Out-of-the-Box Experience

Creating a compelling and intuitive out-of-the-box experience for our instructors

Working together for schools

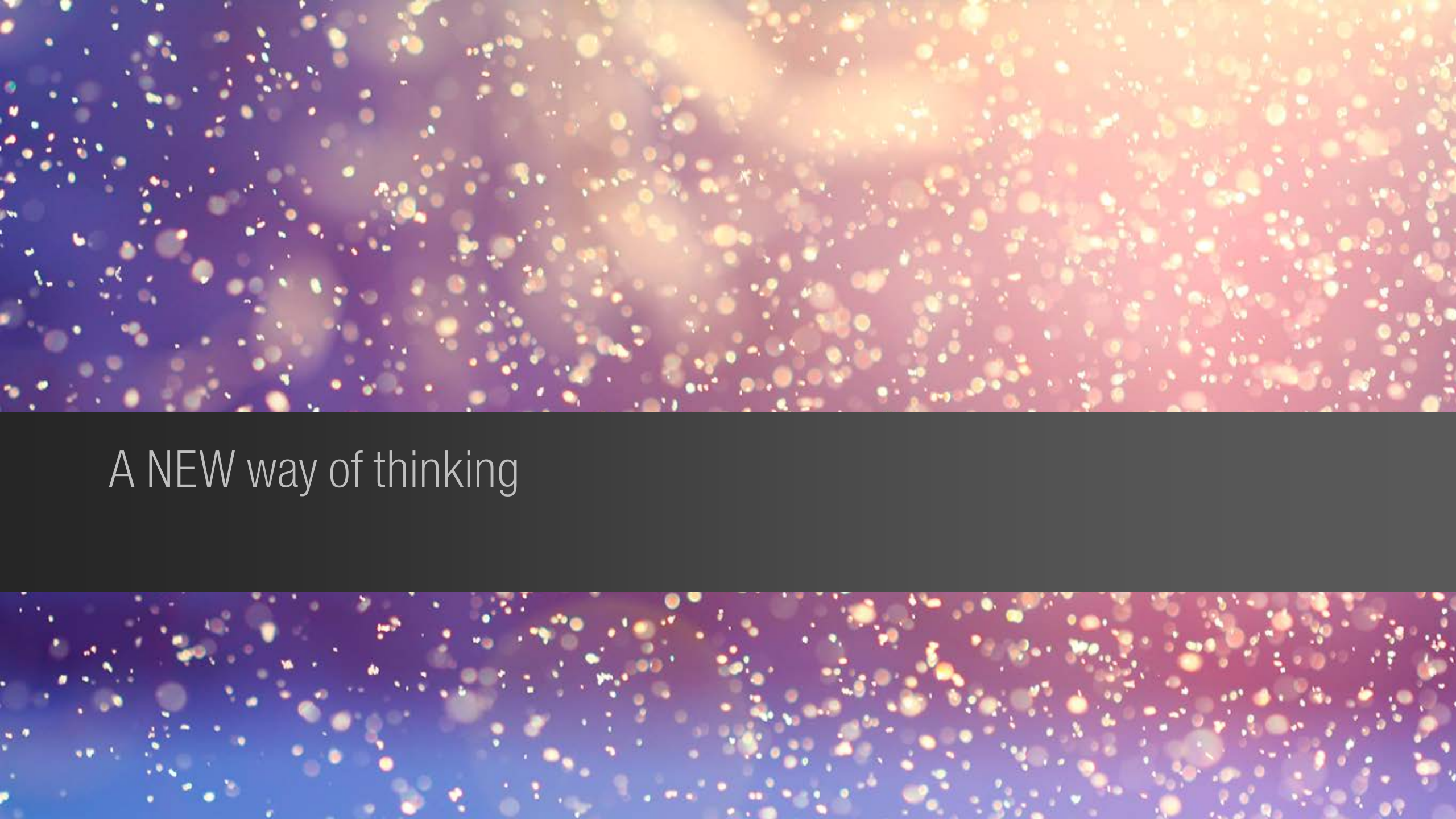
Out-of-the-box

Sales guidance for 10.2 (Chronos) Sandbox demos

High impact, low risk usability SP candidates

Unified UX vision for Learning Environment

6-8 month (Demeter) actionable improvements



A NEW way of thinking

Long-term goals

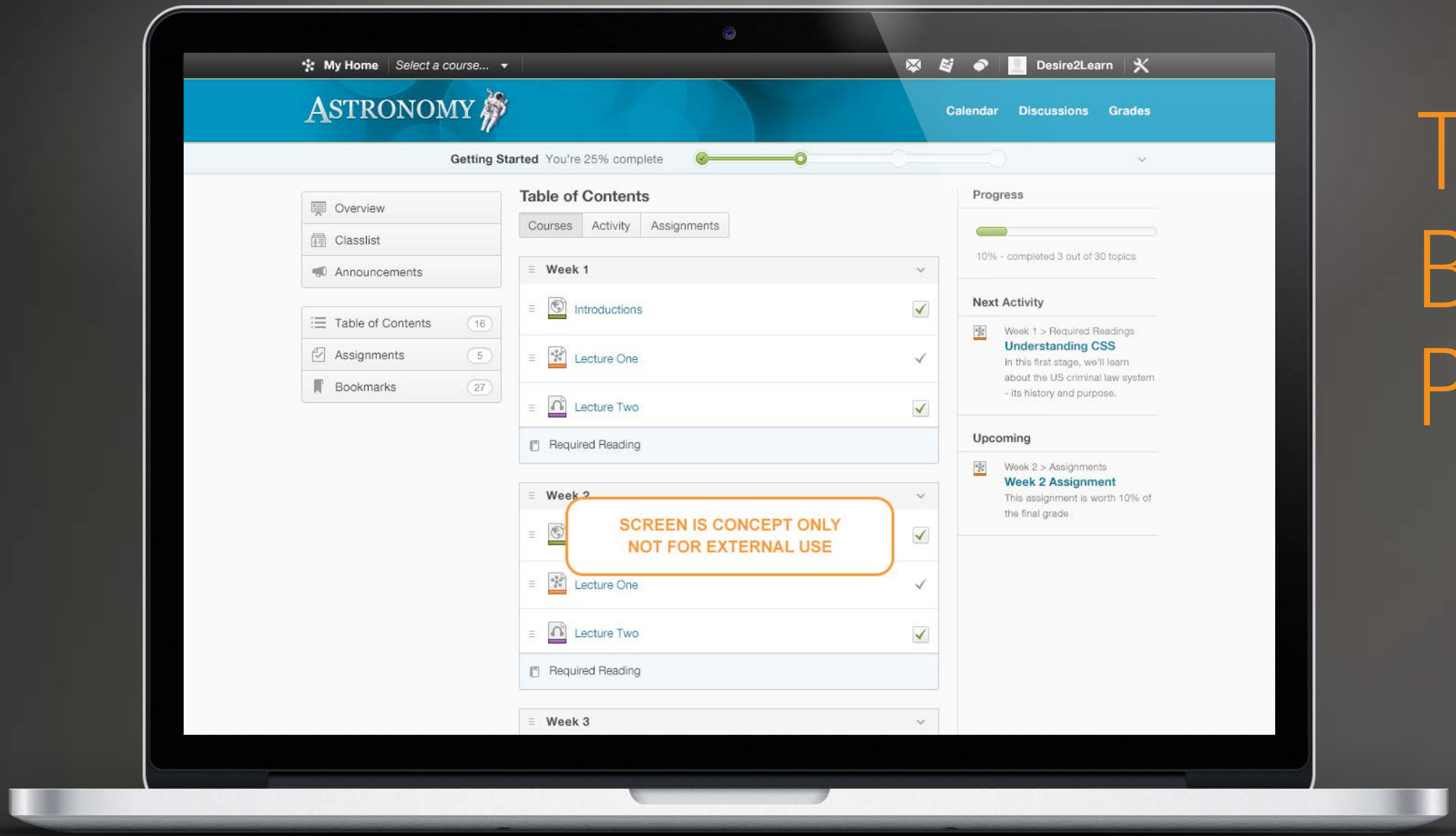
1. Align Learning Environment with educator's practices

2. Create an intuitive, engaging UI experience

Growing opportunities

Desire2Learn

The Big Picture



Desire2Learn

8-12 month objectives

1. Define a primary persona to measure successes against
2. Define “epics” or high-level stories to focus projects around
3. Propose cross-team projects for improving the overall user experience

