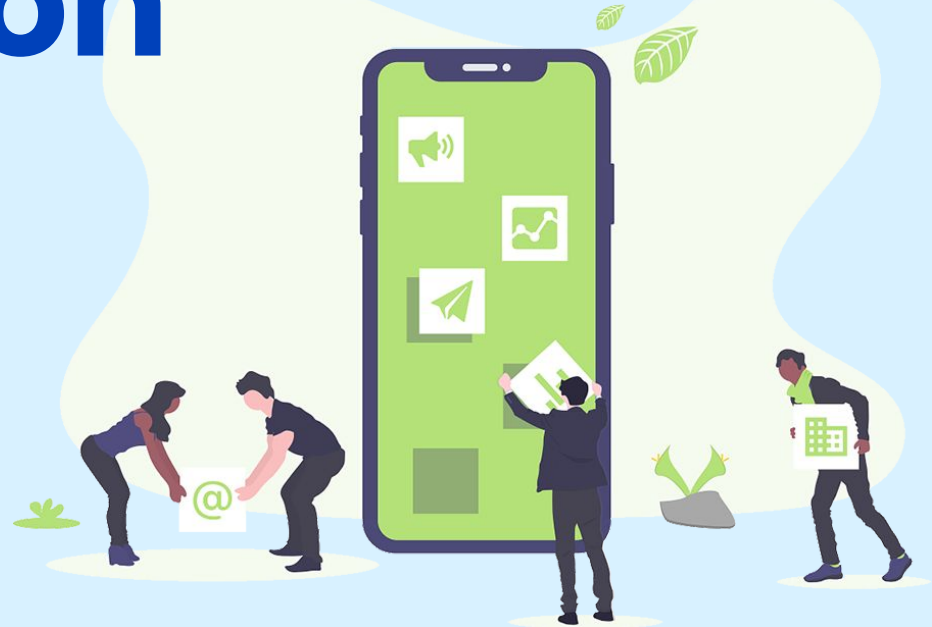
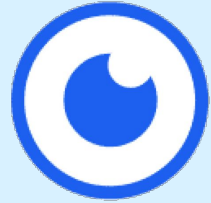


Med-fi Prototype #2 & Evaluation

Team Mission Impossible





lecturely

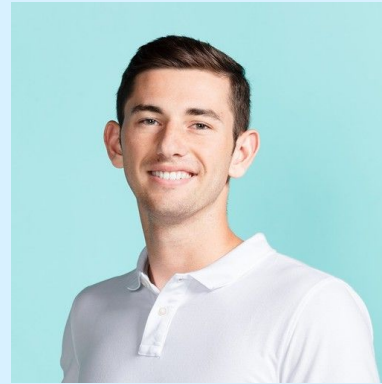
Our Team



David E. '21



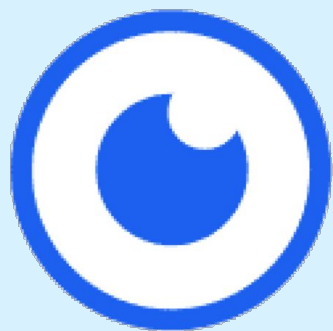
Pau A. '21



Jake W. '21



Elena W. '22



outline

1. **interface redesign #1**
2. usability study
3. findings
4. interface redesign #2
5. smart education

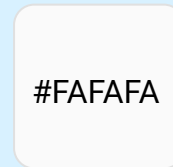
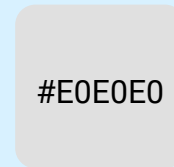
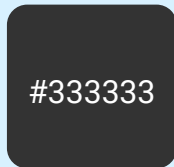
design change

