School Source

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Overview

Teachers, caretakers of our future, are under a lot of pressure to perform. They juggle a plethora of mundane administrative tasks while doing their best to focus on teaching. They have to deal with several different systems to manage classes, homework and recommendations. In some cases, systems consists of post it notes.

The Solution

Most competing solutions lack important features found in School Source, such as class management, assigning homeworks, grading, college recommendation requests and due date tracking. Most importantly, School Source is a mobile solution that allows teachers with iPads and iPhones to work on administrative tasks in the classroom and even at home.
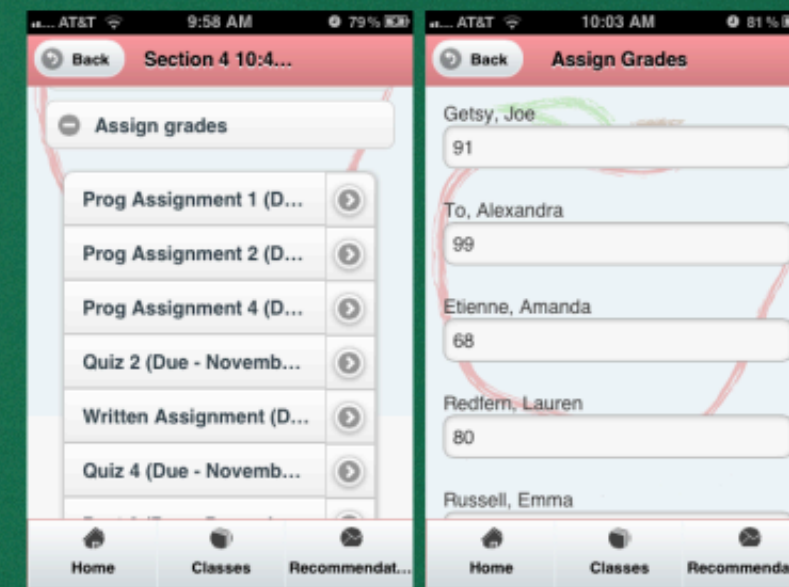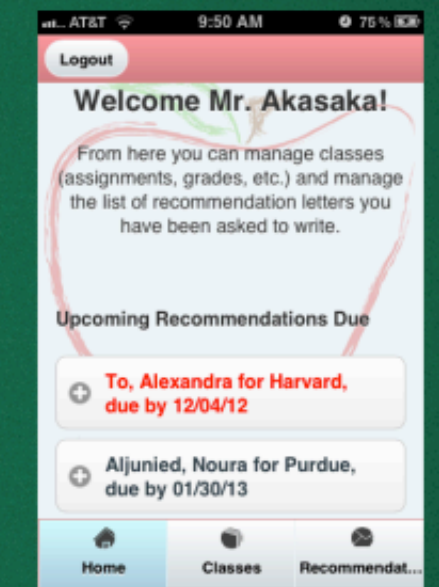
Manage classes
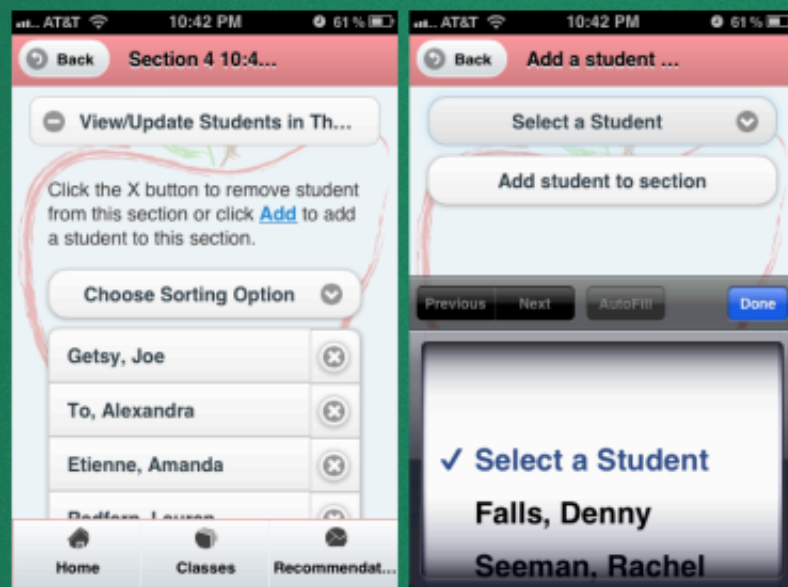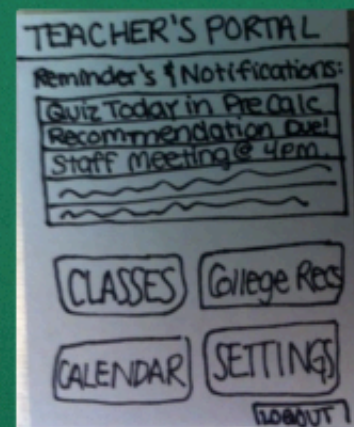
Recommendations
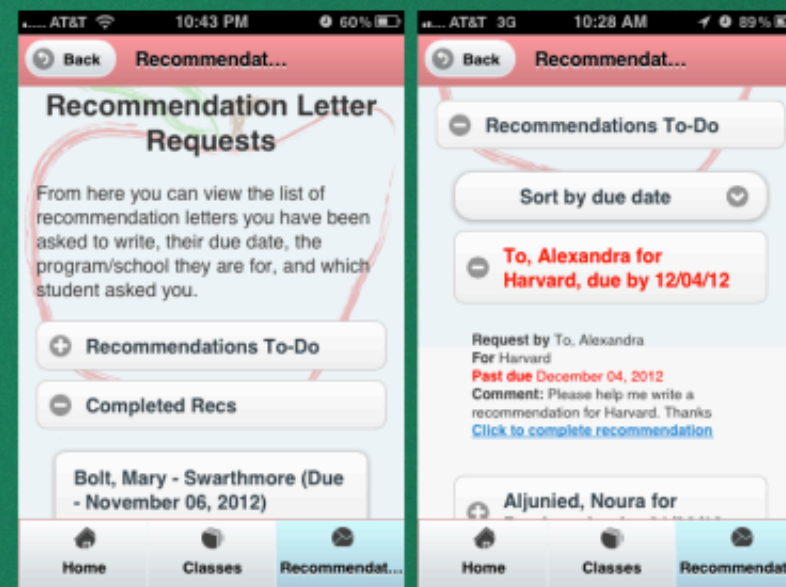
Grading