Desire2Learn

Introducing: Pam

Educator

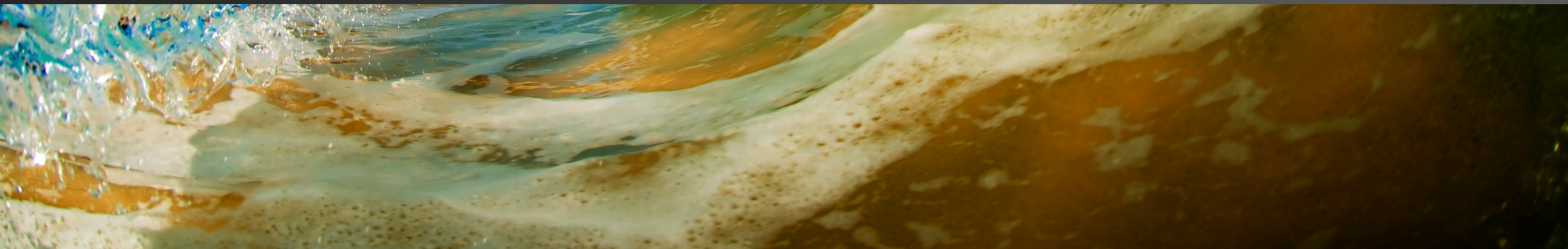
Coach

Mentor

Pam's Epics

1. Pam feels guided
2. Pam finds it easy to import and update her existing course materials
3. Pam is satisfied with the system after completing her key tasks
4. Pam is confident the course materials she creates will engage students
5. Pam is confident that the course will look and behave as she expects when viewed by her students
6. Pam is excited to use the system

Epic 1 Feeling guided



Epic 1

Pam feels guided

- She gets help whenever she needs it
- She Creates and manages her courses without assistance

Epic 1

Pam feels guided

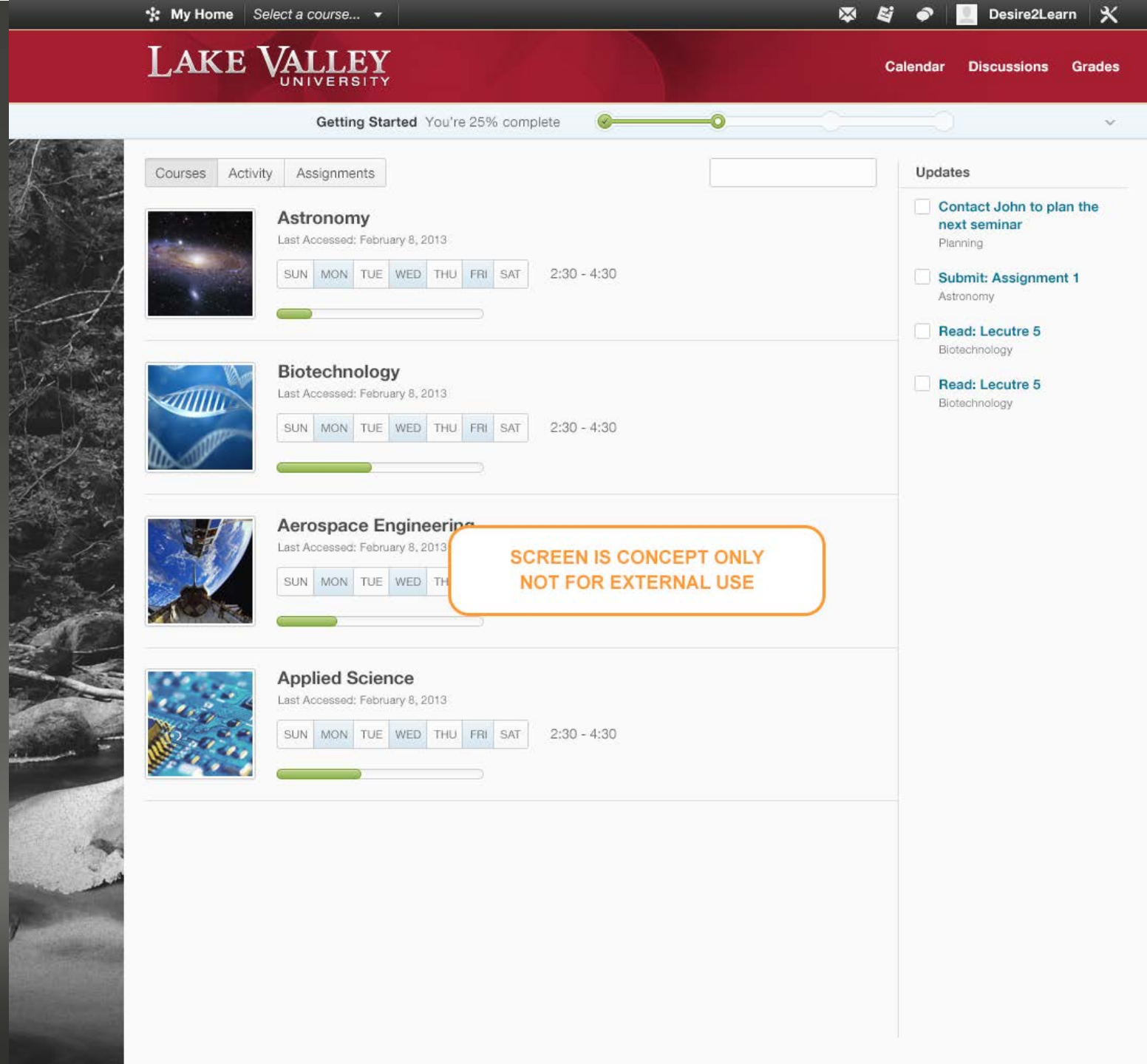
- Org-level defaults – UXP
- Minibar and navbar org-unit name display – UXP
- Course dashboard – CORE
- Getting started checklist – CORE/LP
- CMC improvements – Foundations
- Improved help – UXP