primary colors



grays

#1
before



design change

primary colors



#d8f1ffff



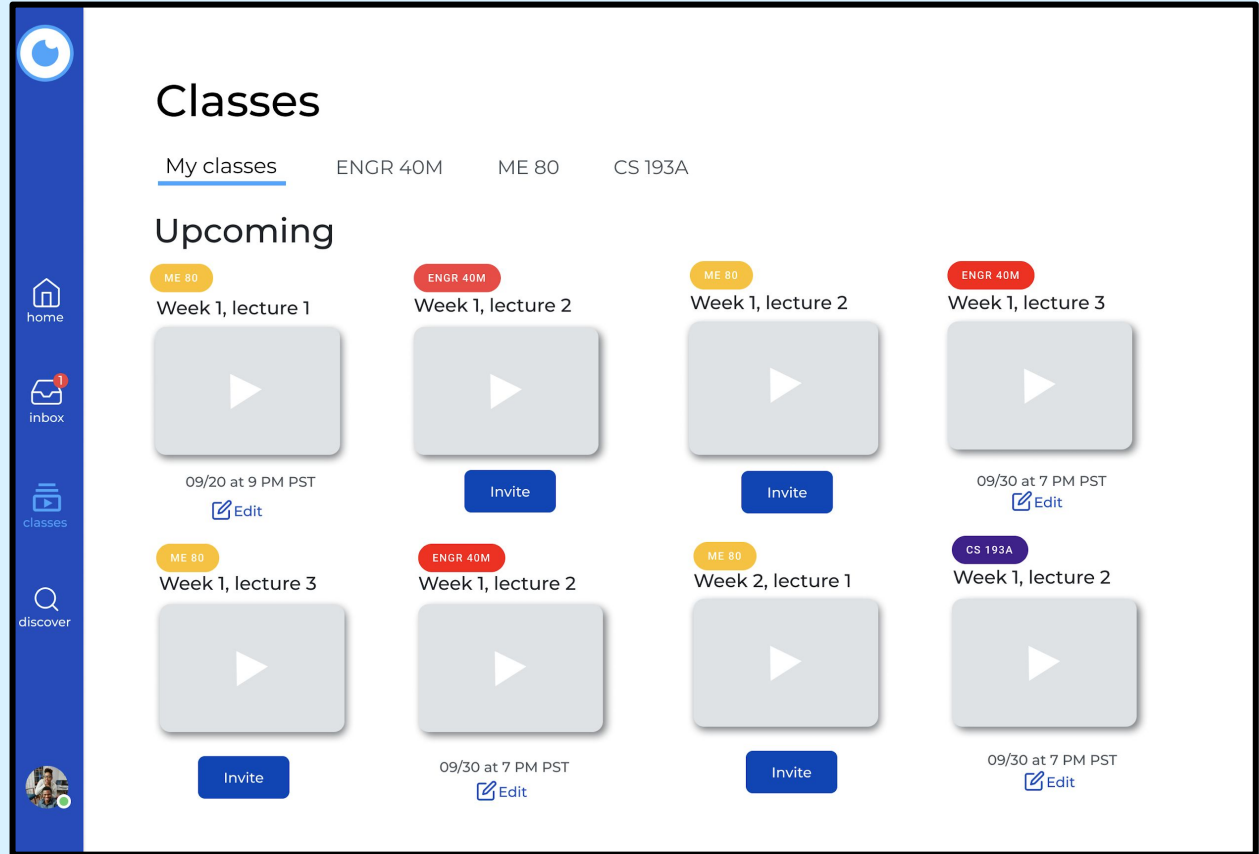
grays



#1
after

design change

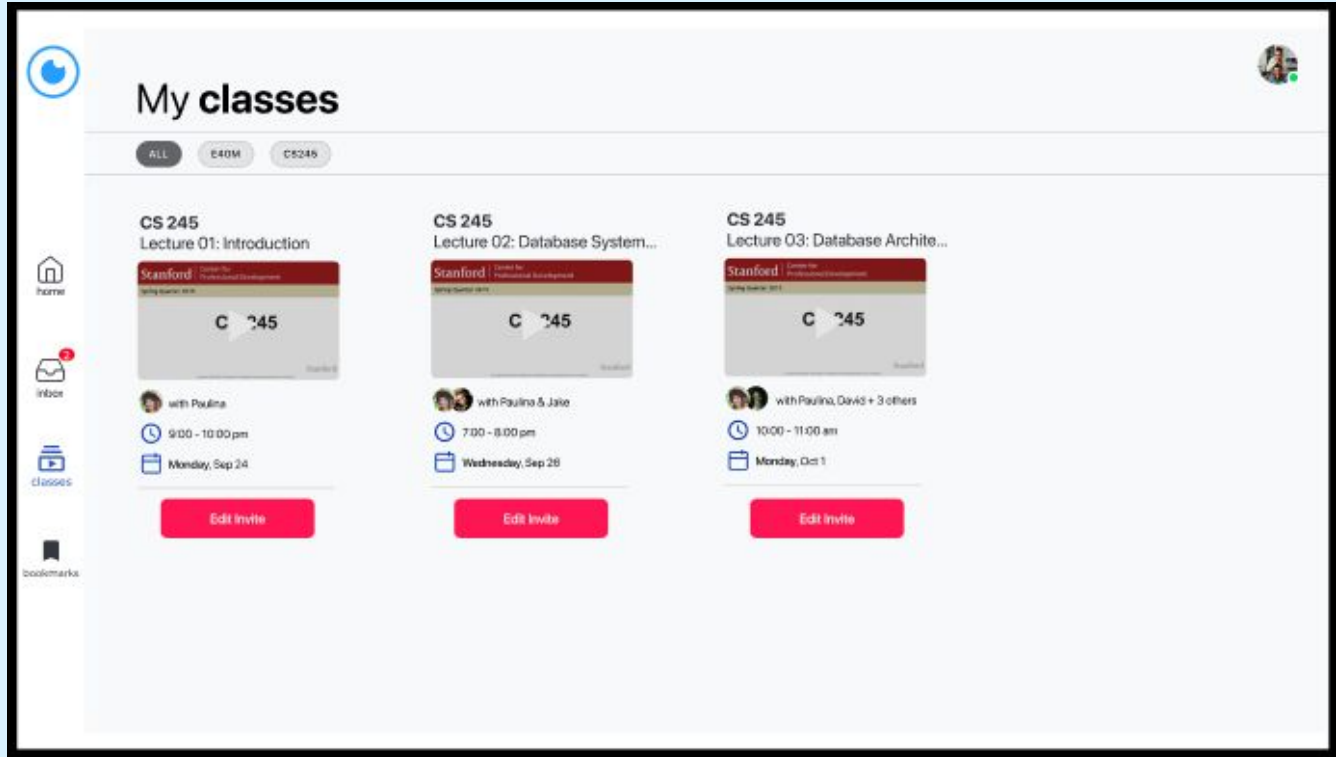
#2
before



The screenshot shows a web interface for managing classes. On the left is a dark blue vertical sidebar with icons for home, inbox (with a red notification badge), classes, discover, and a user profile picture. The main content area is white and titled 'Classes'. Below the title are tabs for 'My classes', 'ENGR 40M', 'ME 80', and 'CS 193A'. The 'My classes' tab is active. Underneath is the heading 'Upcoming' followed by a grid of eight class cards. Each card features a colored header with the course ID, a title, a video player with a play button, a date and time, and an 'Invite' button. Some cards also have an 'Edit' button.

Course	Title	Date/Time	Buttons
ME 80	Week 1, lecture 1	09/20 at 9 PM PST	Edit, Invite
ENGR 40M	Week 1, lecture 2		Invite
ME 80	Week 1, lecture 2		Invite
ENGR 40M	Week 1, lecture 3	09/30 at 7 PM PST	Edit, Invite
ME 80	Week 1, lecture 3		Invite
ENGR 40M	Week 1, lecture 2	09/30 at 7 PM PST	Edit, Invite
ME 80	Week 2, lecture 1		Invite
CS 193A	Week 1, lecture 2	09/30 at 7 PM PST	Edit, Invite

design change



#2
after

design change

?

