Overview

* Mission Statement
* Representative Tasks
* Lo-Fi prototype structure
* 3 scenarios shown carrying out each task w/ lo-fi
* Experimental method
* Experimental results
* Suggested UI changes
* Summary
Team Mission Statement

* To engage young children with mathematics through fun and instructive challenges
Task 1: Real World Challenge

- Their world
- Repeatable
- “Fun”
Task 2: Math Challenge

- Interesting
- Open ended
- Memorable
- ex: Batting averages
Task 3: Parental Support

* Know

* Support
Scenario 1: Real World Challenge
Set up a race!
Scenario 2: Math Challenge
Calculate your time!
Scenario 3: Parental Support
Check up on your child
Experimental Method

* Team division
* Guided task performance
* Think aloud protocol
* “What would you do”
Experimental Results - Visual

- Button reformatting
  - Larger and rounder
  - More and more instructive
- Less text, simpler instructions -> more graphics, visuals
- Anthropomorphization (personification + cartooning)
- Make sure we have common mappings for mathematic operators
Condense and simplify
Add semi-transparent note canvas
Add hints along the way
Add rewards that unlock socialization with friends
Add access screens for friends and games
Separate login screens for parents and students
Move to Freemium model
Fix bugs
UI Change 1: Login Screen
UI Change 2: Personification
UI Change 3: Access Screens

MY FRIENDS

MATTHEW
BRANDON
SARAH

GAMES
This week's challenge:
25 ft sprint
Others:
Batting
Jump!
Summary of Talk

- Pivot to Math Outside the Box
- Children want to have more interaction
- Next steps: Prepare medium fi prototype
* Sources: