



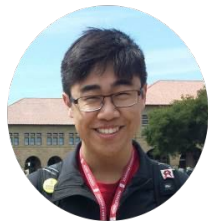
POVs and Experience Prototypes

Team Members:

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David Albán Hidalgo, Kevin Khieu



Our Team



Kevin



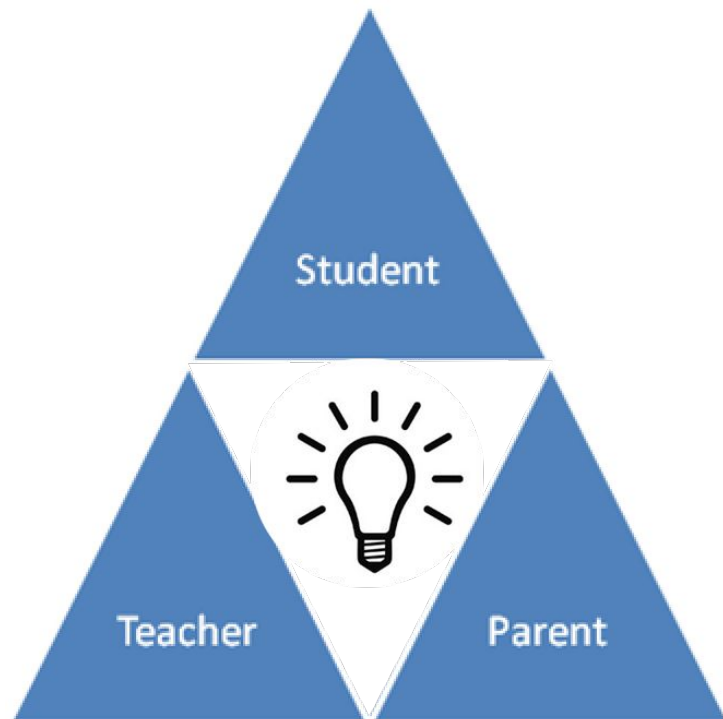
David



Melissa



Bronson



Initial Point of View

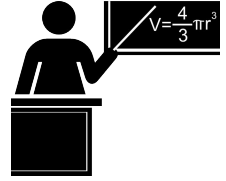


"We met... Kyle, a senior year student in Stanford's STEP Program.

We were amazed to realize... that there were very little incentives for people to become teachers
It would be game-changing... if we could provide a stronger support framework for teachers."

Stanford | GRADUATE SCHOOL OF
EDUCATION

Needfinding - Interviews



Feedback:

More from parents/educators
Focus on specific age ranges

Additional Interviews:

Bing Nursery Teacher/Parent
PTA Pres. of Nueva School
Retired Teacher (35+ years)
Kindergarten Teacher (20+ years)



Needfinding - Results



"A big issue may come up with one of the kids...That information needs to be shared between teachers immediately and effectively"

Teacher to Teacher
Communication

"..how do I [parent] approach this teacher?"

Parent-Teacher
Communication

"He never used to get bored, and now he was asking me: "tell me what to do".

Student Creativity

Revised POVs - Parent Involvement

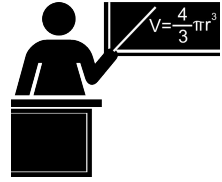


"We met... Sun, the President of Nueva School District's PTA

We were amazed to realize... that there is a severe communication gap between parents and teachers

It would be game-changing... to give parents and teachers a way in which they can communicate effectively and without added stress"

Revised POVs - Teacher Support



We met... Adrienne, a Bing Nursery School Teacher

We were amazed to realize... how much information about child development currently is lost

It would be game-changing... to give teachers a way to rapidly document and share information between themselves in order to ease and better the process of creating parent reports.



Revised POV - Student Creativity



We met... Adrienne, a parent to one 6-year-old son

We were amazed to realize... that focusing on the process of learning allows students to empower themselves and be more creative

It would be game-changing... to devise a solution that helps kids learn and encourages creativity



Parental Involvement
→ HMW?

How might we cultivate the mindset that the educational experience is everywhere, not just in the classroom?

