

Design Process 1

Purpose of Outcome

Introduction

Discuss the problem or scenario:

Students are often overwhelmed by the amount of assessments that they have to do and have trouble keeping track of what assessments they are doing.

Many planners/trackers aren't meant for the way NZ assessments are planned out so students in NZ struggle with using most applications.

Solution

Normal ways kids cope are:

- Spreadsheets (google sheets or excel)
- A data tracker
- Planning apps
- Notes app
- Using the timetable provided by teachers
- Calendar app

My solution for this particular problem will be to make a data tracker that is customisable for each student so that they are able to add their assessments in a way more personalised for New Zealand curriculum.

Purpose

What is the purpose of your chosen solution:

In order to help these students I will be making an app that uses data from the NZQA website about the assessments in order to help manage the assessment tasks easier.

Requirements:

- Easy to navigate
- Customisable (entering due dates and changes to assignments)
- Able to save and recall the data
- Must have easy display of the assessment

Implications

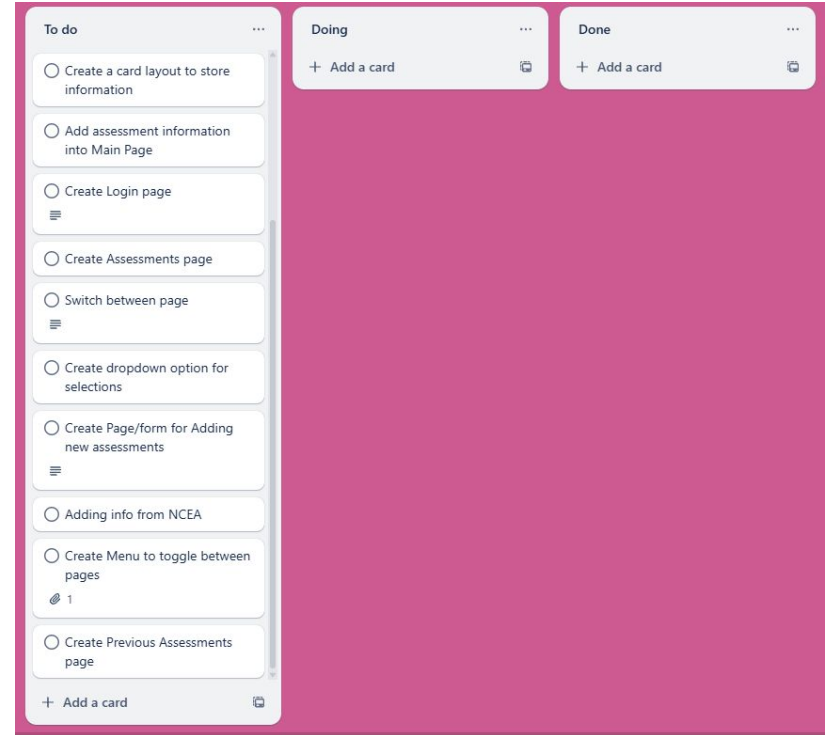
Privacy - Making sure that there is a login function so that students Assessments remains their own and not get mixed up with other learners

Aesthetics - Students don't use apps that seem 'simple', will have to gather feedback while constructing.