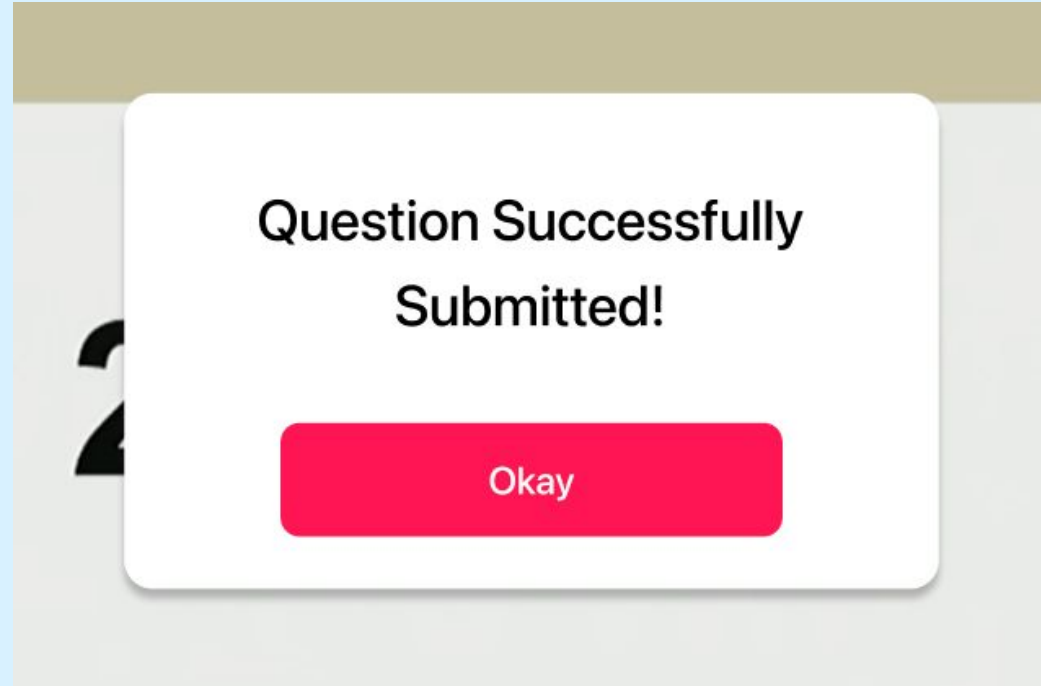
?

?

?

2

?

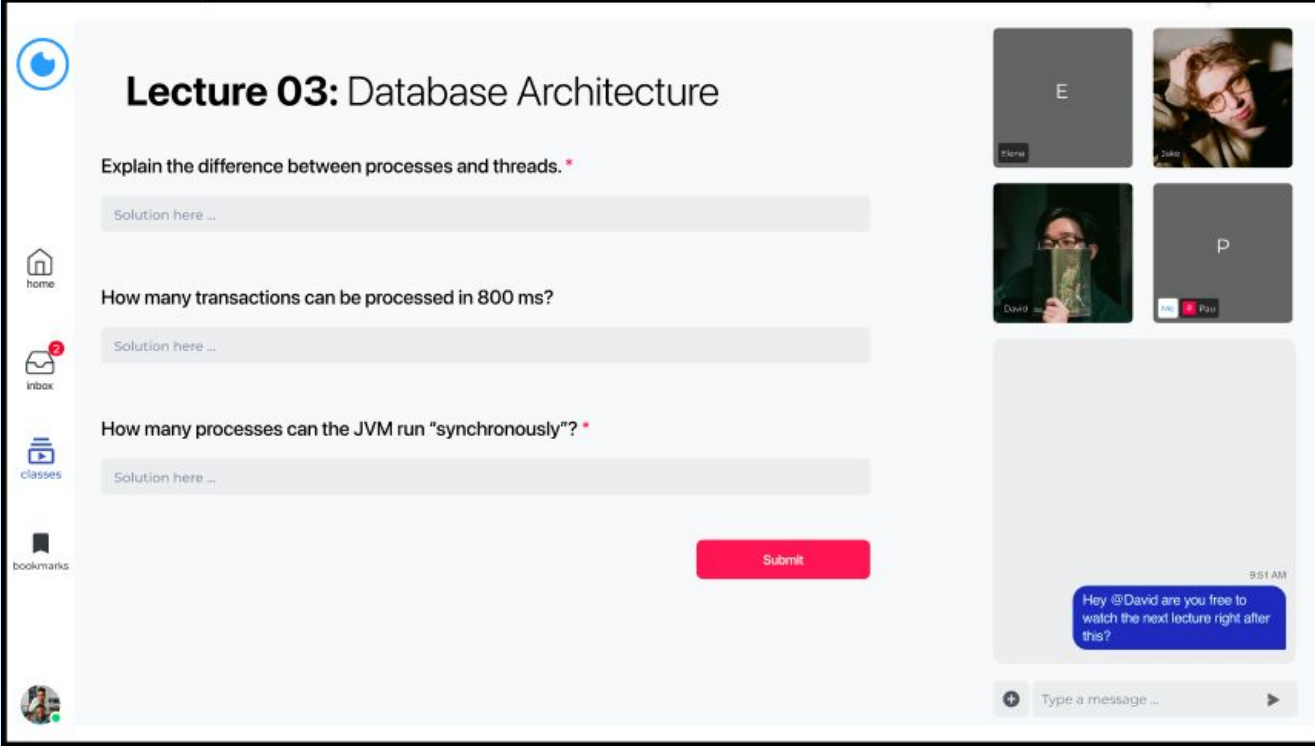


#3

before

design change

#3
after



The screenshot shows a web interface for a lecture Q&A session. The main content area is titled "Lecture 03: Database Architecture" and contains three questions, each with a "Solution here ..." input field:

- Question 1: "Explain the difference between processes and threads. *"
- Question 2: "How many transactions can be processed in 800 ms?"
- Question 3: "How many processes can the JVM run 'synchronously'? *"

A red "Submit" button is located at the bottom right of the question list. On the right side, there is a video grid with four thumbnails: "E", "Zuko", "David", and "P". Below the grid is a chat window with a message from "David" at 9:51 AM: "Hey @David are you free to watch the next lecture right after this?". The chat input field at the bottom right says "Type a message ...". On the left side, there is a navigation menu with icons for "home", "inbox" (with a red notification badge), "classes", and "bookmarks". A user profile picture is visible at the bottom left of the interface.

