

Classroom Group Functionality Design Overview

Group Members:

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Figma Link:

https://www.figma.com/file/BkHskUuEBDz0NJcmvuqQ8R/Hfid_project?type=design&node-id=4%3A37&mode=design&t=YzHP3ANoLEPN70dm-1

Comprehensive Documentation that includes:

1) Overview of the design process.

The design process for the Classroom Group Functionality began with extensive research to understand the pain points and needs of both teachers and students in managing group activities within a classroom environment. This involved conducting interviews with educators and students, analyzing existing classroom management systems, and studying best practices in user interface design for educational tools.

Based on the insights gathered from research, We engaged in brainstorming and ideation sessions to explore various approaches to group creation and management. This phase involved sketching out concepts, discussing potential features, and considering different user interaction flows.

Following the conceptualization stage, We moved on to prototyping using Figma, a collaborative interface design tool. The prototype aimed to visualize the interface and functionality of the classroom group feature, allowing for iterative refinement based on user feedback.

Usability testing played a crucial role in the design process, providing valuable insights into user interactions and preferences. Test sessions were conducted with both teachers and students to gather feedback on the prototype's usability, clarity, and effectiveness in achieving its intended goals.

2) User personas and scenarios.

a) User Personas

Professor 1: Professor 1 is an experienced educator with a diverse classroom of students. He values efficiency and organization in his teaching approach and seeks tools that help streamline administrative tasks, such as group management.

Student 1: Student 1 is a diligent student who actively participates in class activities and group projects. He appreciates clear communication and easy access to resources related to his assignments.

b) Scenarios

Scenario 1: Professor 1 needs to divide his class of 30 students into groups of 5 for an upcoming group project. He/She wants a flexible tool that allows her to create groups based on specific criteria, such as student interests or academic strengths.

Scenario 2: Student 1 has been assigned to a group for a collaborative assignment. He needs to quickly access his group members, view assigned tasks, and collaborate with them effectively.

3) Wireframes or screenshots of key screens in the prototype.

Random Group Creation Screenshot

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Random Group Created

Group size

Select group size

Maximum 2 students in each group

Group Names	Group Members
Group 1	1. Ritik Tiwari 2. Priyanshu Kumar
Group 2	1. Rishav 2. Naman Sharma

Total 2 groups are created for 4 students.

Done

Group Assignment Screenshot

Classroom > hfid

Home

Calendar

Teaching

To review

hfid

Archived classes

Settings

Stream

Classwork

People

Marks

+ Create

Assignment

Quiz assignment

Question

Material

Reuse post

Group assignment

Posted 11 Apr

Assign and Group Option Creation Screen

×

Group assignment


Assign


Title


Instructions (optional)


B *I* U **≡** **✕**


Attach

 Drive

 YouTube

 Create

 Upload

 Link

For

hfid

Grouping Preference

Select Grouping Method

customize

Random

Points

100

Due

No due date

Topic

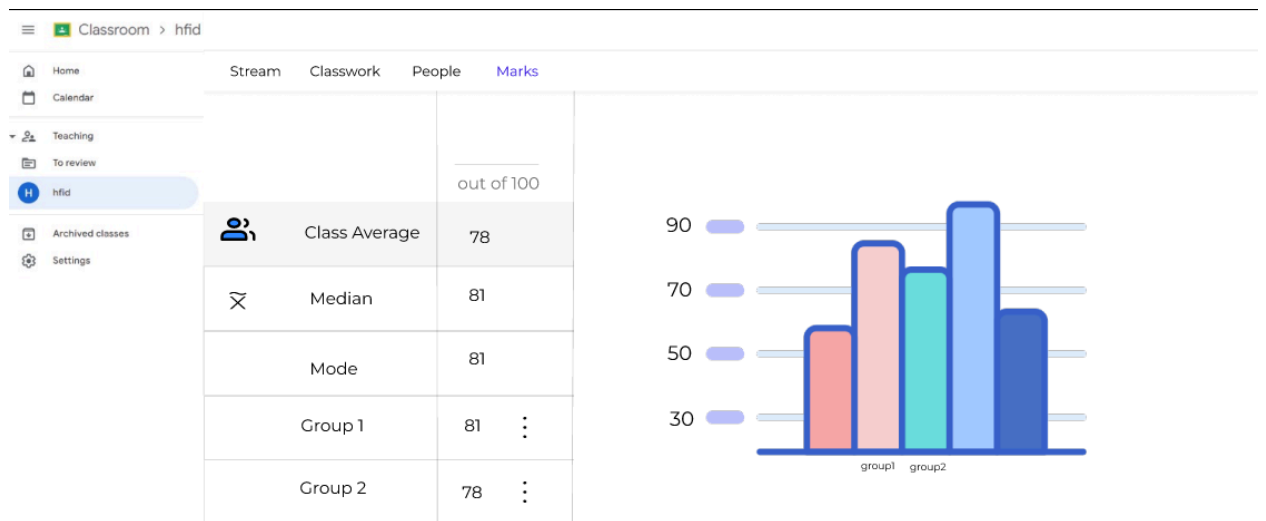
No topic

Rubric

+ Rubric

?

Evaluation Marks Screenshot



4) Design decisions and justifications.

a) Customized vs. Random Groups:

Offering both customized and random group creation options caters to the diverse preferences and needs of educators. Customized groups provide flexibility for instructors to tailor group compositions based on criteria such as academic performance or compatibility, while random groups offer a quick solution for evenly distributing students when no specific criteria are needed.

b) Dropdown Selection for Customized Groups:

The decision to implement dropdown menus for selecting and adding students to customized groups was made to enhance user experience and streamline the group creation process. Dropdown menus provide a clear and intuitive interface for instructors to navigate through the list of students and assign them to groups efficiently.

c) Task Assignment Button

Introducing a dedicated button for task assignment was deemed essential to ensure clear communication between instructors and students regarding assigned tasks. By prominently displaying the task assignment button within the interface, users are guided through the workflow and prompted to take necessary actions, reducing the risk of confusion or oversight.

5) Results of usability testing and any changes made based on feedback.

Usability testing yielded positive feedback on the prototype's overall usability and clarity, affirming its effectiveness in facilitating group management within the classroom environment. However, users expressed a desire for enhanced guidance and clarity, particularly in the task assignment process. Responding to this feedback, the design team implemented tooltips strategically placed within the interface to provide contextual information and step-by-step instructions, addressing the users' concerns and ensuring a smoother user experience.

Moreover, during the development of the classroom group functionality, it became evident that providing immediate feedback on various activities was essential for user satisfaction and confidence in the system. Therefore, additional features were incorporated to provide informative feedback to users. For instance, upon assigning tasks to groups, a pop-up message now appears, confirming the successful assignment of tasks. Similarly, when returning marks, a pop-up notification indicates that the marks have been returned successfully. These notifications serve to reassure professors that their actions have been completed as intended, enhancing their overall experience with the platform and promoting efficient workflow management.

By integrating these feedback mechanisms and informative notifications, the design not only addresses users' immediate needs for clarity and guidance but also enhances the overall user experience by providing timely and reassuring feedback on their actions within the system.