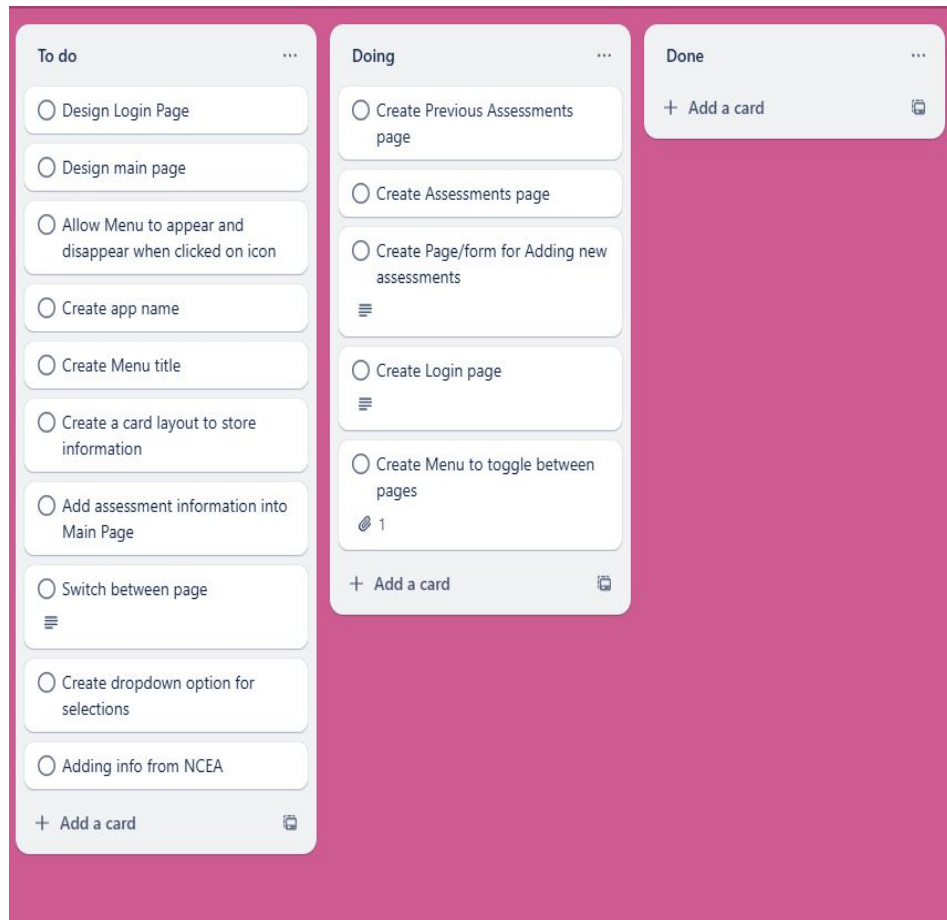
Functionality - Must be easy to use and everything in the app must work for students to be able to use it.

Project management tool - Trello

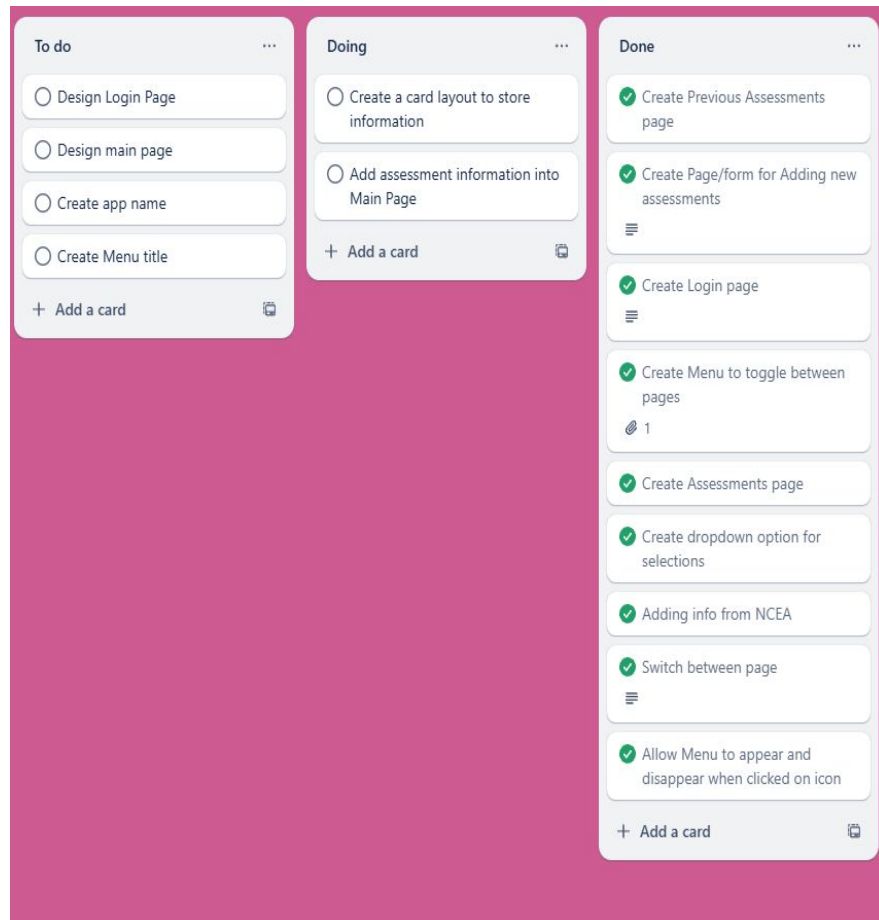
One thing that I found out very quickly while doing this project was that this project was going to take a lot of time to make and that it was very easy for me to lose track of what I was doing and what I still needed to do. Our teacher introduced us to Trello, an application that allows you to create cards with the things that you need to do and move them to another column as you make progress on the task. I used this by adding all of the things that I initially needed to do and added to it as I progressed.