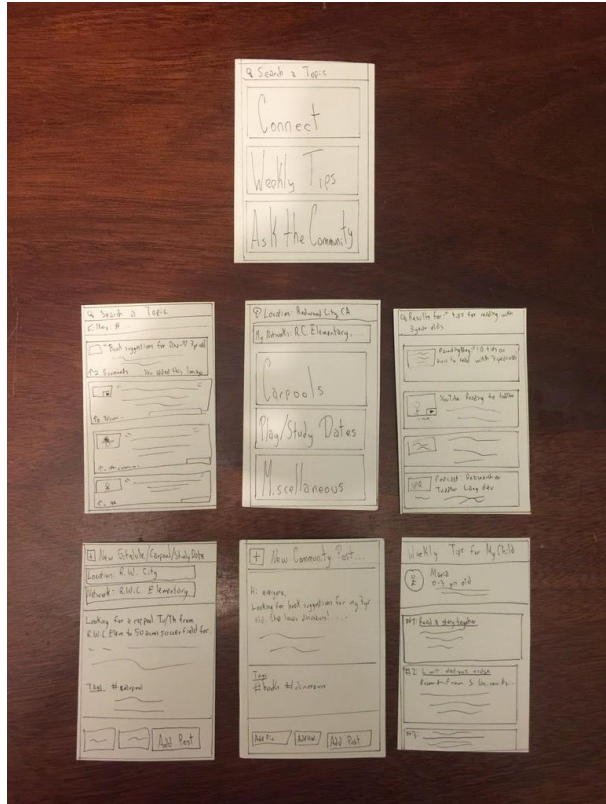
Teacher Support →
HMW?

**How might we centralize all
information gathered to
make student growth data
recollection easier?**

Student Creativity →
HMW?

*How might we give students
the power to choose how they
learn the set curriculum?*

Exp. Prototype - Parent Involvement



Prototype → Hardstock mockups

Worked → Idea!

Parents identified with the need of resources this attempted to fill

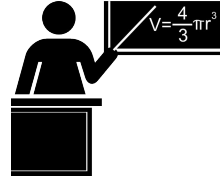
!(Worked) → Implementation?

Crowdsource vs. privacy

Surprises → Privacy Issues

New Ideas → Curated content vs. Crowd

Exp. Prototype - Teacher Support



Prototype → Hardstock mockups

Worked → Intuitive and useful

Teachers found value in being able to attach snapshots to individual kids

!(Worked) → Storage/Display?

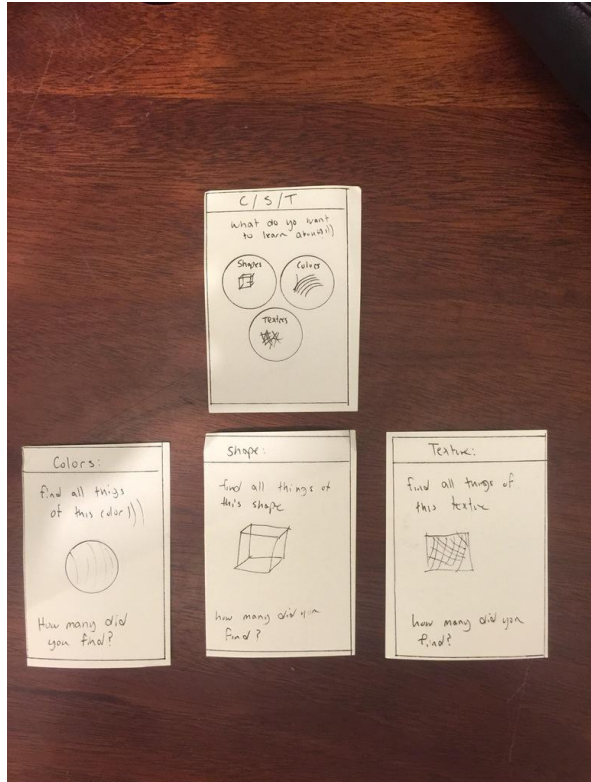
Organization of snapshots

Surprises → Teachers know they sometimes pay more attention to some

New Ideas → Way to track quantity/student



Exp. Prototype - Student Creativity



Prototype → Hardstock mockups

Worked → "Process" idea

Experiential learning provides an engaging curriculum

!(Worked) → Constraints

Young kids and set curriculum

Surprises → Designing for kids is hard

New Ideas → Kids take pics of process for classroom

Summary

Prototypes

- Mixed Reception of Ideas
- New Ideas/Problem Areas
- Consolidate into 1?

Further Testing

- Craft a storyboard for whatever path we end up choosing

