CMS.594/894- Education Technology Studio

Spring 2019

Mini-Project 3 demo & final project preview

Final Notes on UDL

A challenge in Educational Research

Students that could most benefit from help are frequently the least likely to seek it

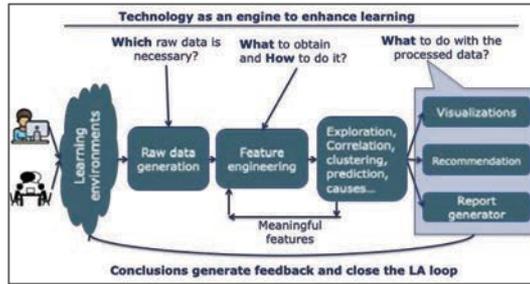# Going beyond performance data
the process of learning

See handout

UDL Mini-Project DEMOs!!!

Overview of Unit 4 & final project
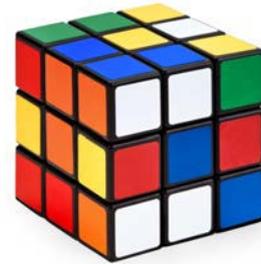
Course map: Where have we been?

Collecting, analyzing, reporting data about learners and their environments to optimize learning and the learning environment

Unit 2, Practice Spaces

Creating learning experiences that help teachers practice and reflect on key teaching decisions

Unit 3, Accessibility

Designing for variability in the way we learn from the start by considering the how, what, and why of learning

...And now Where are we Going?

Learning more about your user's needs

Understanding the education ecosystem in which you are designing in order to maximize your impact

Effectively communicating your innovation and its value to users and stakeholders

HOW WILL WE GET THERE?

YOU ARE HERE

Week 0:

Reflect

★ Review your final reflections from each mini-project
★ Complete the final project survey

Week 1:

Identify a problem

★ Identify a problem of practice
★ Research existing solutions
★ Propose or enhance your solution
★ Draft an interview protocol to learn more about your user

Week 2:

Ideation & prototyping

★ Come ready to discuss findings from your user interview
★ Come with prototype and playtest protocol
★ Conduct playtest

Week 3

Playtest

★ Collect data during class playtest to improve final project
★ Practice presentations

Week 4:

Final Public Presentation*

★ Due: (1) final protoypte, (2) presentation slide deck, (3) written product
★ Invite 2 guests
★ Dress up!

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Final project expectations (also see syllabus)

- **Goal:** to prototype, test, and refine an innovative edtech solution to a problem of practice in education

- **Three possible paths (working individually or in pairs):**
  - <u>Option 1:</u> identify an extension of one of your mini-projects--must reflect a substantial new contribution to your project
  - <u>Option 2:</u> identify a project of your own choosing, in consultation with the instructor(s)
  - <u>Option 3:</u> remix a classmate's project-- must ask their permission and also must reflect a substantial new contribution to the project

- **Related requirements**
  - Complete a user/stakeholder interview
  - Conduct a playtest
  - Present at Teaching Systems Lab public presentations
  - Turn in prototype, slide deck, and a written product

Final project- Flow of key activities

1. Review reflections on each mini-project
2. Decide on project
3. Create interview protocol
4. Conduct stakeholder/user interview
5. Incorporate feedback
6. Conduct playtest
7. Incorporate feedback
8. Final prototype, presentation, and written product (select one of multiple options)
9. Celebrate!

Revisiting course requirements

- **20%** on class participation
  - design journal
  - technical preparation activities
  - active participation during in-class activities (e.g. "exit tickets")
- **50%** on the three mini projects combined
  - Mini-Project 1
  - Mini-Project 2
  - Mini-Project 3
- **30%** on the final project
- Written Product & Prototype Rubric (in syllabus appendix)

Preparing for the next class

Due before next week's class

- **Before you leave today**
  - Please complete the exit ticket about today's class
- **Complete this week**
  - Take the Final Project Survey
  - Design journal reflection preview (next slide)
  - Start thinking about a stakeholder or user who you might reach out to for an interview
  - Syllabus readings
- **If you are stuck, do not wait until the last minute…**
  - Come to office hours

HOMEWORK: SELECTING A FINAL PROJECT

After reviewing your design journal "reflection" slide at the end of each mini-project: (1) Which proposed improvements do you feel more excited about? (2) Which improvements seem most promising to you? (3) Of the the potential extensions you have identified, what challenges do you anticipate in implementing your own recommendations? You may also conclude that none of your mini-projects are suitable for further exploration and propose a new innovation for a user/partner of your choosing.

You may include text plus images, sketches, code, or other media in your response. Be prepared to share your responses in class.

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