Initial kanban

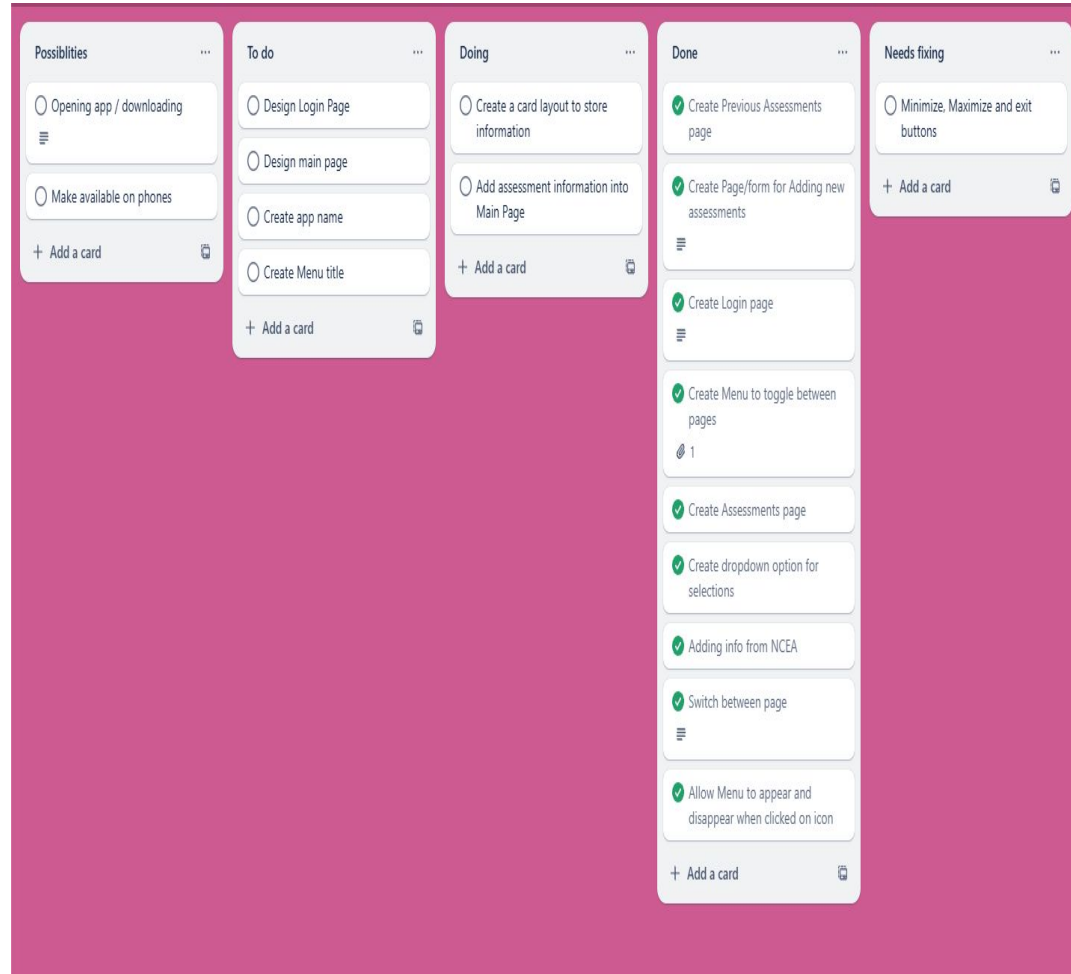


Kanban progress



As the project progressed, I added things to the done column.

