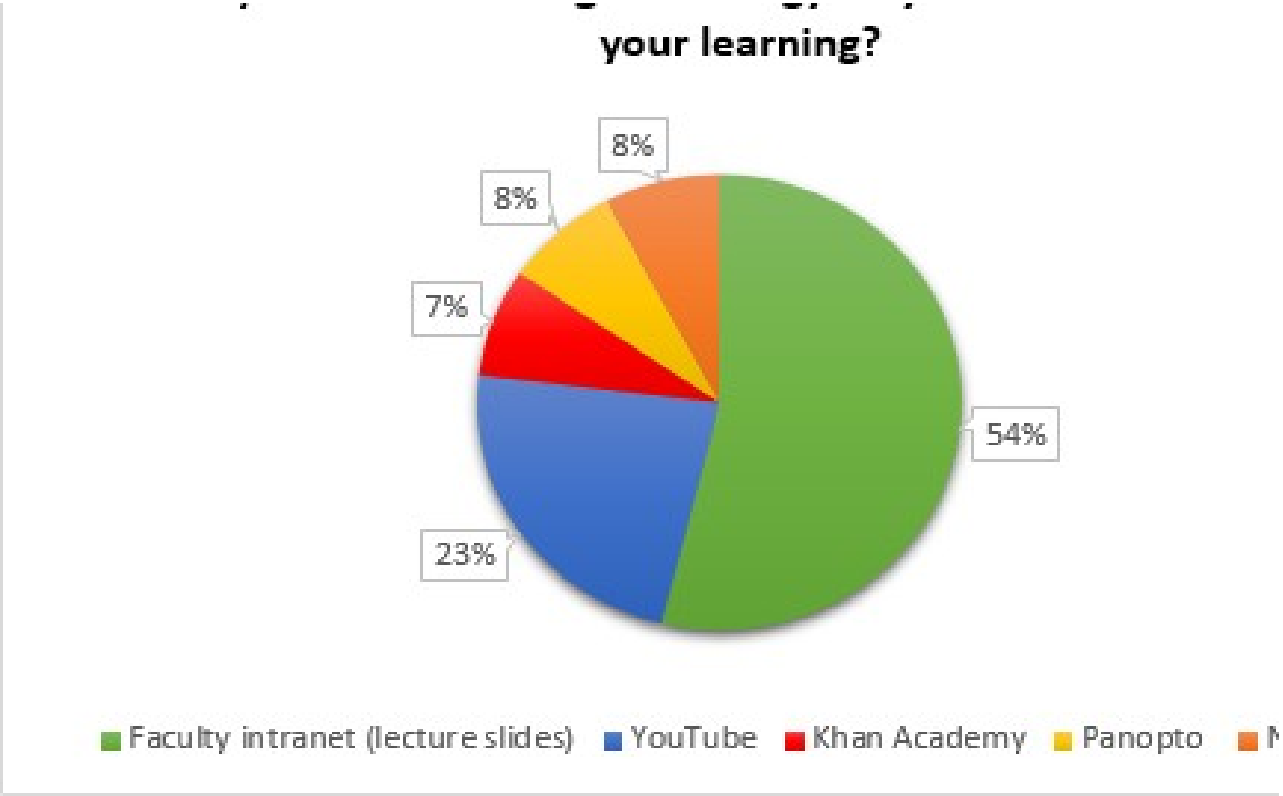
  Southampton, Bristol and Solent university students
  6 undergraduate
  2 postgraduate