Org-level defaults

Aesthetic improvements

Navbar & widget defaults

My Courses & Activity Feed updates



Minibar and navbar org-unit name display

Increase minibar character limit

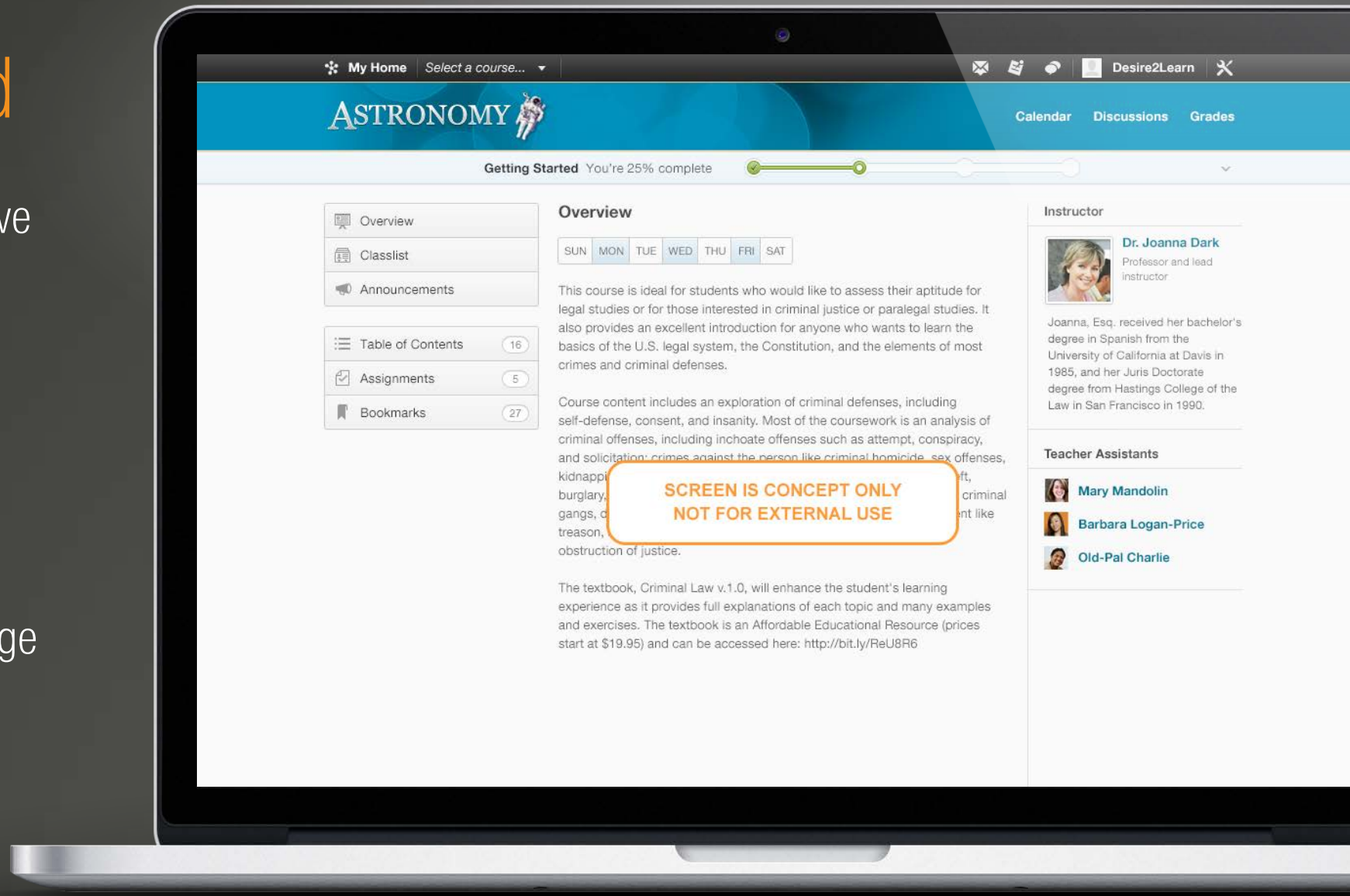
Add course name to default navbar

Course dashboard

A guided, consistent, and intuitive experience

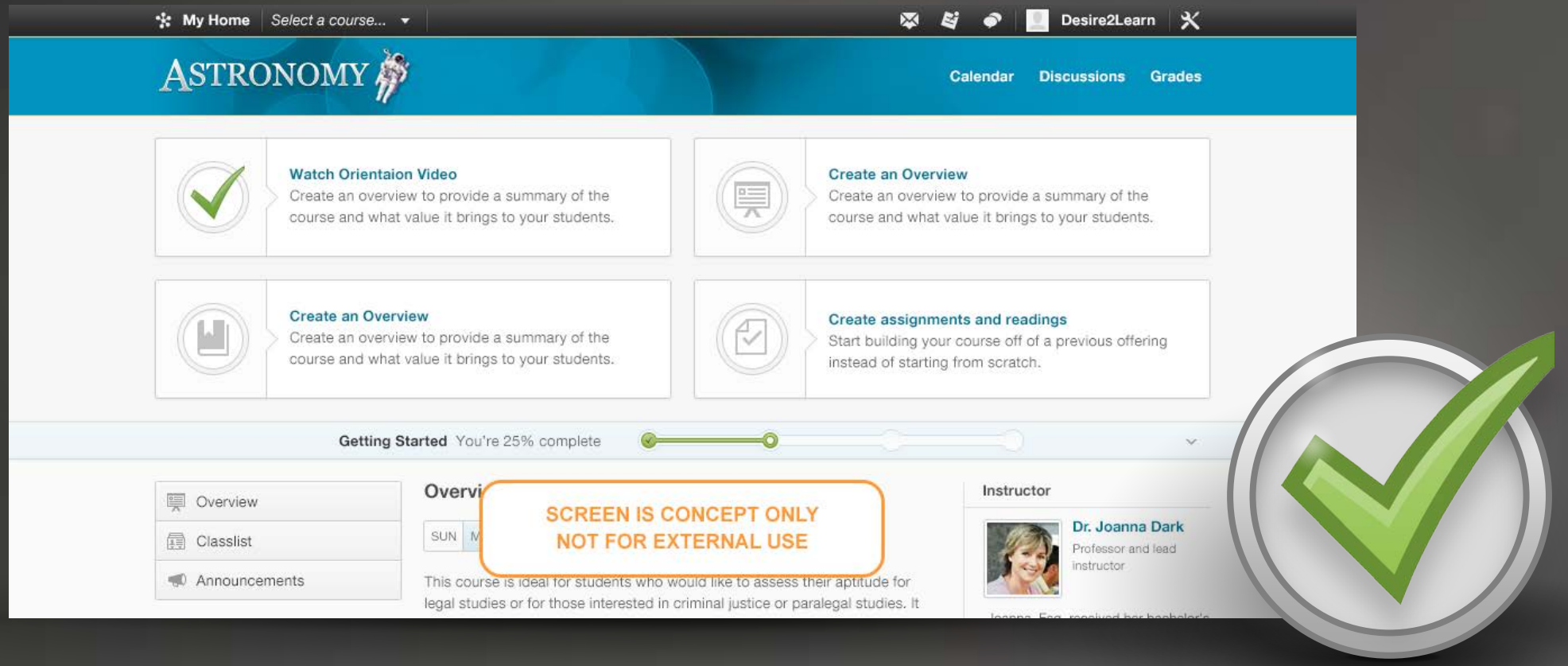
Redesign Content as a course dashboard or hub

Retain traditional homepage navigation for past courses and clients who do not wish to change



Getting started checklist

A minimal guide or checklist that walks instructors through setting up a course



Control panel

(Edit course improvements)

Organize Edit Course around key tasks or workflows related to managing course utilities

Rename Edit Course so it is clear that it is an area for properties/settings/advanced features and not for lesson planning or activity creation (considering Control Panel)

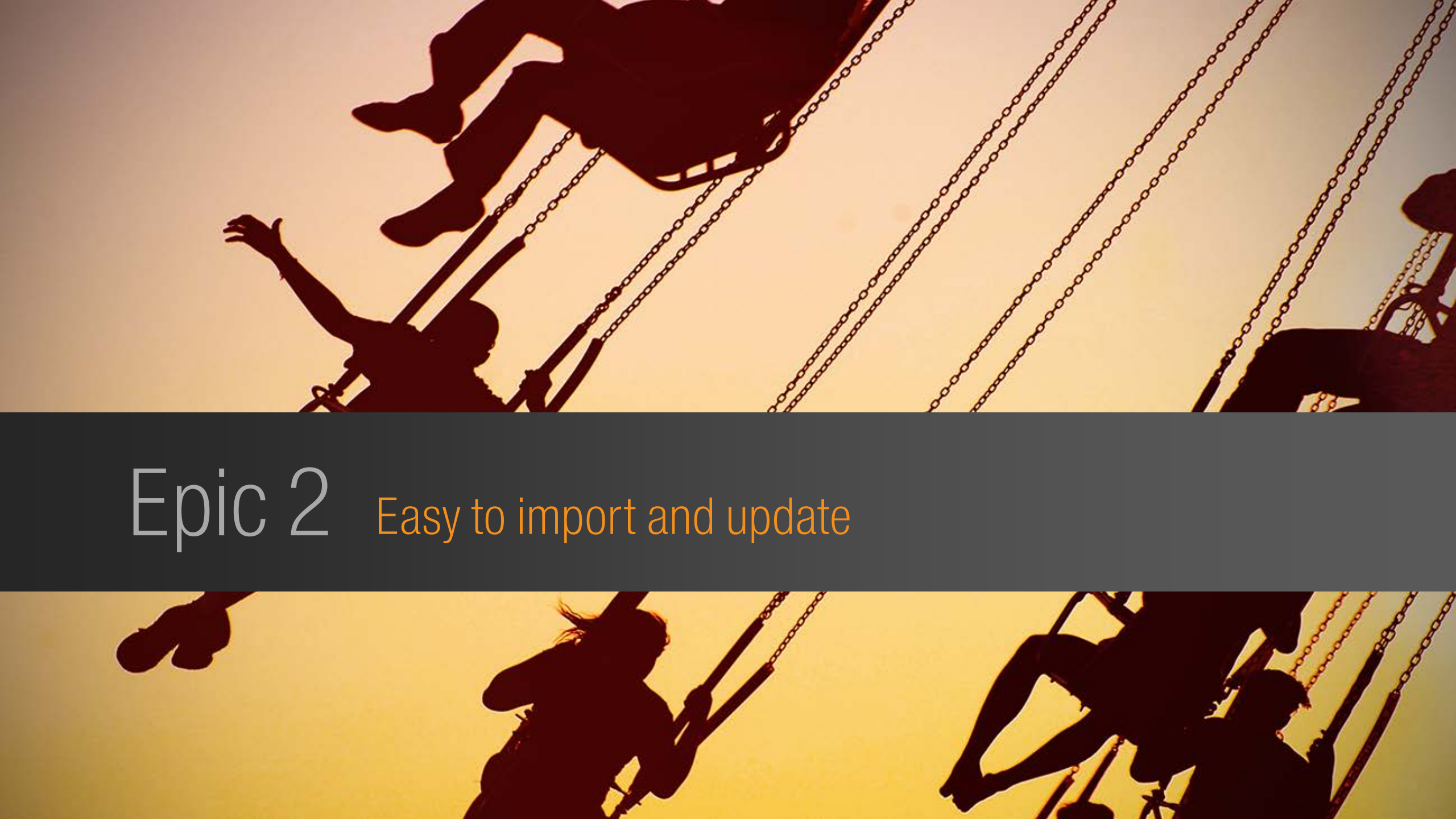
Improved help

Introduce dismissible help bubbles for communicating new or updated features and functionality

Provide entry-points to external documentation site that can be overwritten by the organization

Improve tool and page level help

Review language/jargon with instructional design community



Epic 2 Easy to import and update

Epic 2

Pam finds it easy to import and update her existing course materials

She can easily import any course package, from any system

Can easily update dates for course materials

Epic 2

Pam finds it easy to import and update her existing course materials

- Integrate new copy/import tool in key course dashboard workflows – CORE
- Improve dates management workflows – CORE
- Improve discoverability of drag and drop features – UXP

Integrate new copy/import tool

Include import/copy course components as a primary task in the Getting Started checklist