outline

1. interface redesign #1
2. **usability study**
3. findings
4. interface redesign #2
5. smart education

goals

1. advice on necessity of the home screen
2. simplicity/complexity of accepting and sending invites
3. what to do with/importance of “Add Question”

plan + recruiting

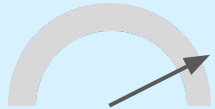
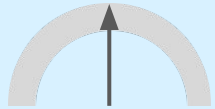
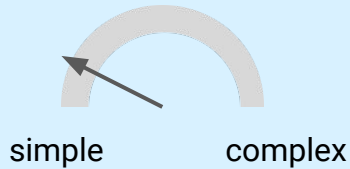
target participants:

1. college students (hopefully freshman)
2. working in the online learning environment (ie uses recorded lectures)

recruiting strategy

1. use friends of friends and contact an RA at Western Oregon University to ask students

procedures



1. sign up for classes and navigate to your classes
2. **ask a question**, **chat** with the group, and **answer questions**
3. **invite a friend** to watch a lecture, **accept** a personal invite, and begin **viewing**

participants

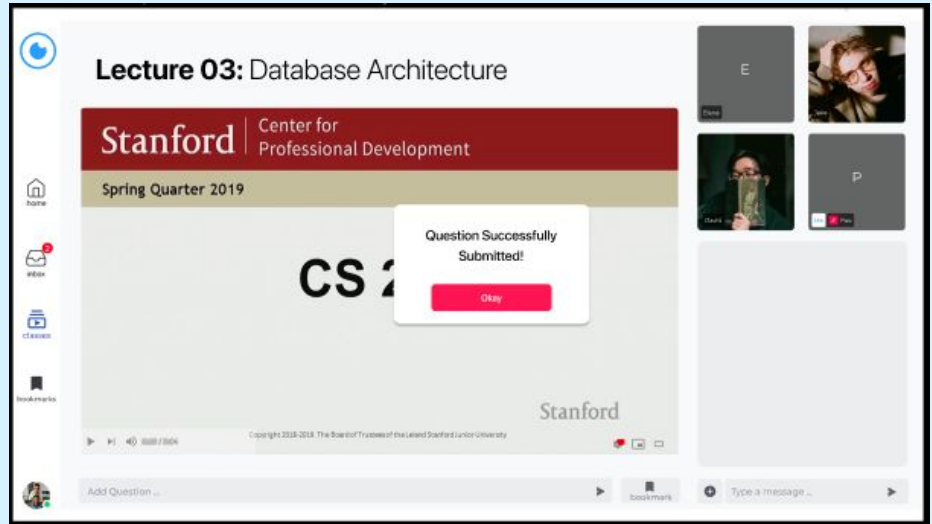
1. Ben, a freshman finding it difficult to make friends in their current lecture system
2. Kenz, a junior and an RA studying ASL who dearly misses the face-to-face required to sign
3. Trevor, a junior and RA studying math who consistently finds themselves behind on lecture

outline

1. interface redesign #1
2. usability study
3. **findings**
4. interface redesign #2
5. smart education

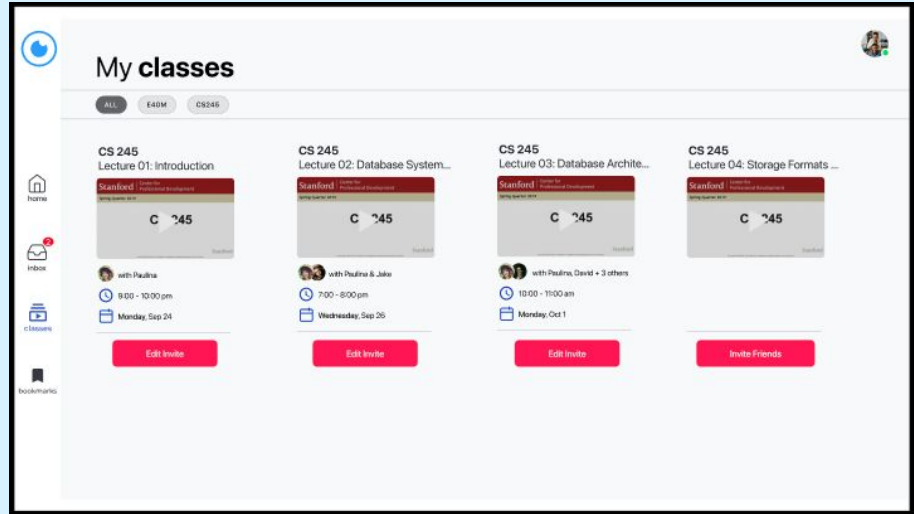
finding #1: what's up with the questions??

1. students weren't sure about where there questions went after submitting them



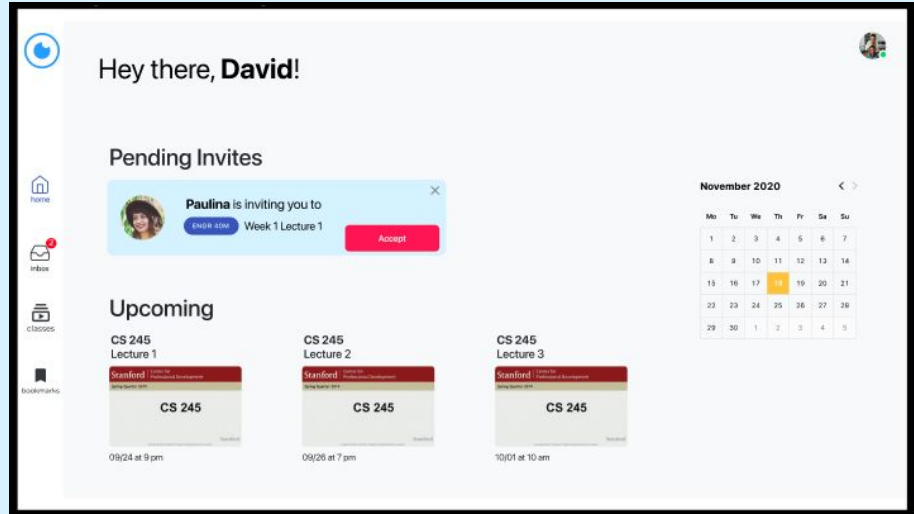
finding #2: elusive invite vs. edit invite

1. students didn't realize that some of their classes were planned while others were unplanned



finding #3: distracting home page!