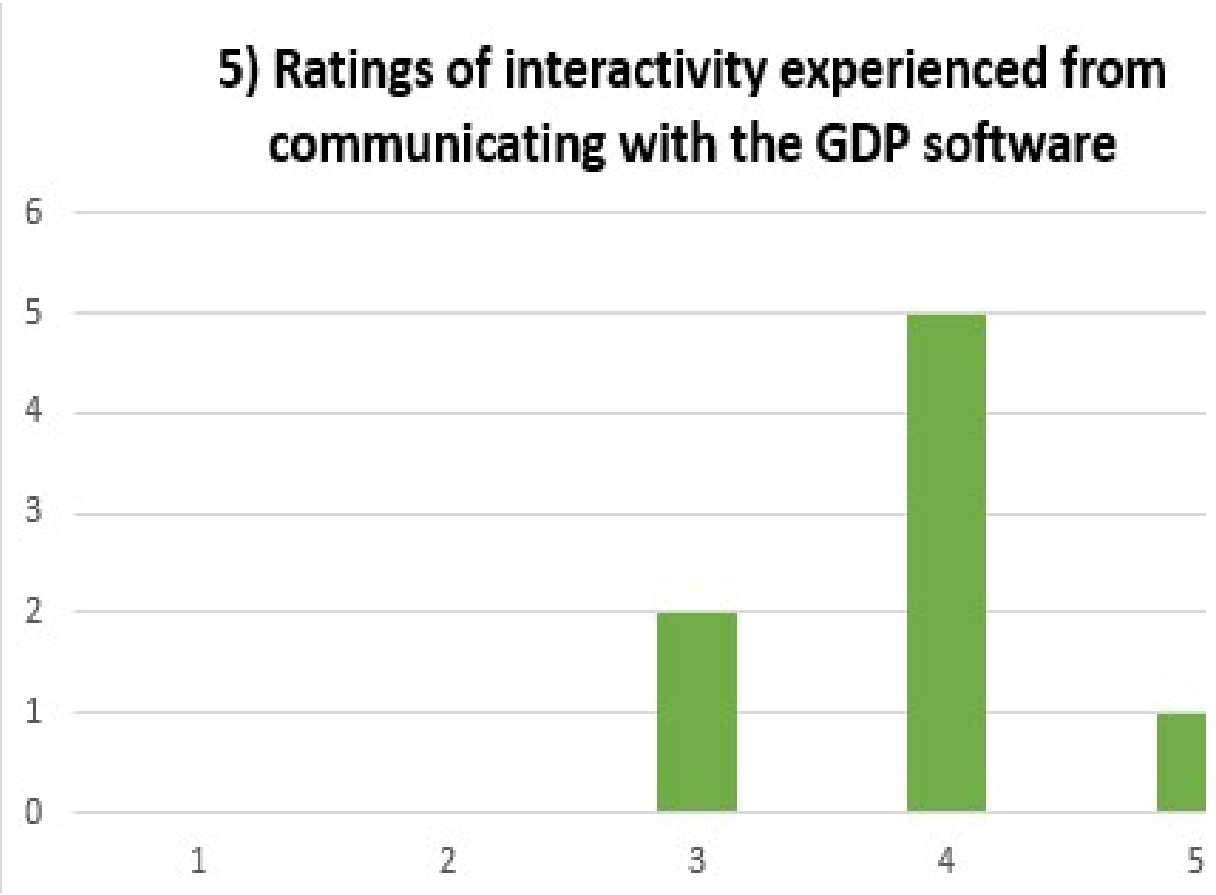
- Mean age of 20

- Most students had experience of using e-learning technologies and possessed a visual and/or auditory learning style.

Activity	Duration
1. GDP Software Demo and Trial	15 minutes
2. Focus group Discussion	30 minutes
3. Individual Questionnaires	15 minutes

- Over 50% use faculty intranet to access lecture slides
- 100% would watch video-recorded lectures if they were readily available on the intranet





- The conceptual model fulfils UX goals
- interactive, enjoyable, motivating, engaging, cognitively stimulating and rewarding
- 7 would use regularly

"how to enhance the level of interactivity of the software, to improve student learning"

No.	Functional Requirements
FR1	The polls and quizzes should allow 2 attempts , then an annotation link should appear on the video allowing students to replay relevant sections of the video lecture.
FR2	Grading system which informs students of their level after the video quiz has been completed, e.g. 1:1, 2:1, 2:2 etc.
FR3	After completing a video quiz, recommended videos should be displayed on the mobile or computer screen, to encourage further learning.
FR4	A forum/comments section which allows students to contribute and discuss material, to encourage collaborative learning and peer feedback.
FR5	Time-frames for subtopics should be highlighted in the video, e.g. YouTube annotation messages, to allow students to skip to relevant sections to learn and assess their understanding.
FR6	Side bar featuring the status of embedded questions, e.g. questions answered, current question and score achieved so far.

"how to enhance the level of interactivity of the software, to improve student learning"

No.	Type	Non-Functional Requirements
NFR1	Usability	The system should have an intuitive & user-friendly interface; user functions should be simple to perform.
NFR2	Usability	The design (colours, fonts, images) should be engaging and applicable to the nature of the Synote system and the services it provides.
NFR3	Usability	Visual feedback in the form of a green tick to highlight a correct answer and a red cross to highlight an incorrect answer should be implemented to increase motivation for learning.
NFR4	Performance	Videos should load efficiently, within 5 seconds.
NFR5	Compatibility	The system should be accessible on all main browsers and operating system platforms.
NFR6	Security	The system should provide a unique user space for each user to access securely, via a username and password.