

Connect Cosmo's lesson plan and activities

By: Xinyuan Wen

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.

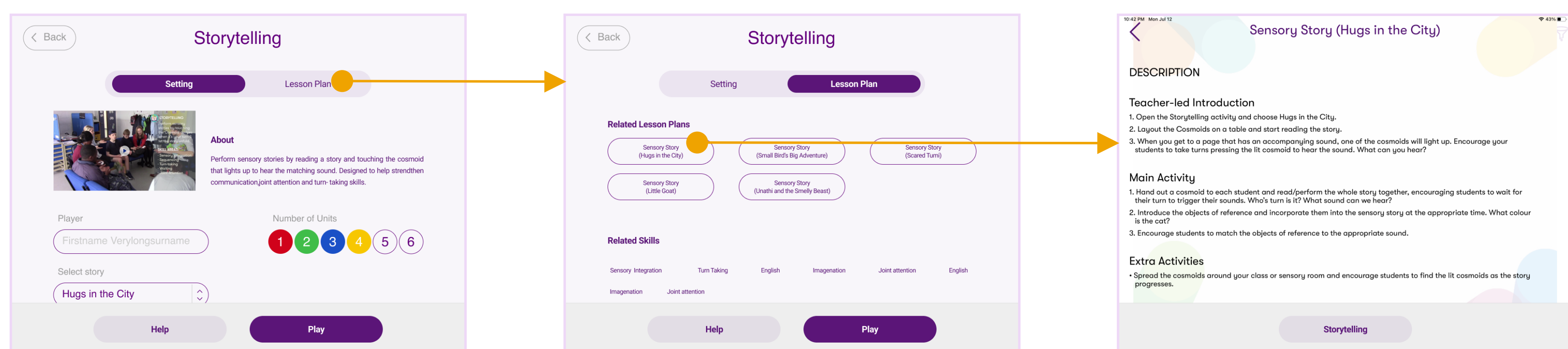
Through the click test, there are too many steps in the process of selecting activities. In a distracted situation is easy to forget the activities they want to select.

User needs are identified:

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

Design

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.



Conclusions&Future Work

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.