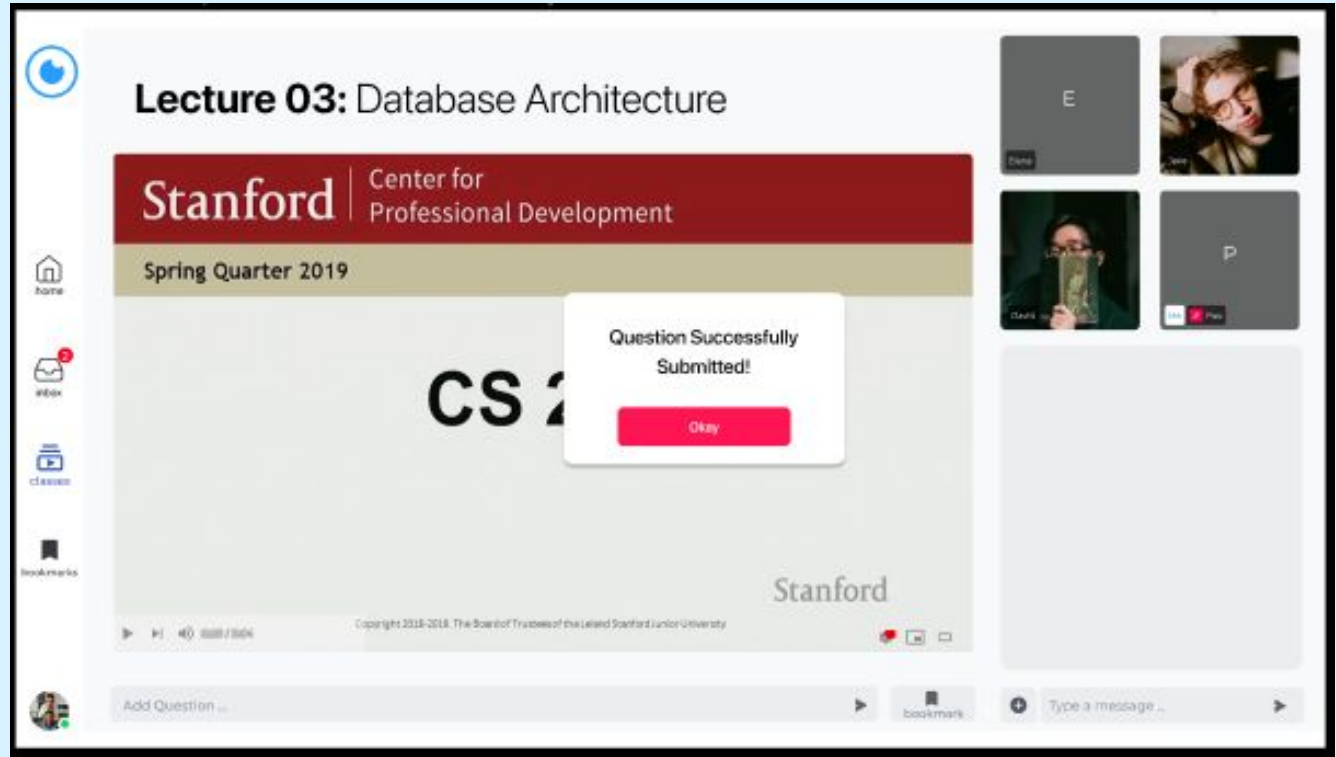
1. we have this nice looking interface but it just combines two pages that are easy to get to



outline

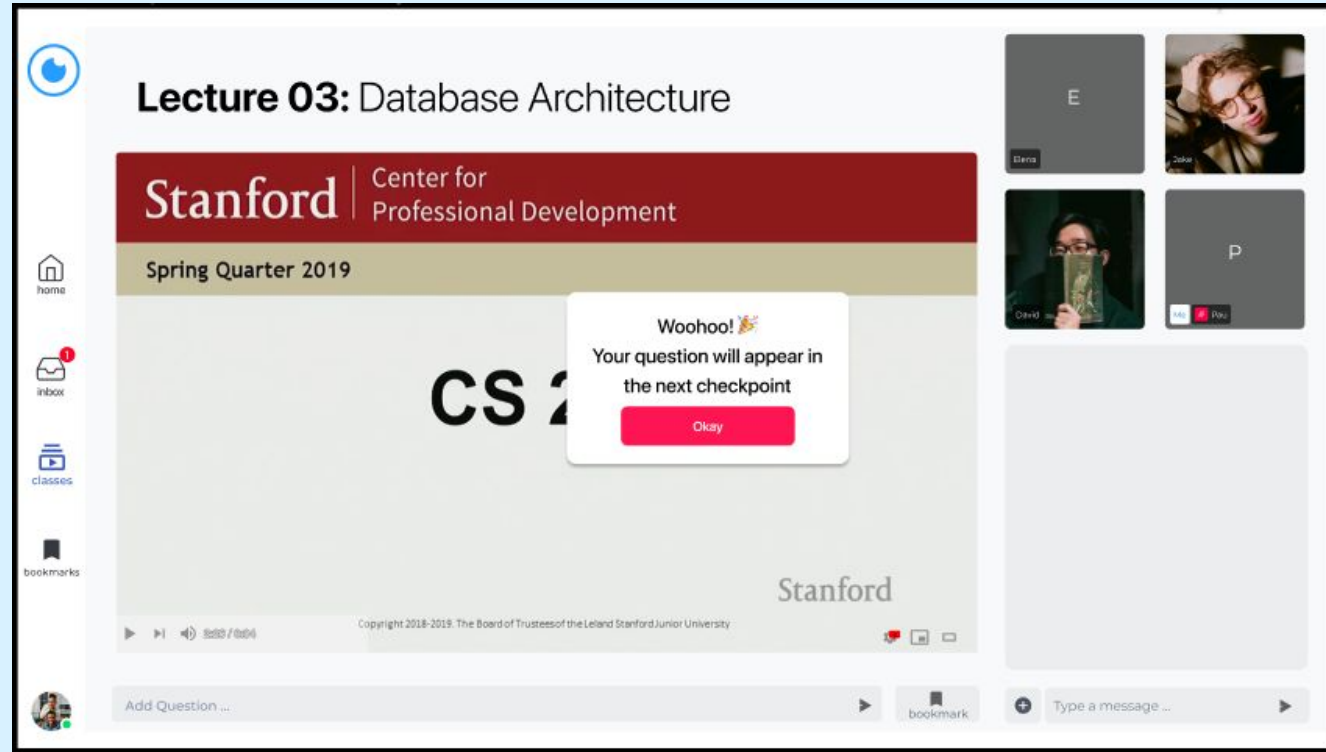
1. interface redesign #1
2. usability study
3. findings
4. **interface redesign #2**
5. smart education