Reminders

Design Process

Storyboard

Storyboarding helped us visualize a complete scenario of teachers in action and their needs that arose as a result.

Paper prototype

Quickly iterating through interfaces uncovered obvious and domain-related usability issues. The prototype of the teacher portal concisely summarized the set of features we went on to develop.

Functional Prototype
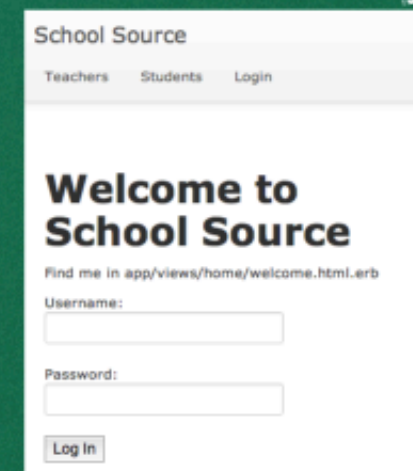
Prototyping began with a generic CSS framework and we soon realized that we needed to present an interface that closely resembled widely used mobile interfaces. Many iterations ensued.

User Testing

Our 3 Optimizely variations provided interesting insights into the expectations of users to certain user interface elements like checkboxes and measuring user activity on certain user interface elements like back buttons. Google analytics provided more insight into how much time users spent on the site, which was quite substantial, averaging at about 5 minutes while CrazyEgg's confetti graphs revealed user activity on the site with respect to the elements they clicked in different contexts (e.g. new vs returning users).

When users, especially teachers, tested School Source, this realism prompted them to express domain-related feedback in terms of logical layout, data presentation and nice-to-have features. Expectations of how mobile apps should work such as expecting checkboxes to take effect on checking, were also uncovered.