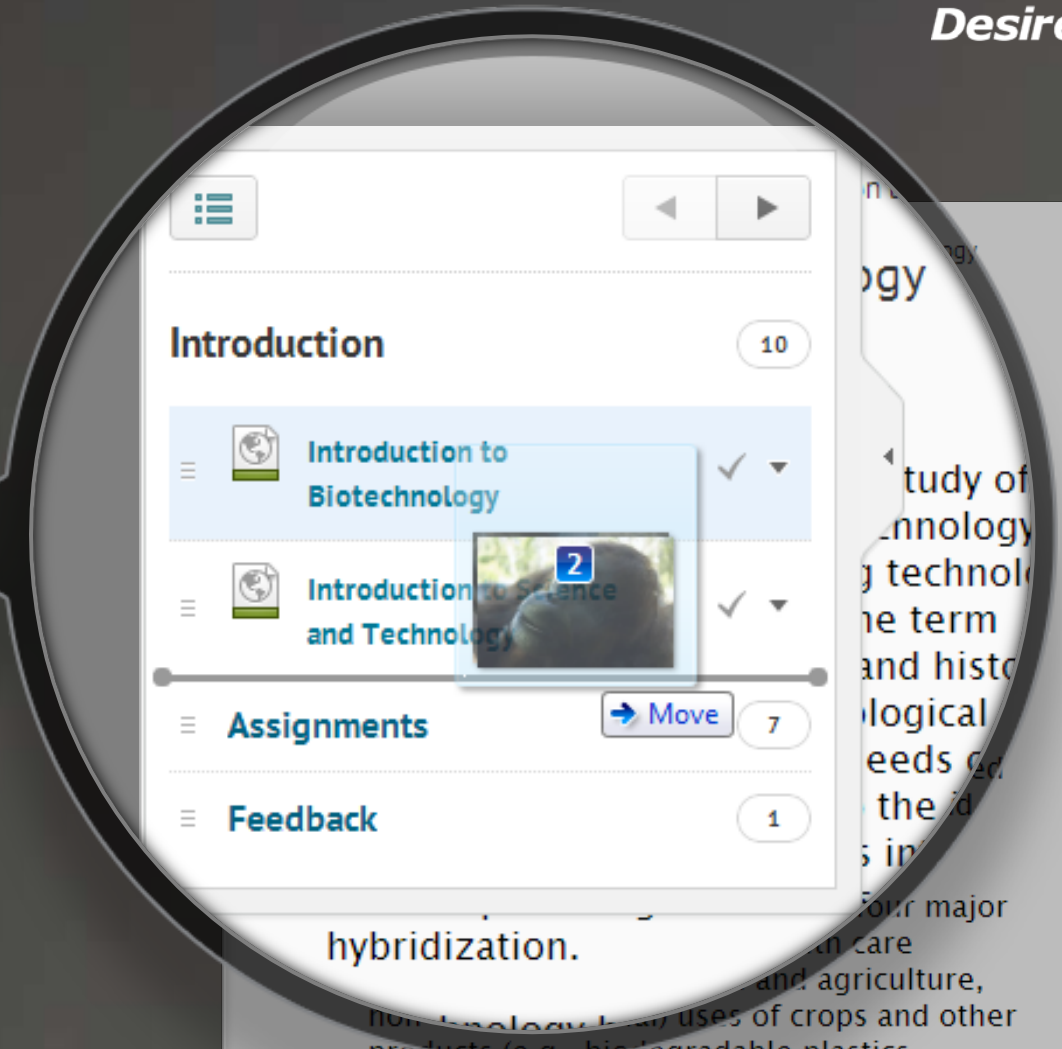
Embed new import/copy tool in dashboard workflows, most likely Table of Contents area

Drag and Drop Improvements

Clear indication of drop target areas

Improved interactions when reordering modules

Smoother experience when dragging and dropping a lot of topics and modules



hybridization.

products (e.g., biodegradable plastics, vegetable oil, biofuels), and environmental uses.

One application of biotechnology is the use of organisms for the manufa products. Another example is using naturally present bacteria by the mi bioleaching. Genetic engineers have studied DNA and made headway in

Epic 3 Complete key tasks

Epic 3

Pam is satisfied with the system after completing her key tasks

- She can discover and create any activity that she wants
- She can define activities as assignments
- She has granular access control for all learning activities

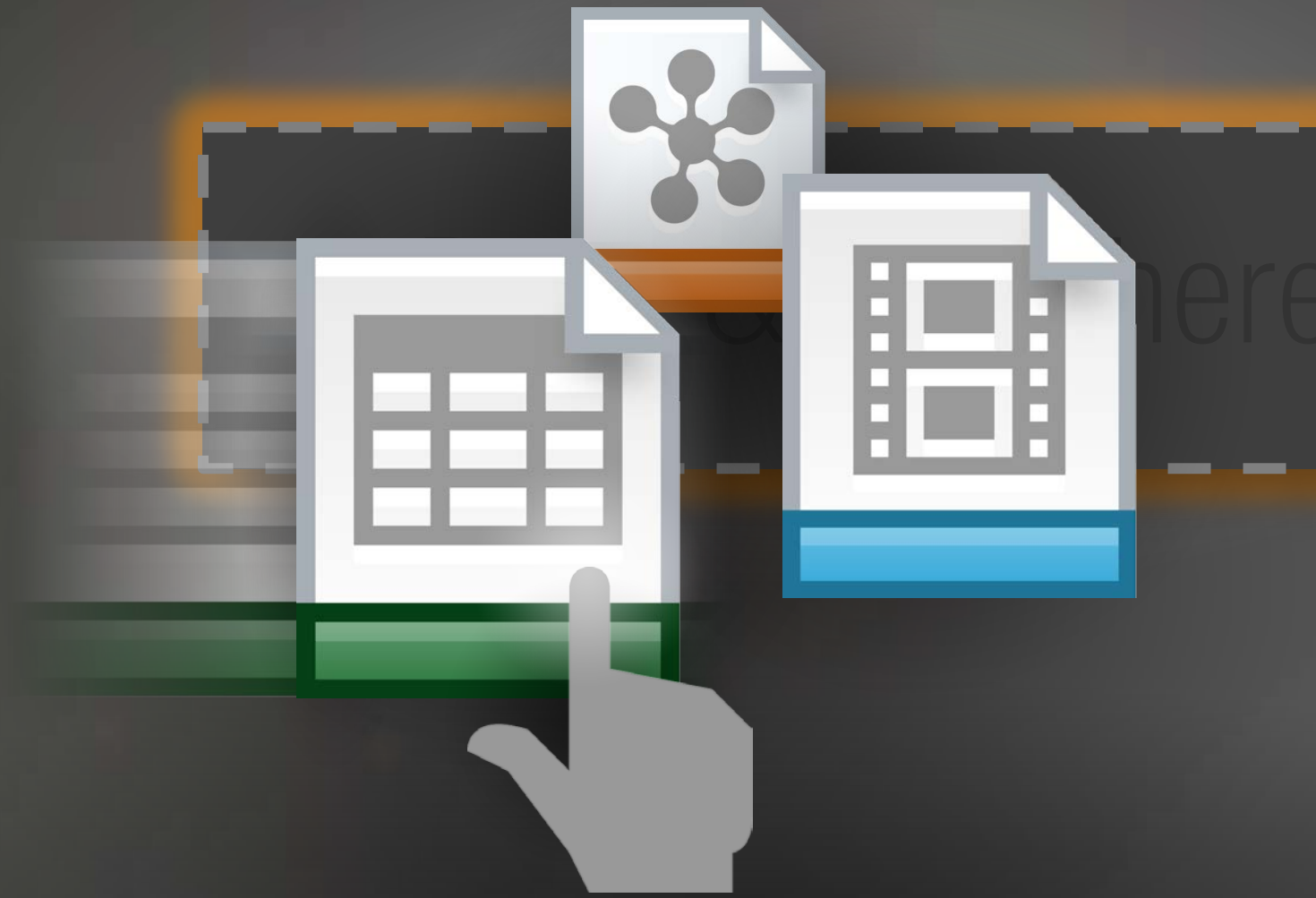
Epic 3

Pam is satisfied with the system after completing her key tasks

- Support the creation of any learning material or activity within Content – CORE
- Allow instructors to easily define course assignments/tasks – CORE
- Allow instructors to copy frequently used Dropbox and Quiz properties - ASMT
- Provide meaningful entry points into assessment interfaces – CORE/ASMT
- Simplify management of group discussions – C&C
- Improve workflow for creating and managing group spaces – C&C
- Improve workflow for group learning activities – FOUNDATIONS, C&C, CORE
- Improve workflow for managing restrictions and release conditions – CORE

Create any learning activity within Content

- Incorporate activity types
- Course builder activity management
- Attractive templates for HTML documents

