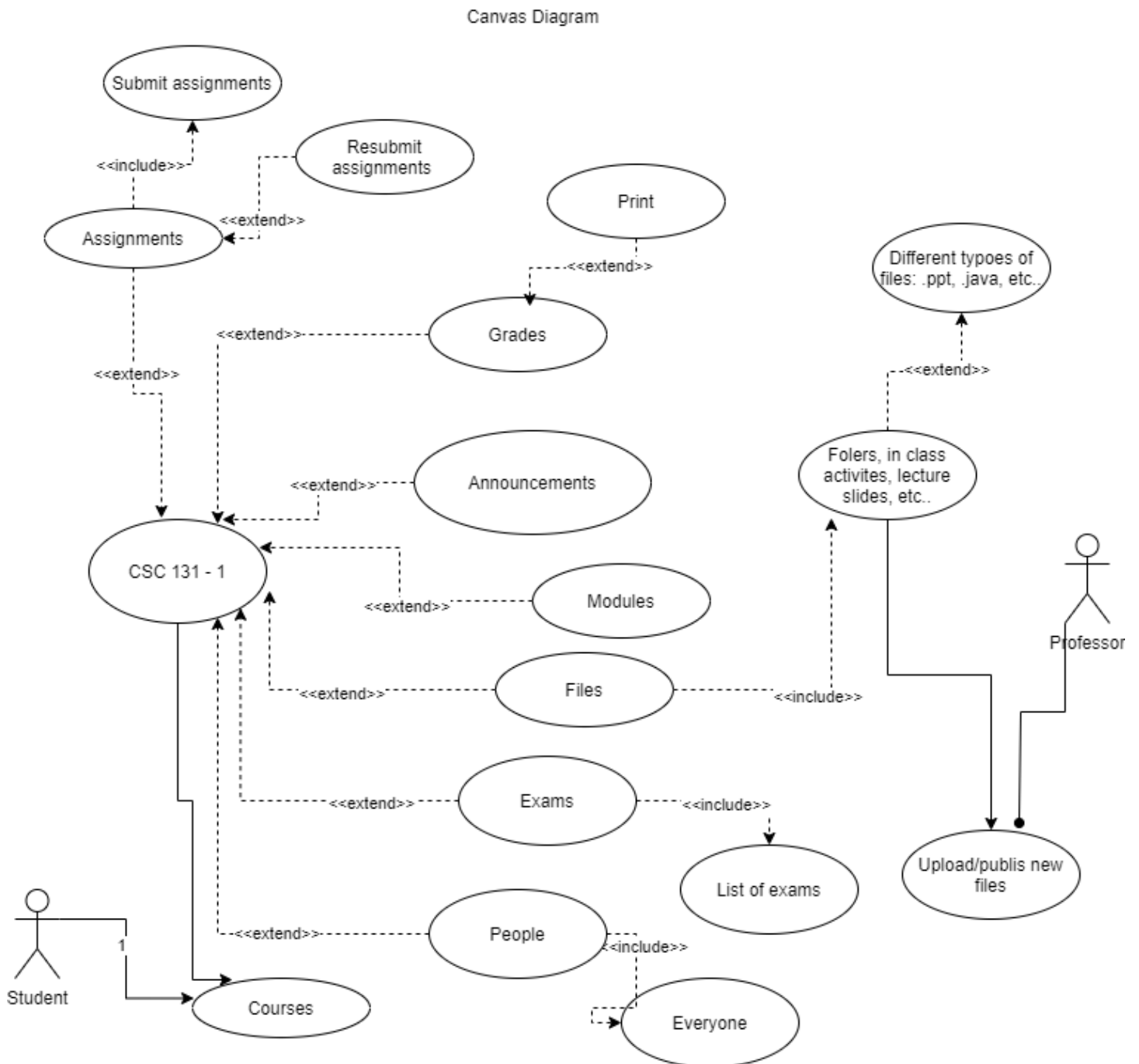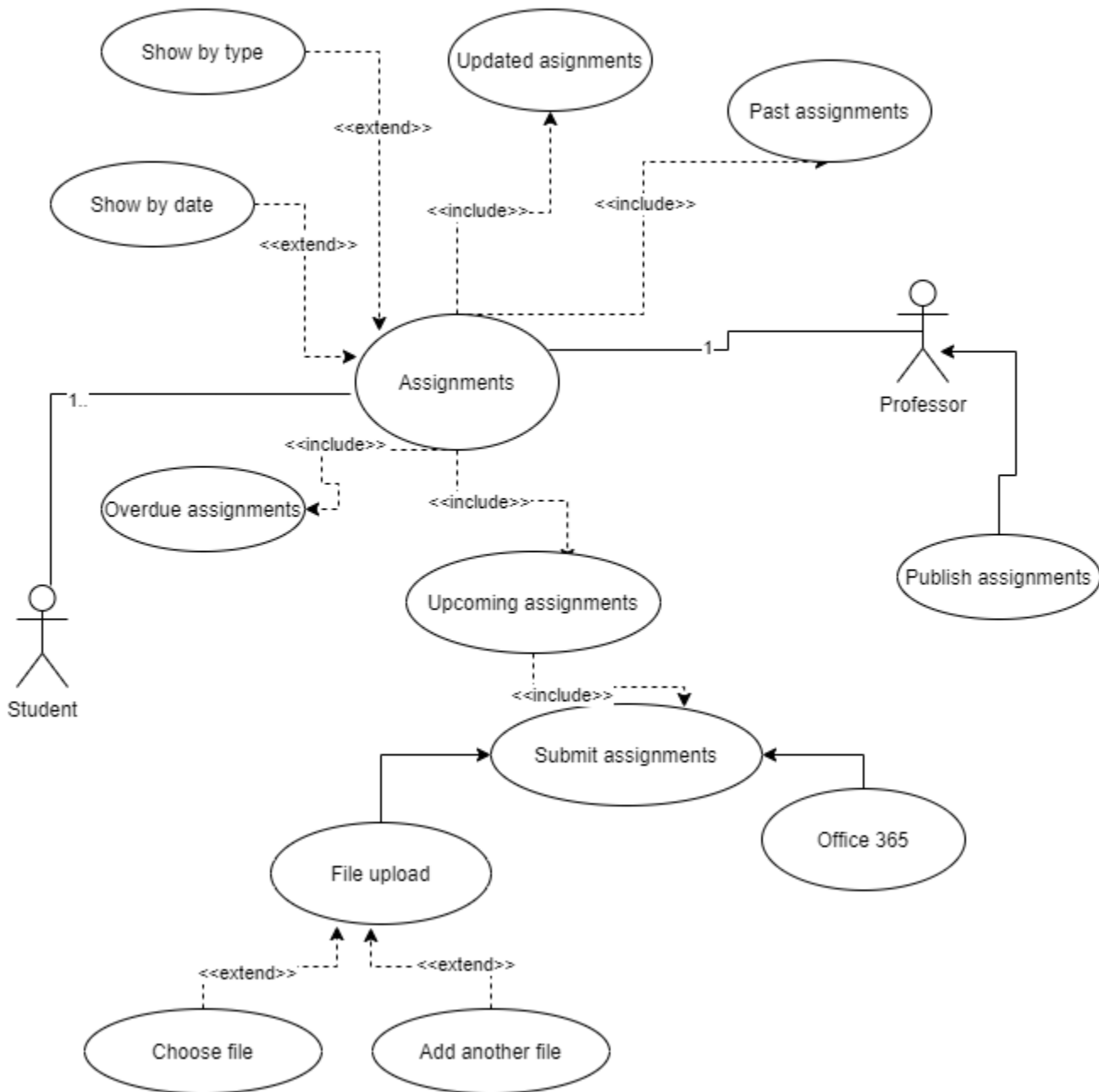# Assignment: Use Case, Scenario, & Interaction Design

