MSc User Experience Engineering, 2020/2021

Connect Cosmo's lesson plan and activities



How to select an activity based on the skills you want to train? And how to connect activities and lesson plans?

Abstract

This **problem-centric design project** aims to find the best way to connect cosmo's lesson plan function and activities to help users choose activities more conveniently and quickly. The main task of this project is how to improve the user experience of Cosmo **activity selection** for teachers, therapists, and parents to save time, and better train learners and children with **special educational needs**.

Introduction&Background

Cosmo is an application of Filisia developed for learners with special education requirements. Cosmo users are **parents, teachers, occupational therapists, speech & language therapists, and learners.** Users have to locate activity in a distractible environment. Therefore, we need to reduce blockers to activity selection to improve the **user experience.**

Research Methodology

Since Filisia already has the application, so I used **two rounds of testing**, the first round of testing was to find the problem about the existing application, I gave users a **task list** there are three tasks about the connection of lesson plan and activity, through the **workflow** to find the current problems of the application.

Through the previous **survey and click test**, I proposed **three new solutions**, analyzing these data to select a solution that can be optimized.

Testing&Evaluation

Combined with the collection of **personal information** in the questionnaire, the main users are **young and middle-aged people** who are familiar with technology and may have some special education knowledge.

Through the click test, there are too many steps in the process of selecting activities. In a distracted situation is easy to forget the activities they want to select.

User needs are identified:

1.Connect to **lesson plans** on the **activity** page 2.Replace the **user guide** text with some videos or pictures



76.5% of users suppose Cosmo doesn't save them time on lesson planning. Therefore, solving the problem of **connection between lesson plan and activities** is the primary task of **improving user experience**. In the final design users can click the **Lesson Plan tab** and then illustrates the accompanying skills and lesson plan.

< Back Storytelling	< Back Storytelling	Sensory Story (Hugs in the City)
Setting Lesson Plan	Setting Lesson Plan	DESCRIPTION Teacher-led Introduction
About Perform sensory stories by reading a story and touching the cosmoid that lights up to hear the matching sound. Designed to help strendthen communication,joint attention and turn- taking skills.		 Open the Storytelling activity and choose Hugs in the City. Layout the Cosmoids on a table and start reading the story. When you get to a page that has an accompanying sound, one of the cosmoids will light up. Encourage your students to take turns pressing the lit cosmoid to hear the sound. What can you hear?
	Sensory Story (Little Goat) Sensory Story (Unathi and the Smelly Beast)	Main Activity 1. Hand out a cosmoid to each student and read/perform the whole story together, encouraging students to wait for their turn to trigger their sounds. Who's turn is it? What sound can we hear? 2. Introduce the objects of reference and incorporate them into the sensory story at the appropriate time. What colour

Player Number of Units Firstname Verylongsurname 1 2 3 4 5 6	Related Skills	is the cat? 3. Encourage students to match the objects of reference to the appropriate sound.
Select story Hugs in the City 	Sensory Integration Turn Taking English Imagenation Joint attention English Imagenation Joint attention	Extra Activities • Spread the cosmoids around your class or sensory room and encourage students to find the lit cosmoids as the story progresses.
Help Play	Help Play	Storytelling



Learn:

How to choose **different research methods** based on the project and the **user feature**. How to perform **interviews** and how to get the **user's needs Future:**

Personalized activity customization, the system can be based on the **characteristics of learners** to recommend the corresponding activity, save time and improve the accuracy of user selection activities.

