

"Fostering teamwork between students, parents, and teachers"

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Problem

Communication between students, parents, and teachers is too often lacking or adversarial.



Solution

Help encourage awareness, motivation, and communication between students, parents, and teachers by making them a team with the student at the center.



Overview

- Heuristic evaluation results and revised design
- Prototype implementation status
- Demo

Heuristic Evaluation Results & Revised Design



User-Type Specification

[H2-3: User Control & Freedom, Severity 3]

 No sign up or specification of user type during sign up

- Sign up process
- User specifies what kind of user they are
- Creates relationship between students and parents





Overdue Task Distinction

[H2-6: Recognition Rather Than Recall, Severity 4]

Overdue tasks not emphasized

- Overdue tasks bolded
- Placed under an "Overdue" header



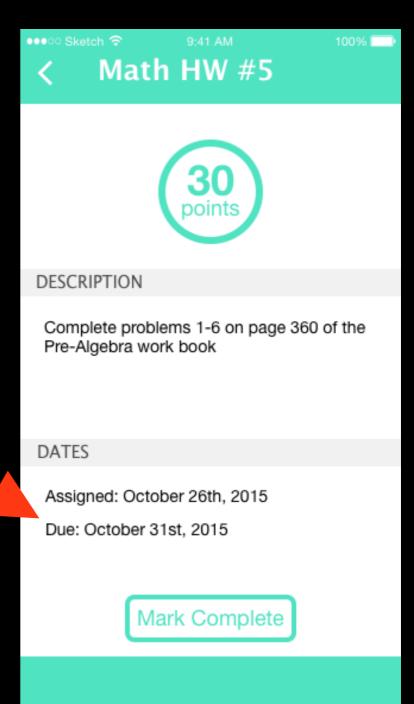


Task Page Visual Hierarchy

[H2-7: Flexibility & Efficiency of Use, Severity 3]

 Due date was at bottom of individual task page

- Reordered the task page
- Due date prioritized over description / points





Multiple-Student View

[H2-2: Match Between System & Real World, Severity 3]

Did not account for parents with multiple children

- Parent homepage has "My Child's Tasks" & "My Tasks"
- "My Child's Tasks" pages lets the parent select child
- No separate "Rewards" page for parent
- Child's tasks page shows reward in single statement
- "My Tasks" page lists all, indicates student associated



Archiving / Searching Tasks & Rewards

[H2-3: User Control & Freedom, Severity 3]

No way for user to search through rewards or tasks

- Decision not to install search function
- Not necessary for number of tasks assigned
- Want to keep very simple interface



Prototype Implementation Status



Tools Being Used

- Objective C
- Xcode
- Parse



Implemented Features

- Signup / create account
- Log In
- Database setup / design





- Linking of student / parent accounts
- Choose / change reward working towards



Unimplemented Features

- Tasks from student, parent, teacher perspective
- Teachers creating rewards
- Teacher setting up a class
- Student adding a class
- Aesthetics & graphics



Plan to Finish

- More coding!
- Tasks —> creating rewards —> class setup
- Research on graphics techniques
- Work on design / aesthetics



Wizard of Oz Techniques

None necessary!



Hard-coded Data

- Rewards in database manually put in for testing
- Eventually won't be necessary



Issues / Questions

Graphics for progress bar



Demo of Prototype

Task completed: change reward (student)



Summary

- Received very constructive feedback
- Took much into account for revisions
- Have made good progress on development
- Clear direction for what's next