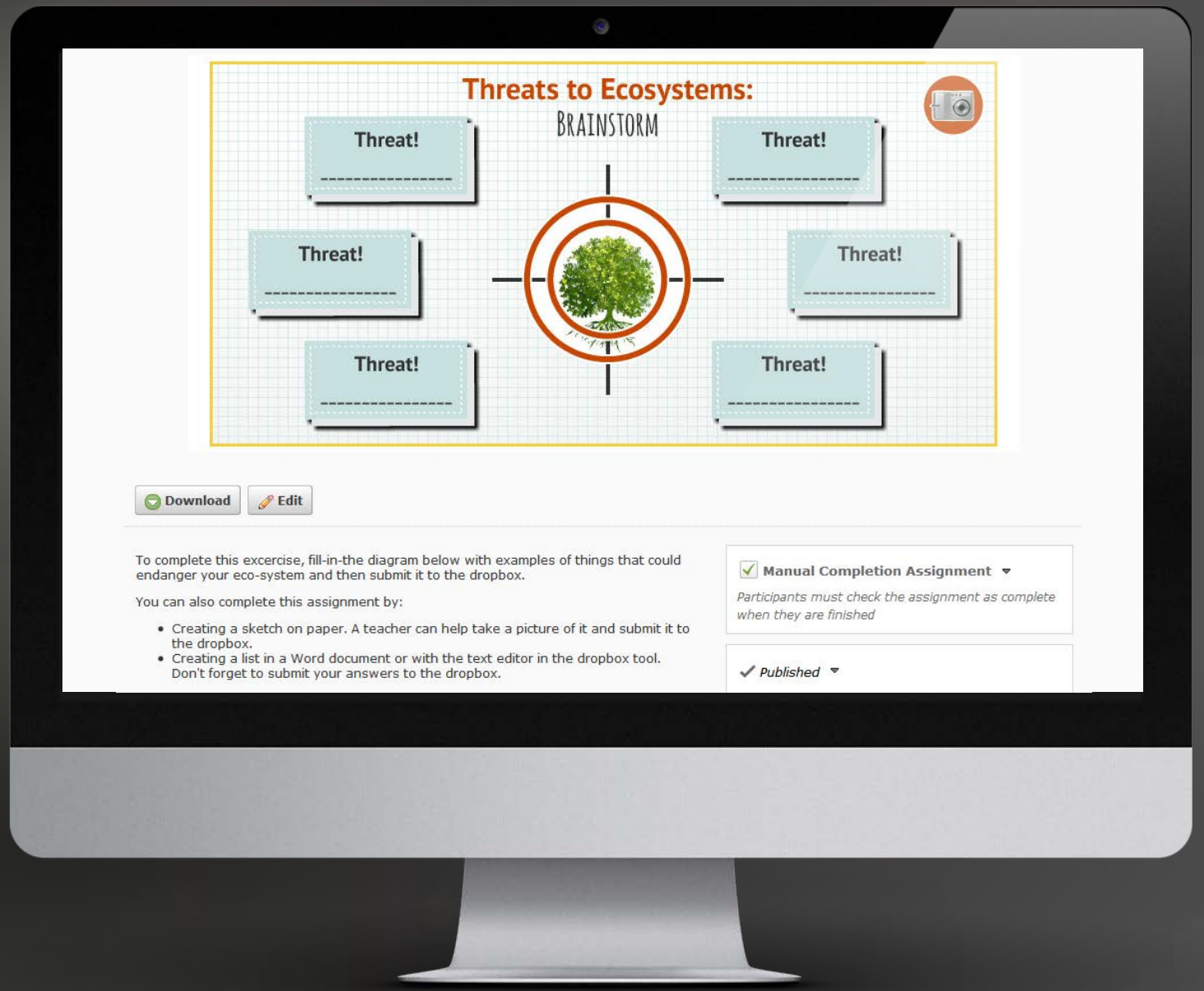


Easily define assignments

Define activities as assignments

Sequencing and release conditions

Separate content from completion tracking



Copy frequent Quiz and Dropbox properties

- Duplicate quizzes and dropbox folders
- Support copying of associated objectives
- Copy special access configuration
- Update Content plugins

Assessment workflow from activities

Emphasize hub organization

Show important assessment info

Create natural workflows

Support assessment of any content topic

Group discussions

Simplify the creation of group discussions

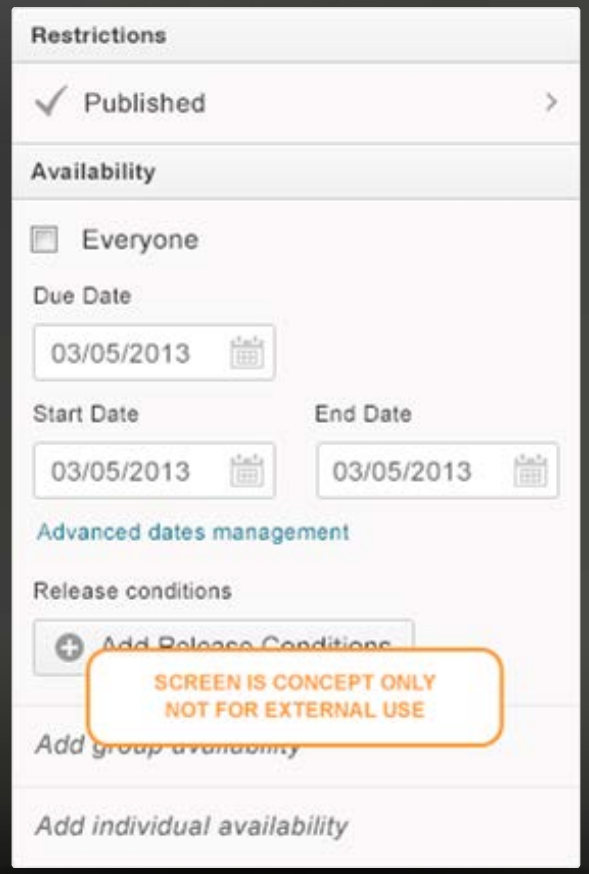
Tie group discussions to a single assessment

View a consolidated discussion topic

Creating group collaboration spaces

Improve group collaboration spaces

Allow ad-hoc student managed spaces



Restrictions and release conditions

Create consistent availability/restriction options across content types

Quickly scan and adjust restrictions

Simplify creation of key release conditions

Table of Contents > Introduction

Print

Introduction

Last Modified Oct 29, 2012 5:24 PM

Actions

INTRODUCTION

How do I use this template?

This template suite contains a number of basic page templates to allow you to design and develop your online course. This template is intended for use within the Desire2Learn Learning Environment, and is optimized for use with version 10.1. You can edit the content of these template pages in your course using the online HTML editor.

This page can be used as an introduction to your course, an introduction to an instructor, or an introduction to new material.You can add an image as a visual aid to the right of the page, or use the classes "floatleft" or "center" to add other visuals.

This page might be used to outline upcoming material or deadlines; for this you can use the ordered or unordered lists.

Unordered lists generally include

- Steps to be taken in order
- Items that need to be enum

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NOT FOR EXTERNAL USE

Ordered lists generally include:

1. Points that are not order-specific
2. Items that do not need to be enumerated

You might also like to use tables to present tabular data, as in the table below.

Name	Link to File	Suggested Users
Introduction	introduction.html	Use this page as an introduction to a course or material.
Syllabus	syllabus.html	Use this page to offer your syllabus online.
Instuctions	instuctions.html	Use this page for activity, project or assignment instructions.
Multimedia	multimedia.html	Use this page to display multimedia content such as video, audio, or interactive activities.

Desire2Learn

Authoring Documents and Activities

Streamline new document/activity creation

Provide attractive document defaults

Improve Quicklink workflows

Epic 4 Engaging students

Epic 4

Pam is confident the course materials she creates will engage students

She is confident that important dates and calls-to-action are communicated to students

She is confident that students will understand and engage with her materials

She is confident that students have sufficient opportunity to collaborate and communicate