Diagram A

Canvas Diagram

Diagram B

Submitting Assignments on Canvas

Use Case, Scenario, and Interaction Design Principles

  a. Who is/are the actor(s)?
- Students, TA, Professor.

  b. Use case name?
- Grades

  c. What can they do?
- Post modules, announcements, assignments, grades, people, files, and quizzes.

❖ Stakeholders and Needs
- o Provides up-to-date grades published by either TA or Professor.
- o Must have the title of the assignment graded along with published grade.
- o Must have a total percentage or the course grade listed anywhere on top of the page.

❖ Preconditions
- o Course for which grade is being viewed should be listed.
- o Name of the student should be listed.
- o All the sperate categories that contribute to the total grade should be included.

❖ Postconditions
- o A tab for selecting the course grade that a student wants to view.
- o A tab for arranging how the student wants to view their grade if its by due date, tittle, module, or assignment group.
- o Student should get notification to check their grades when its adjusted.

❖ Trigger
- o Either TA or Professor publishes grades which students view, or a grade change occurs which then students could also view.

❖ Basic Flow
- o A grade is published for students.
- o The student gets a notification.
- o The student checks the grade that has been adjusted.
- o If a mistake seems to occur in grade adjustment, an option to modify and change the grade will be implemented by the TA or the Professor.
- o The grade is updated after fixing mistake.
- o Students check and verifies corrected grade.

❖ Extension
- o A button to show the "what-if" scenario and the "revert to actual score".
- o A button to show all the details for all the grades posted and an option to close all the details.
- o A button to print the listed grades.

SAC:

Simplicity: Canvas is simple and user friendly as a user can access a specific thing under a specific tab when navigating. For instance, if a user wants to access lecture notes under a course, they will be under the Files tab and in the lecture slides folder.

Accessibility: Canvas is accessible in terms tat a user can use keyboard shortcuts to navigate through the website. A user can also use a screen reader which allows a disabled person to see or hear the text.

Consistency: The format of canvas is consistent as all the tabs are aligned and similar in shape. The structure under each tab is the same for all the components. If a user accesses the home tab under a course, they see many boxes with similar layout for the things they covered within each academic week.

CAP

Contrast: On Canvas all the buttons appear green which pops out from the white background. On the assignments tab there is a submit button which stands out.

Alignment: A grid is used to portray grades on Canvas where the assignment names, their due dates, and results for the assignments are shown lined up.

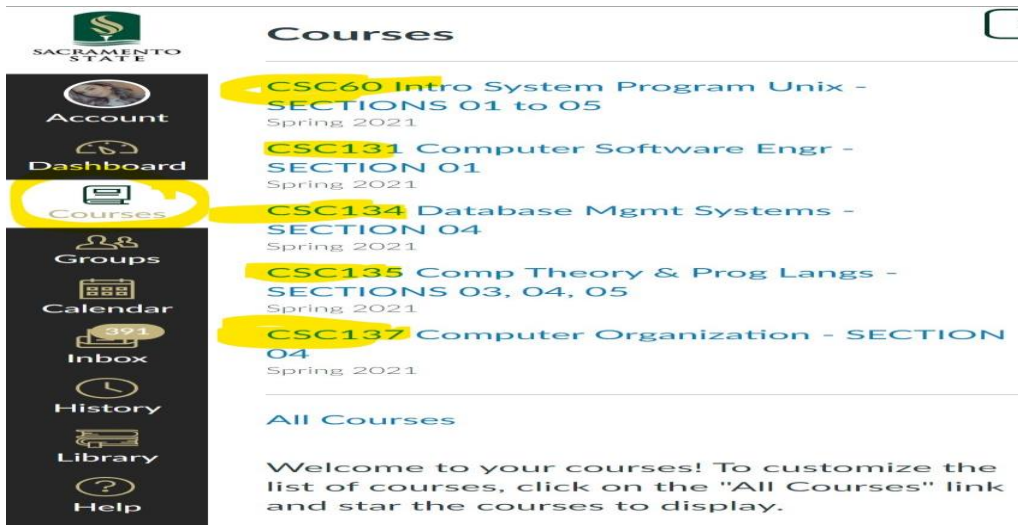**P**roximity: When a certain tab is clicked, all the items in that group appear together. When the tab is selected, all the courses being taken appear together since they are related to the category "Courses".

FeVER

Feedback: Under the tab "Grades", a student can elevate their future hypothetical grade by adding a temporary "What-if" scenario grade. This is acknowledging the user's interaction with Canvas by showing an output in accordance with the actions of the user's input. The inputted grade will result in a certain output grade, but the user can click the blow arrow next to the input grade to revert to the original grade for the actual output grade. This is controlled action by the user "student".

Visibility: A user /student of Canvas can access files uploaded by another user or professor and download them. The file being downloaded shows its state for better visibility for the user as to what Canvas is doing.

Error Prevention: Many error prevention methofs are provided on Canvas. When a user is logging into Canvas, an error message is displayed if either the username or the password provided by the user is incorrect.

Recovery: A recovery method is displayed when a student goes to submit an assignment. There is an extension which allows the user to resubmit the assignment if there is a user error.

HW01 Activity Diagram (fork/join) A↓   Re-submit Assignment