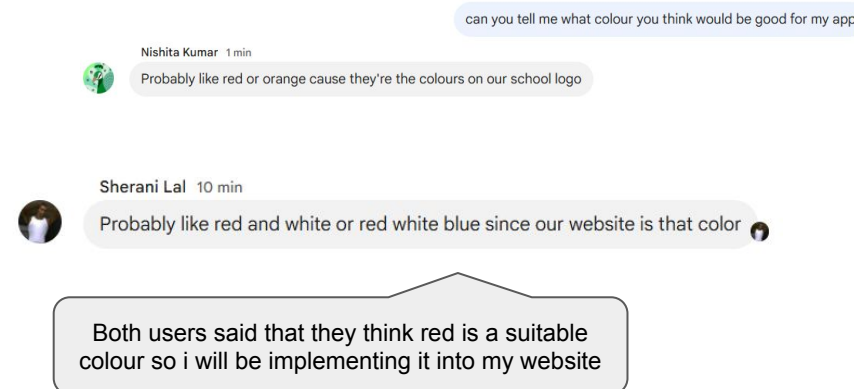
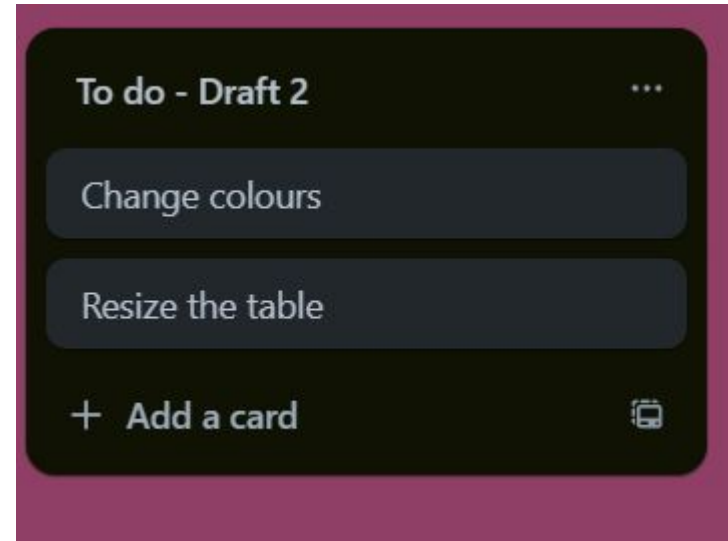
As I progressed I realised that I needed more columns to help me keep myself organized as at times I would need to fix something but it wasn't really affecting the function of my code so I would leave it. I also added another column "possibilities" as I realised that these things weren't really achievable in the time given and weren't really necessary for the end user requirements. So I put things in that column to remind myself that this could be ways to improve functionality.