Epic 4

Pam is confident the course materials she creates will engage students

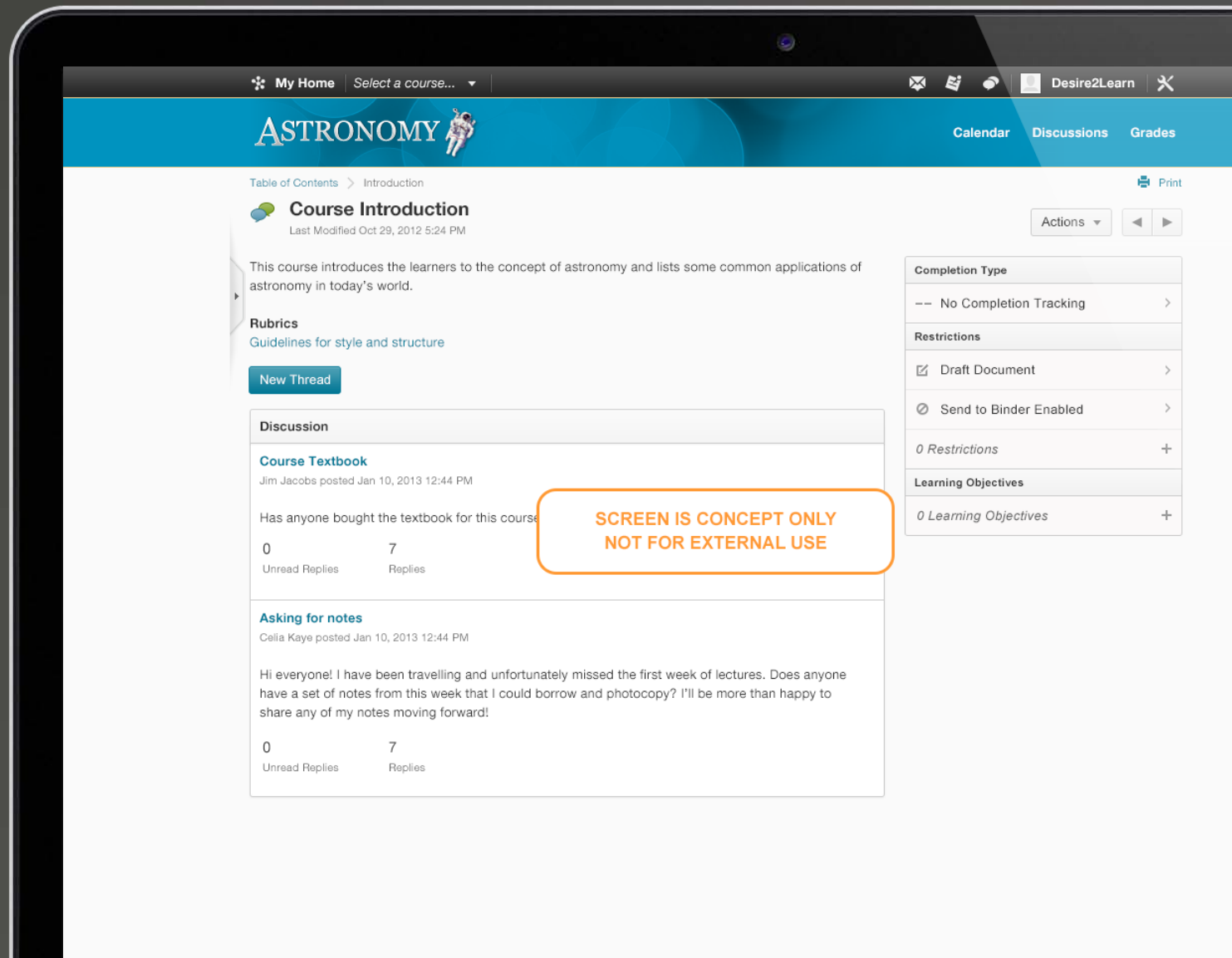
- Inline commenting on any content topic – C&C
- Assignments List – CORE
- Integrated eP activities – EP
- Third-party content activities (Media wiki, online rooms) – I&E, CORE
- Improved visibility into group enrollments – C&C, FOUNDATIONS
- Profile card and user profile improvements – UXP
- Notifications, alerts, activity improvements – C&C, UXP

