Project Charter for “Sense” (Gaming)

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## Stevens Institute of Technology - Team Worksheet 4

# Date prepared:

Nov 3, 2020

# Description:

Multi-player game-based interactive learning platform that makes it fun to understand and know each other. User-generated multiple-choice quizzes can be created and accessed via Browser. Different types of quizzes to choose from Movies, General Knowledge, Places and more. The game allows you to invite friends and play together.

## What is your target population?

Our target audience include all ages and genders. Anyone interested in gaming can play. It is a social learning which can be used more by the schoolteachers to post their quizzes.

## What is the Primary E you are trying to improve?

We are trying to improve the dimension “Engaging” by attracting users. We are engaging our users with quizzes. These questions are time-based and score-based leadership boards. Reports are available for download.

## How will you measure improvement of the E you selected?

We can measure the improvement of the “E” selected by looking at the number of visits by the users, hours of activity for each visit and number of referrals sent by the user to others. The referrals help us track the user activity. The number of games played and created; bounce rate can also be used to measure the improvement. These details can be viewed only by admins.

## What industry sources are you using to gather data that will be used for the basis of your persona?

* Questionnaires/Surveys
* Question-Answer dataset from Kaggle
* Ideas from similar applications

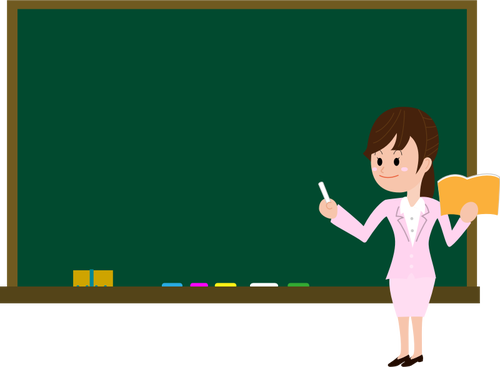
## Provide a description and picture of your persona. Also indicate what data you drew from to create your persona. Give an example of a persona trait that was derived from the data and provide the supporting data.

We checked various similar applications like Kahoot, Quizlet and Khan Academy which is extensively used by teachers and students in schools as an interactive learning platform. So we used the Student and Teacher persona for our application.

We have chosen some question-answer set from Kaggle. The supporting data can be found here.

<https://ai.google.com/research/NaturalQuestions>

We have shown the Persona, its description, and traits below.



|  |
| --- |
| **Teacher Persona:** Teacher wants   1. To create a quiz assignment for the class/group 2. To analyze class performance 3. To make the students read in a fixed interval |



|  |
| --- |
| **Student Persona:** Kids wants   1. To play interactive game with friends 2. To check the competency between friends |

## Provide a user story for your project, describing a user interaction with your project.

1. Two teachers are discussing how to test the students for weekly classes with quiz assignments. The teacher says to another teacher that;

As a class teacher, I want a quiz application for a group test so that I can test my students' knowledge.

As a class teacher, I want a quiz application with interaction so that I can make my students learn repeatedly the same set of questions until they excel it.

As a class teacher, I want a quiz application with a report so that I can analyze my students' scores.

1. Two kids were talking about playing a quiz game where they can create their own question set. But it would be a tedious job to write again and again and pass on to friends. So they need an application where they can create a quiz and share the link/game pin for the quiz with friends to play.

As a kid, I want a quiz application so that I can play with my friends in a more interactive way.

As a kid, I want a quiz application so that I can check my friend’s competency level.

# Questionnaire:

Here is the questionnaire that we prepared to check with the user about their preferences for a remote learning experience.

Most of the school-going parents responded that Khan Academy and Kahoot are the most preferred applications used by the students and teachers for assignments.

If the questionnaire is filled and submitted, responses from others can be seen.

<https://rb.gy/jr1afl>

# User Testing:

## 1)What Heuristic Evaluation list are you using?

Below is the list of Heuristic evaluation.

* Help and documentation
* Help users recognize, diagnose, and recover from errors
* Match between system and the real world

## 2)What are the tasks you will ask each user to do on each iteration?

1. Test the home page, FAQs and contact us page.
2. Test the flash card page to answer questions. If a user gives a wrong answer, the question will be repeated.
3. Test the reading page by the teacher to add a reading assignment.
4. Test the quiz creation page by the teacher or the student.
5. Test the report page to check the performance.

## 3)What is the objective measure you are using to determine whether the E you selected

## is improving? (please also provide the E)

“Engaging” is the E that we are using. We are keeping track of the site visits and it can be seen only by the administrator.

Every time few visits increases; we feel that users are more engaged and using the application again.

## 4)How many iterations are you planning?

We are planning for 5 iterations. Each iteration will be every 4 or 5 days. The site will be tested by few users and the same user will be given a task for the next iteration.

## 5)Will you use a survey at the end of each user testing session?

We consider doing a survey at the end of all the testing sessions so that we can get a single feedback for all the features at once.