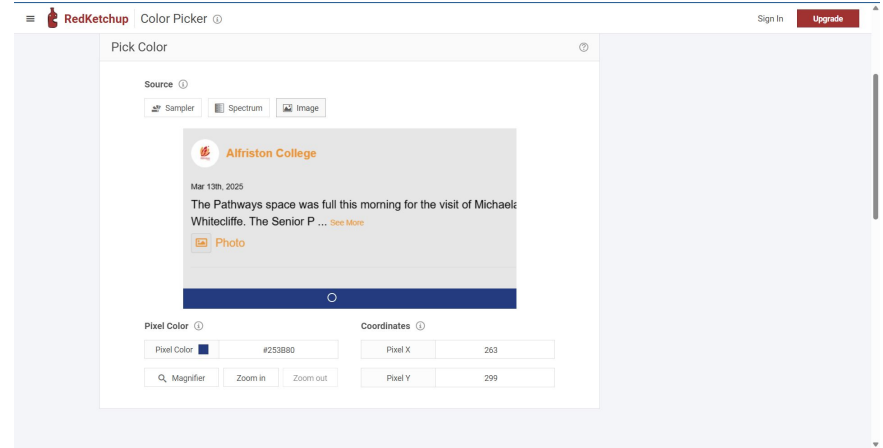
FeedBack - Prototype 2

After completing my first prototype I got feedback from my end users (yr13 Physics students) and went back to Trello and updated what they wanted.

Majority of the students said to work on the colour schemes of the app and making sure that the words in the menu are readable.



I screenshotted a post from our school website and used an online colour picker tool to get the HEX colours of the website and decided to model the colour of my app around them.



Pixel Color ⓘ


Pixel Color 

Pixel Color ⓘ

Pixel Color 

Text
colour

Pixel Color ⓘ

Pixel Color 

Menu/
header
color

Pixel Color ⓘ

Pixel Color 

Bg Color

FeedBack - Prototype 2

One student also brought to my attention that the table displaying the assessments didn't display the full title.

Another student stated that overall spacing and position of the table could be improved.



Cassy Caasi Now

today

I think the website is promising and I like how the layout mirrors the school's official website because it is familiar and I can navigate it easier however, the table spacing and layout can be improved.

Observation - prototype 2

I also realised that the learners that I went to for feedback, tried to type in the name of the assessment rather than going off of the AS number. A few students even said that they didn't know what the number of the standard was, as their teacher just referred to it by the name. This further lead me to change the input variable for the new assessments so that they could input the assessment based on the name as well as the number.

This improved the functionality of my application by allowing the user multiple choices of input.

Feedback - Prototype 3

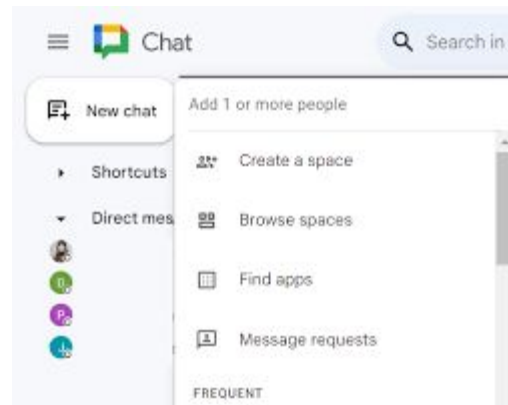
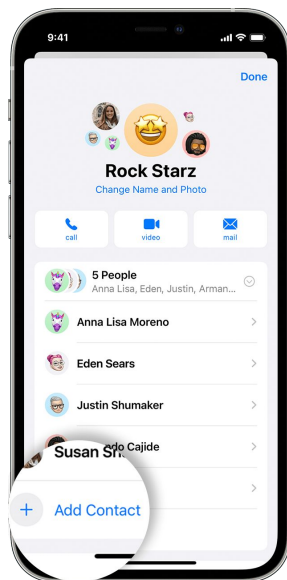
Once I implemented these changes, I went back to the students and asked if they were happy with these changes.

Looks better

its a lot easier to read now

Many of the students I went back to were very happy with the changes thought that everything was fine the way it was.

Some students however, compared it to other apps and thought that it would be a better idea to make an icon to add new assessments.