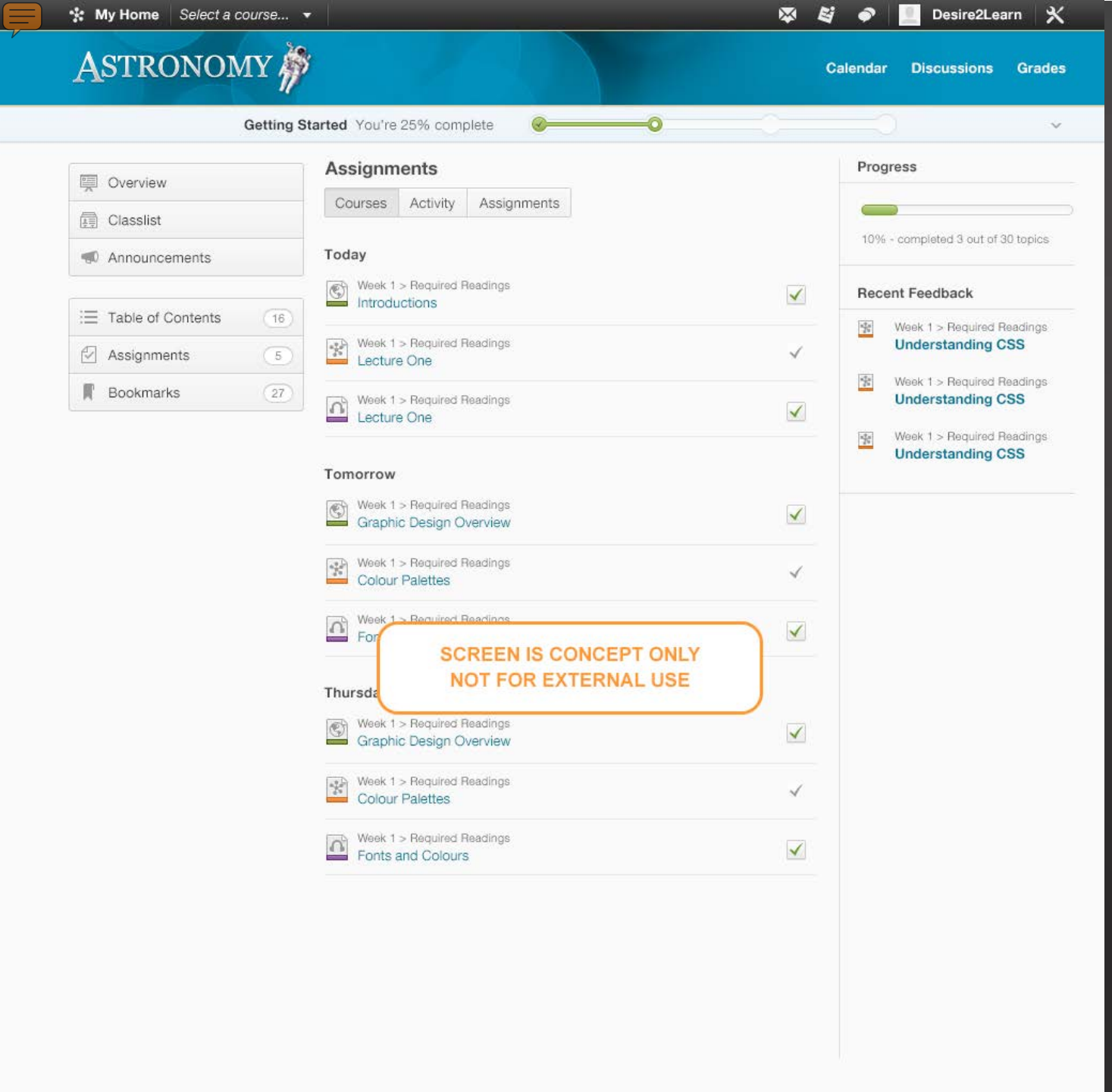
Inline commenting on content topics

Inline discussions on every topic

Encourages student collaboration

Subscribe to topic discussions





Desire2Learn

Assignments List

Centralized assignment display

Prioritized by date

Managed within Content

ePortfolio Integrations

ePortfolio activities integrated with Content

Browse ePortfolio items and bring them into a course

Focus on forms, presentations, and reflective learning

Desire2Learn

Third-party activities

Integrate lesson-focused third party tools within Content workflows

Examples: Wiki, Adobe Connect

Adobe® Connect®

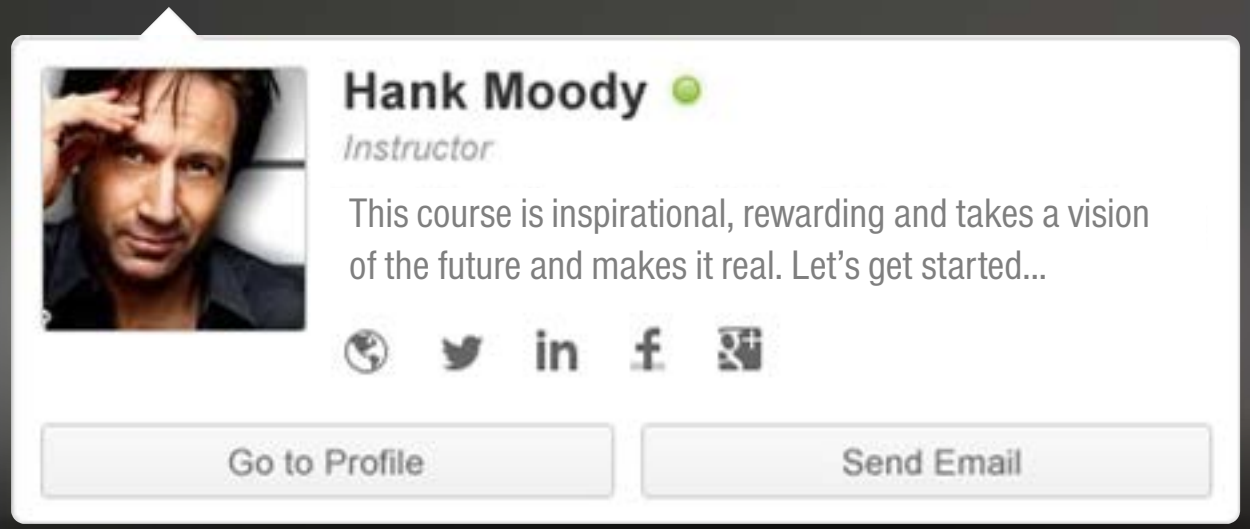
Adobe

Visibility of group enrollments

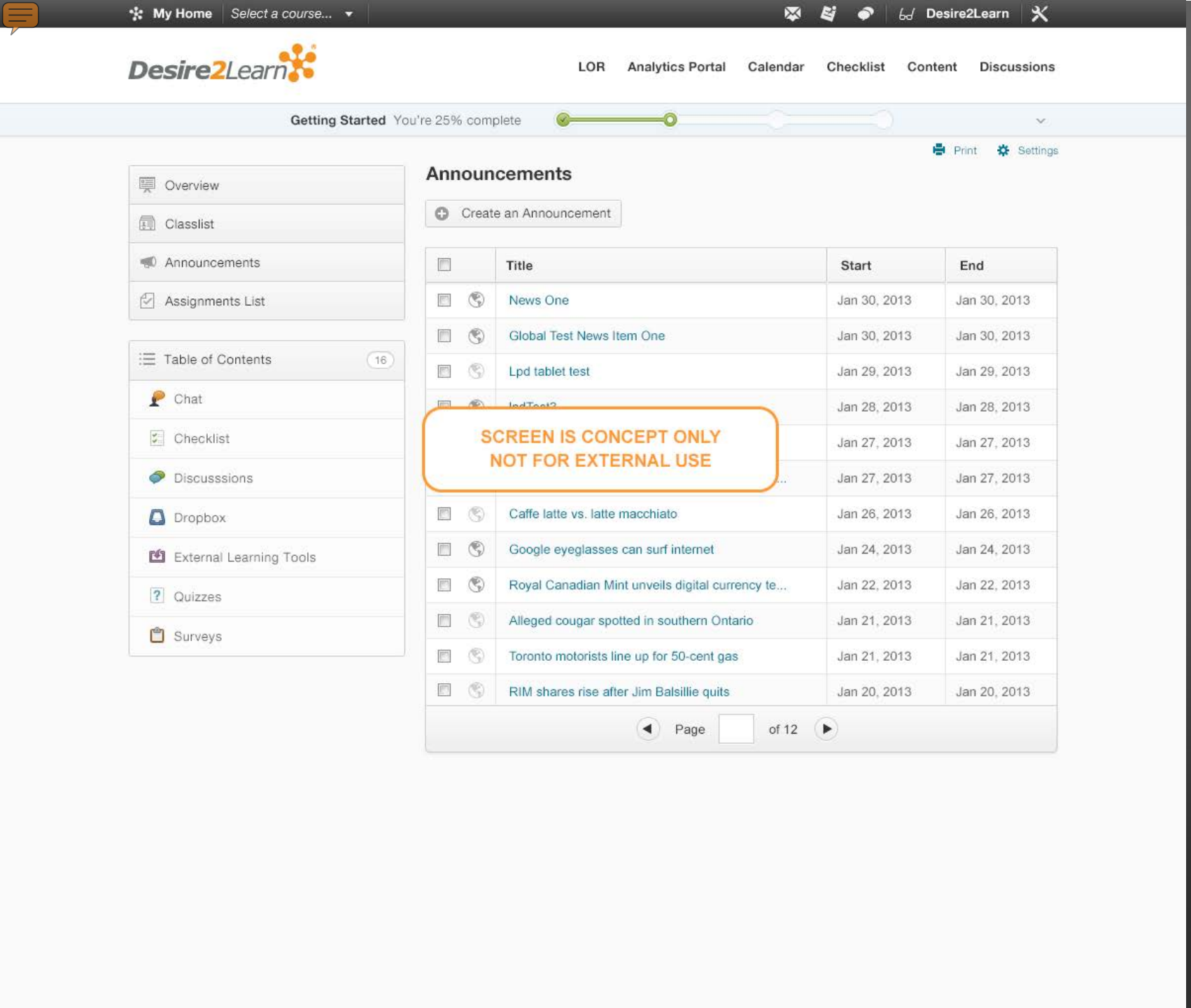
Improve visibility of group enrollments to help strengthen student connections

Encourage ad-hoc collaboration between group members

Profile card and user profile improvement



- Engage and collaborate with profile cards
- Encourage social network connections
- Promote PLE with user profiles



Desire2Learn

Notifications, alerts, activity updates

- Support alert roll-ups and history
- Notification history filtered by type
- Entry points into notifications management
- Build out available notifications (content, calendar)
- Incorporate activity information into workflows

Epic 5 Student-view expectations

Epic 5

Pam is confident that the course will look and behave as she expects when viewed by her students

She can easily explore the system as a student sees it

She does actively think about the permissions or functionality students have access to because the defaults make sense

Epic 5

Pam is confident that the course will look and behave as she expects when viewed by her students

- More discoverable role switch feature – UXP
- Default role improvements – FOUNDATIONS

Role Switch and Impersonation

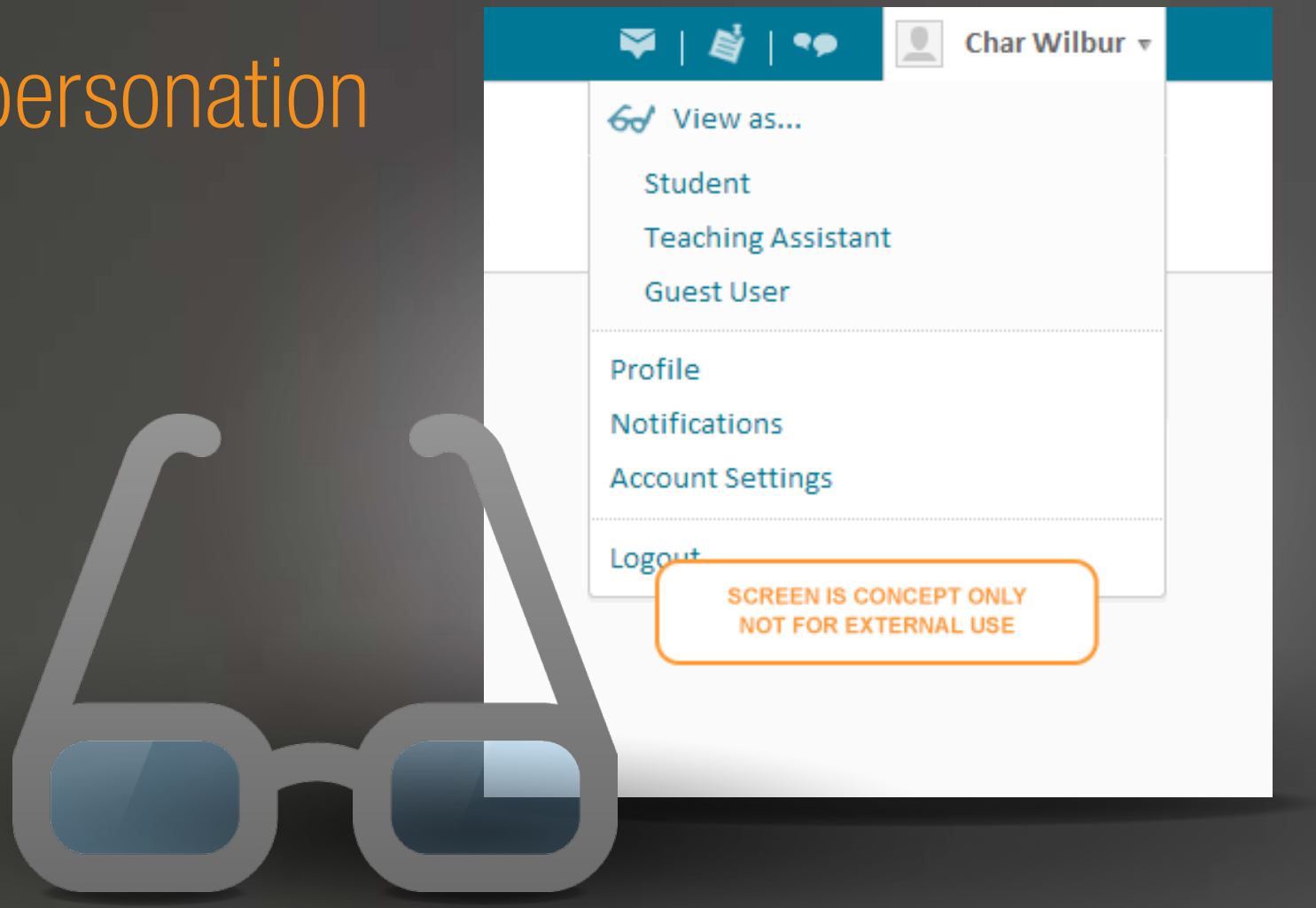
Role switch from any page

Visual reminder of role switch state

Fix bugs to foster trust

Long-term

Support view-only role switch and impersonation (should not affect statistics)