design change



#2.1
before

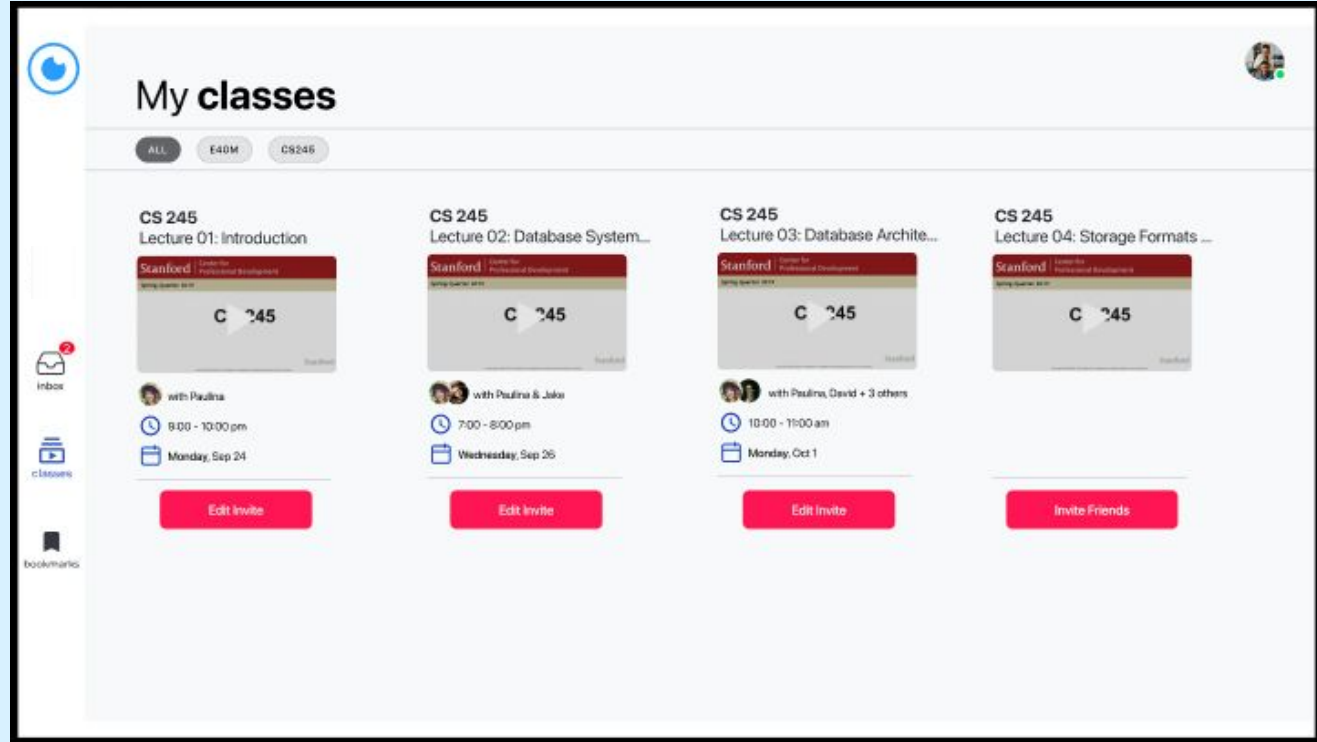
design change



#2.1

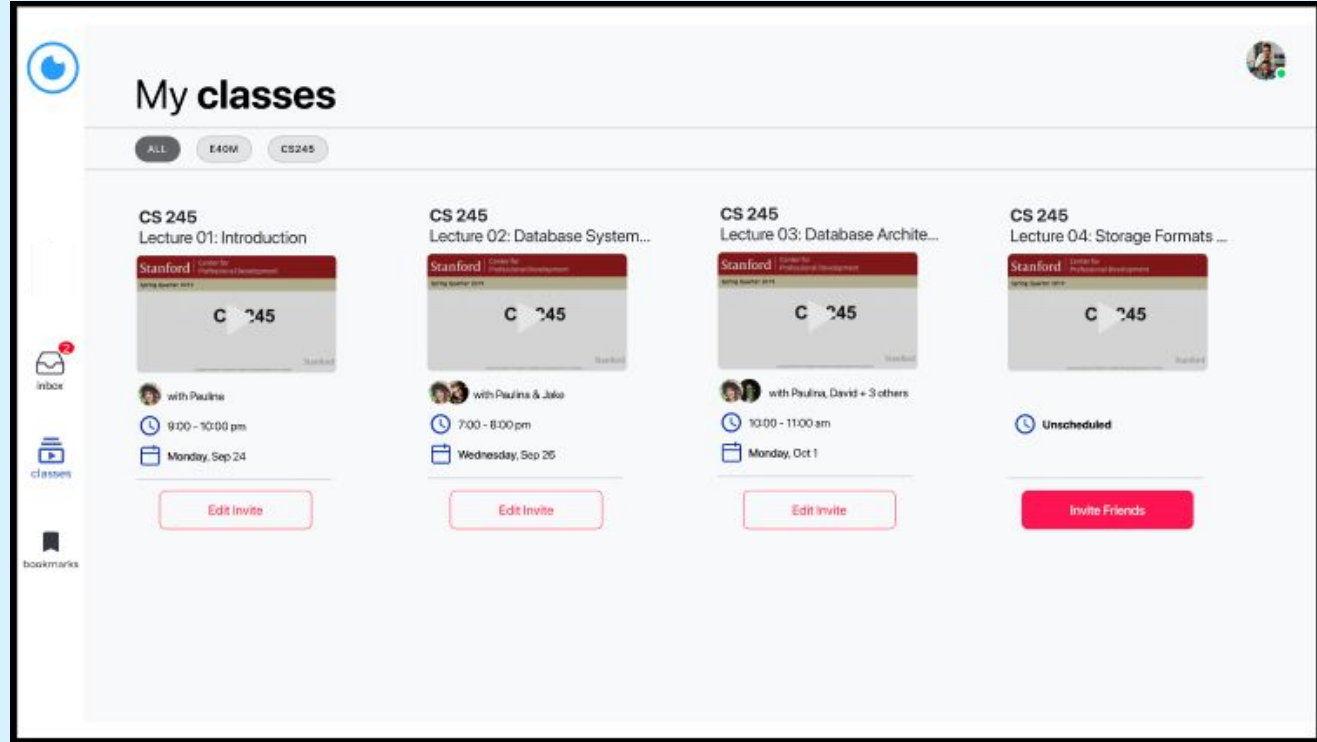
after

design change



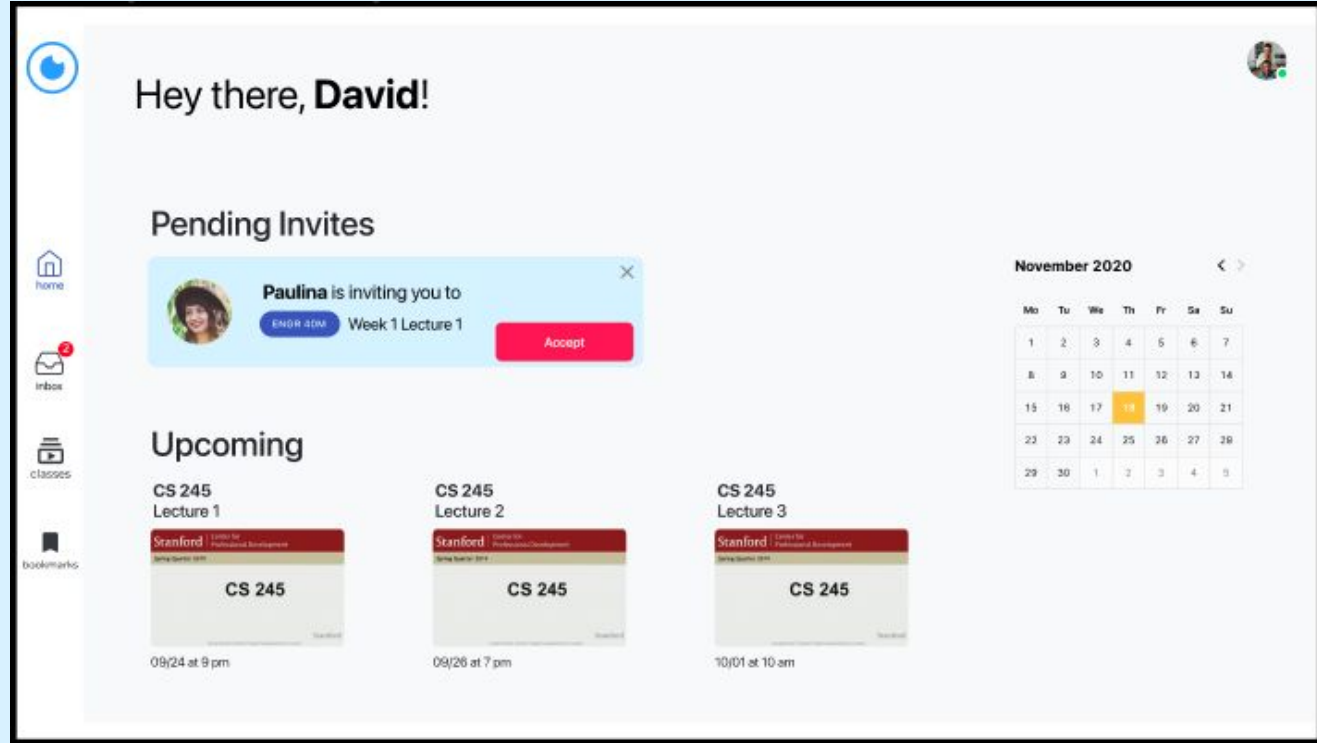
#2.2
before

design change



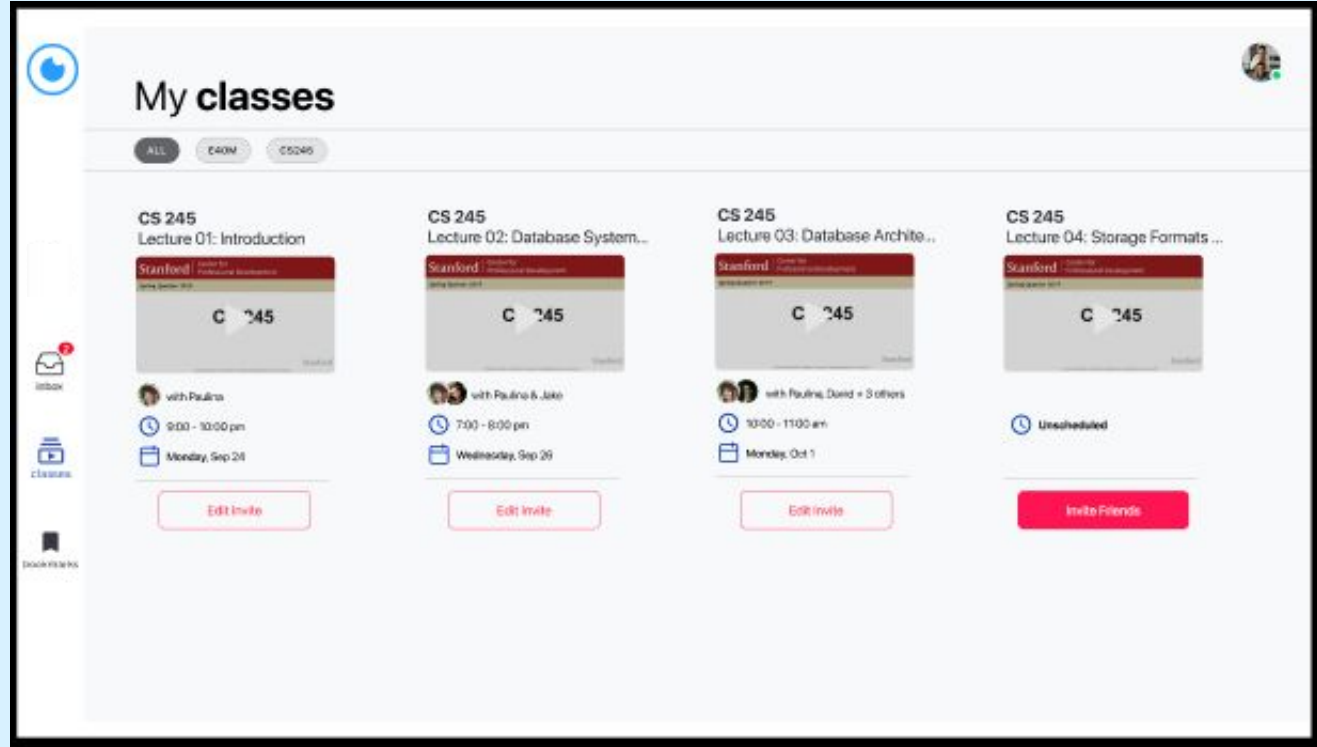
#2.2
after

design change



#2.3
before

design change



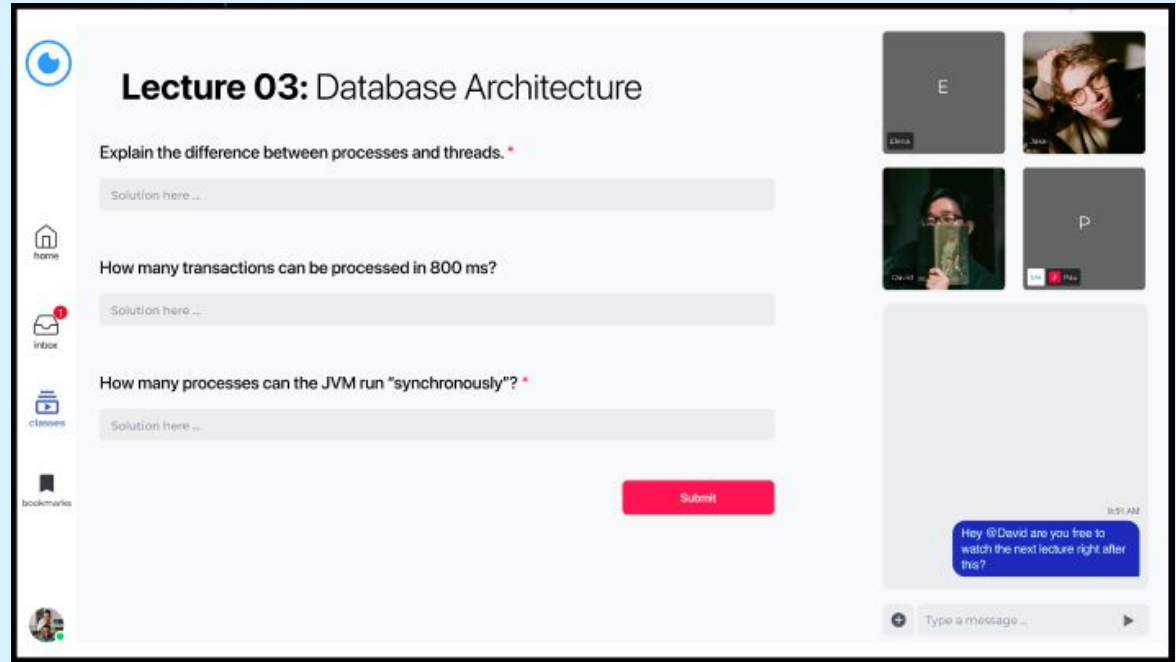
#2.3

after

outline

1. interface redesign #1
2. usability study
3. findings
4. interface redesign #2
5. **smart education**

smart pauses and questions



The screenshot shows a user interface for a lecture titled "Lecture 03: Database Architecture". The interface includes a sidebar with navigation icons for home, inbox, classes, and bookmarks. The main content area contains three questions with input fields for answers and a "Submit" button. The questions are: "Explain the difference between processes and threads.", "How many transactions can be processed in 800 ms?", and "How many processes can the JVM run 'synchronously?'". A chat window on the right shows a message from David asking if the user is free to watch the next lecture right after this one. The time is 8:51 AM.

Lecture 03: Database Architecture

Explain the difference between processes and threads. *

Solution here ...

How many transactions can be processed in 800 ms?

Solution here ...

How many processes can the JVM run "synchronously"? *

Solution here ...

Submit

Hey @David are you free to watch the next lecture right after this? 8:51 AM



thank you!
questions?



appendix

1. [user test summaries](#)
2. [testing plan + discussion guide](#)
3. [prototype 1](#)
4. [prototype 2](#)