Classroom

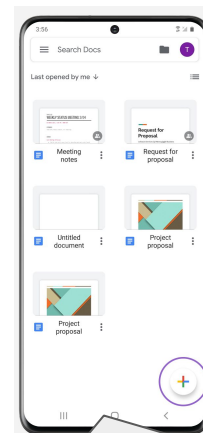
Home
Calendar

L3 Calculus 2025

L3 DTEC

Level 3 DVC 2025

Icon to add classes on Google Classroom

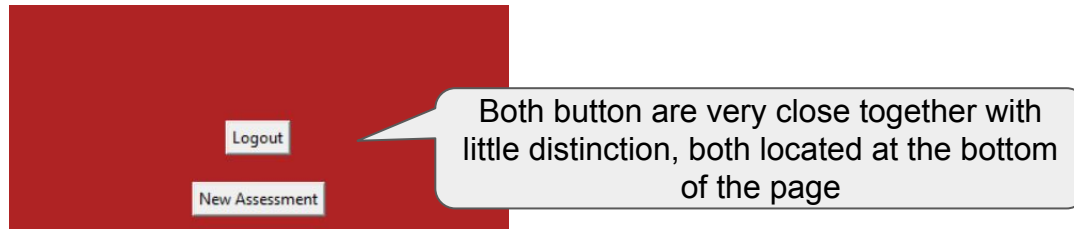


Create a new document by tapping the multicolored plus sign here

Google Docs

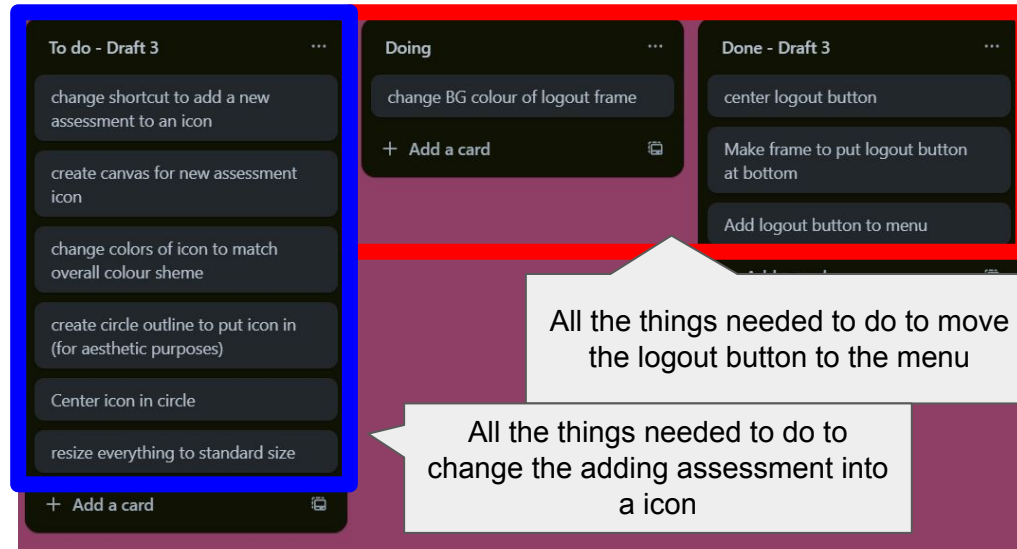
Observation - Prototype 3

When letting the student try the app again, one of the students ended up logging out when trying to add a new assessment as the two buttons are located very close to each other in the main page. When this happened one of the other students remarked that they almost did that too. This was an issue that had initially escaped my so it was a good thing that they had made this mistake so that I was able to correct it.



Trello

During the time of this prototypes making, many of my classes also started submissions for other assessments. This made it harder for me to remain focus of making this prototype and although there wasn't much to do, I found myself easily forgetting what I was doing. This is where Trello came in handy as it allowed me to write down every little detail that I had to do and allow me keep track of what I had already done without feeling lost.



Implications - how they were mitigated by end prototype

Privacy - The login page at the beginning of the app requires the user to sign up and login every time they use the app, making sure that each user is able to access their own assessments and the lack of auto-login/remember me function makes sure that if a user is sharing their device, the other user will not be able to gain access. Login is also case sensitive so if someone does know the users details they will still need to match cases making it harder for them to guess.

Aesthetics - I went back multiple times to my end users and got their opinion on multiple aesthetical feature such as colour schemes and layouts. This made sure that my end users were pleased with the aesthetic and ensured that they were more likely to use my app over other assessment trackers.

Functionality - I increased the functionality of my app by noticing habits that my end users had and implementing these conventions into my app, making it more convenient for them to navigate through and use.