

Top Nav Bar Functionalities

1. User Profile

Static - Username, name, role

CTA - My Account, Edit Avatar, Logout...

My Account - Too cluttered with information blocks

Edit Avatar - only one function of uploading picture, maybe add it in my account

Logout - Simple, easy and effective

2. Notifications

Static - Date, Message

CTA - View, Delete, Next Section of notifications

Notifications need to be completely changed, right from how they look to the functionalities

View assignment must be a sharp CTA

Delete notis → clear notis that too not individually but in a bunch

3. Language Selection

Korean
Swedish
English

Nothing major, as the languages go up the dropdown will become larger, that's all

4. License Status

Static - Active, Inactive

No change

5. License Availability

Number of Licenses

Switching to life credits changes the functionality

School Teacher Privileges

- Can view teachers
- Can view students
- Cannot add/remove anyone
- Cannot control the licensing - buy, renew, stop

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Side Bar Functionalities

1. Live a life button

Leads to Language page/Feature Navigation page

RL Game Dashboard, ChangeMaker Space, Realboard

Primary button , always required to be in front of the user

2. RealBoard Button

Takes the user to RealBoard home page

Subjective if this button should be always displayed because it is a tertiary product/feature

3. Home

Actions -

Class Creation Tools

- Create a class

Management

- View Students
- AView Teachers
- View School Game Data
- View Personal Game Data

Create a class - 4 different types of classes (Random Life, Design a specific life, SDG Class, Assignment (change the name)) remain the same, however, their creation process needs to be changed. One is the flow of creation, integration of RealBoard, second is the entire process of naming and adding, that needs to be broken up into a timeline kind of a format

Import and view students/teachers can remain the same

View school/personal data can remain the same as well

Maybe think about their placement in the home section

4. My Journey

Basically opens Personal Game Data mentioned in Home Section

Very analytical and graphical but needs to be made more user friendly in the sense that how does it benefit the user or how the user has achieved many things

maybe create milestones based on count of lives, country explored. this gives the user some sense of achievement

5. Manage Classes

Actions -

- Create a class - 4 types of classes
- My Class List - Shows the classes created by me ()
- Join Class - Shows the assignments that i am a part of (goal is to play the simulation)

Create a class is already in the home section, so prominence should be low, maybe a CTA

My class list is important, the list needs to look nicer and more interactive, maybe instead of list go with cards

Join class is very confusing, it should be made simpler, *classes i am a part of* or something like that

6. Mobile App

Marketing RL Sim app (play and app store)

Does it really need a space in the sidebar, or can we just put this as a banner on the dashboard at top

7. Device List

Shows the devices where your account is logged in on

Very important but this should be in the admin settings, my account maybe

8. World Data + SDG tools

Actions -

- UN's SDG Tool
- Country Disparity Tool
- Compare Country Data Tool
- Country Groups Comparison Tool

Very interesting and important but can we show it in a more engaging way, let's add the CTA for this in the My Journey page to make the user even more aware of these features

9. User Guides

View Game Dashboard and RealBoard manual

Position in the sidebar feels off, maybe in the help section

10. Feedback/Bug Report

Users get to log in their complaints

Again this should be in the help section instead of the sidebar