

Prototype and Pilot Test

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Concept Statement

George Mason University is one of the top schools in Virginia, and currently the largest research university in the state. It houses over 2,600 full-time and part-time faculty, and over 250 technologyenhanced classrooms that support over 10,000 face-to-face classroom sessions every semester. A major problem many faculty members face, however, is navigating the various technologies available while also trying to teach content. Additionally, many members of faculty are unaware of the classroom features available to them, or if they are aware, do not know how to fully leverage the classroom features capabilities. Our goal is to create a system that will allow faculty at George Mason the ability to obtain guidance prior to class, as well as receive automated support in operating the hardware and maximizing its' capabilities within the classroom.

Prototype Scope

The goal of this project is to create an app that will provide support and resources for faculty that will help them to fully utilize the technology available within their assigned classrooms. This app will also act as a "one-stop-shop" where faculty can adequately prepare for class by considering the technology in their classrooms; instantly contacting tech support; and using the resources available to enhance the teaching experience and the student learning experience.

In the prototyping phase, we focused on creating the highest fidelity app which would capture the main capabilities identified in the requirements. A full working version of the app would require direct connectivity with GMU systems particularly the Banner and the 25Live scheduling systems for access to classroom assignments, furniture plans, photos, and layouts for each classroom space. As such, we focused on the user perspective as if those systems were in place.

Prototype Development

After thorough review of the WAAD, concept statement, and storyboards, we felt comfortable to begin the development of the prototype. Our prototype for this project was created in MockingBot utilizing the original sketches and wireframes from the previous development stage. During a weekly team meeting over Cisco Spark, we decided to use this program because of the robust built-in tools and the simplicity associated with building a prototype.

Following the development of the initial prototype in MockingBot, the link was distributed within Team C for initial internal testing. Following an initial round of testing within the group, we identified and addressed some minor issues prior to releasing the app for formative testing.

Key User Tasks

We decided to test the prototype with real users (The Professor and the Adjunct Professor) including users that were initially interviewed during the Contextual Inquiry phase. We were eager for the users to see the prototype which was based on their provided comments. Users will test the app using the prototype and be provided a questionnaire to collect their feedback.

Professor Role

- Complete your user profile
- Locate the room layouts for Peterson Hall on Fairfax campus
- Reserve the Technology Sandbox
- Turn on the classroom system
- Ask tech support for help

Adjunct Professor Role

- Complete your user profile
- Locate your assigned room
- Request a new room that will fit your training needs
- Identify the technology in your assigned room
- Check out ongoing conversations in the Faculty Forum

Pilot Testing

- 1. Prototype
 - a. Prototype Link





UX Evaluation

We sought feedback from users including those from other teams, subject matter experts, and users involved in the Contextual Inquiry to obtain responses from a variety of perspectives. Since we are still in the prototype phase, we used formative evaluation to get immediate responses from our users. The questionnaire was primarily based on the look and feel of the app.

1. Questionnaire

Design

- Do you like the way the interface looks? If not, what could be changed (colors, button placement, or general design)?
- How intuitive was this app?
- As a user, is there any additional information you might like to see on the login page? Or the home page?

Ease of Use

- How easy was the application to navigate?
- How easy was it to find useful information?

Features

• Are there enough features within the application? If not, what could be added?

Overall

- Would this application have value to you if it was fully built out?
- Could you see yourself using it daily for your classroom needs? If not, why?
- Do you see any shortcoming in this app?
- Do you have any recommendations for changes to the app? How would you improve the app?

2. Evaluation Results

Note: n=4 respondents

<u>Design</u>

- Do you like the way the interface looks? If not, what could be changed (colors, button placement, or general design)?
 - Nice, clean design
 - I think visual of the deign could be sleeker, make the buttons bigger more of a grid.
 - Like the colors, but I would maybe use more of the Mason colors/branding. In that green space maybe a Mason logo would work.

• How intuitive was this app?

- o Very
- It makes it seem easy to switch spaces. I would suggest information for requesting spaces for a meeting or event/upcoming semester. I know for classes this stuff has to go through the dept course coordinator and the registrar.
- Very, I was able to navigate through the classroom info.
- As a user, is there any additional information you might like to see on the login page? Or the home page?
 - I do not understand why there's an option to remain logged in for two weeks. Feels random.
 - o No

Ease of Use

- How easy was the application to navigate?
 - I found the drop down was a bit too cumbersome. A lot of touching the screen to complete the task
 - 0 Very
 - Very easy
 - Very easy, no problems figuring out where to go to get info.
- How easy was it to find useful information?
 - o Very
 - Very easy
 - Same as above, like the video portion a lot. (doc cam instructions)

<u>Features</u>

- Are there enough features within the application? If not, what could be added?
 - An association between the pedagogy and the classroom. Either search by Pedagogy and be provided with a list of rooms or include the recommended pedagogy with the classroom details.
 - I found the application very comprehensive
 - Yes, sufficient features

• Yes, seems adequate

<u>Overall</u>

- Would this application have value to you if it was fully built out?
 - 0 Yes
 - 0 Yes
 - *Absolutely. Is information that exists in different places, nice to have it in one place.*
- Could you see yourself using it daily for your classroom needs? If not, why?
 - You may only need it at the beginning of a semester.
 - Yes, this application is very useful. I don't know if I would use it daily there are very few applications that change/update enough to require daily use.
 - Yes

• Do you see any shortcoming in this app?

- I accessed the site on my iPad. As a result, I couldn't see, nor was I able to scroll down to what I believe was the last button on the list.
- \circ Just the interface with the iPad
- *Not at the moment*
- o No

• Do you have any recommendations for changes to the app? How would you improve the app?

- See items above.
- Ensure that it's device agnostic.
- Not other than previously stated.