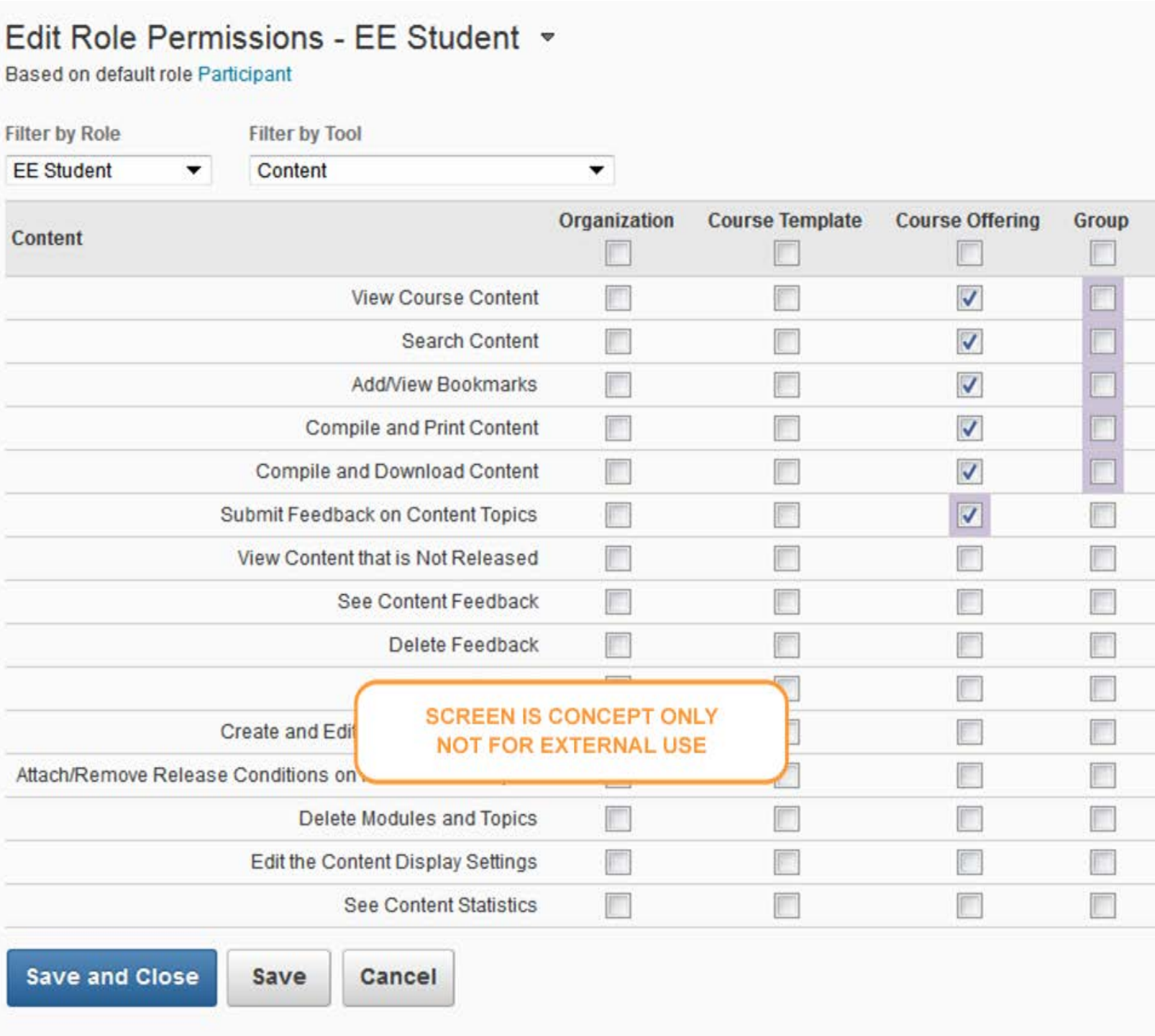


Default roles

Review and update default roles

Encourage documentation/help to be written against defaults

Investigate additional features



Epic 6 System excitement

Epic 6

Pam is excited to use the system

- Full graphic design review and overhaul
- Icon packs and theming
- Ongoing usability reviews

Epic 6

Is excited to use the system

Incremental graphic design improvements – UXP

UXP theming work – UXP

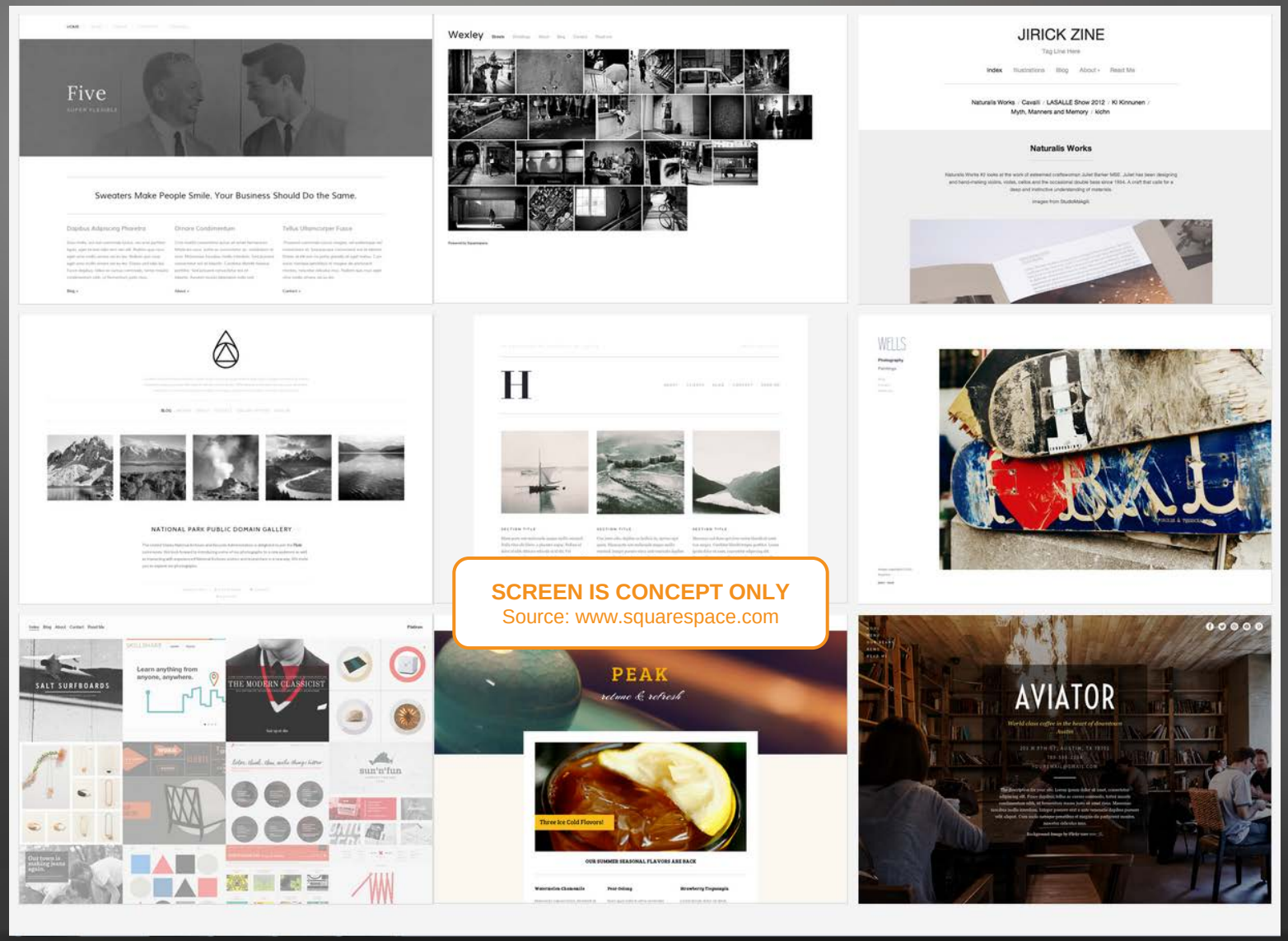
Validate and document measurable improvements in ease of use/usability – UXP

Graphic Design

Immediate, visceral connection

Continuous, aesthetic improvements

Update icons



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Source: www.squarespace.com

Theming options

Common management area

Simple theme picker

Improved “preview”

Client Engagement

Usability test planning

10.2 baseline usability study

Key client contact through development

Validate improvements

Prioritized project work

Desire2Learn

CORE	EP	C&C	ASMT	UXP	Foundations
Course dashboard	Integrate ePortfolio activities into Content	Inline commenting on any content topic	Copy dropbox and quiz properties	User research	Role switch
Getting Started		Social activity feed	Assessment workflows from dashboard	Role switch	CMC improvements
Copy/import tool		Group discussions	Rubrics integration	Graphic design	Default roles
Authoring workflows		Group spaces		Navigation defaults	
Content and calendar notifications		Group learning activities		Notifications/alerts	
Defining assignments				Getting Started	
Assignments list				Drag-and-drop	
My courses widget				Edit-in-place	
Dates management				Org-unit name display	
Availability/release conditions management				Dismissible help	
Third-party activity support				Theming	
				Profile card updates	

Thank you

Appendix