DepEd Commons Forum



Role

UX Research, UX Design

Timeframe

1.5 months

Tools

Miro, Figma



The Situation

Since the COVID-19 pandemic, the Department of Education (of the Philippines) has transitioned into modular learning where students learn half of their lessons through online or printed modules. These have been published on DepEd Commons.



The Problem

Due to the lack of interaction, teachers have had trouble holding students accountable for completing modules.

On the other side of things, students have had trouble seeking help in completing their modules.

The Solution

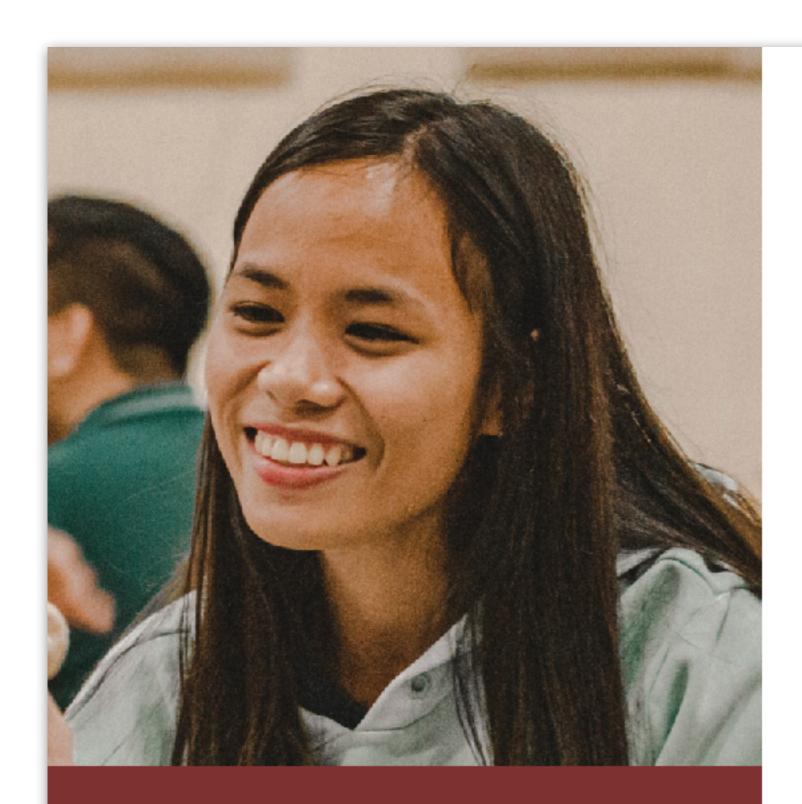
DepEd Commons Forum is an accessible platform that facilitates distance learning by allowing students and teachers to communicate about modules in an simplified manner.

The Research

<u>Interviews and secondary research</u> allowed me to empathize with my users and construct **user personas**, **competitive analysis**, **site maps**, **and user flows**.

Primary Persona

Philippine public school teachers.



Angela Dela Cruz, 28

Pampanga, Philippines
 Grade 6 Public School Teacher

"I want to help my students learn and become successful, but distance learning makes this hard to achieve."

About:

Angela is passionate about what she does and will do all it takes to ensure that her students recieve access to a proper education despite current circumstances.

Tasks:

Identify learning competencies

Print lesson material

Teach module content

Communicate with students

Challenges:

Poor internet connection

Incomplete Submissions

Inability to properly help students

Difficulties in communication

Goals:

Ensure students have access to modules

Ensure students are understanding the material

Efficiently manage time

Learn more tools to help with distance learning

Needs:

A channel for asynchronous communication

A way to help students complete modules

Better connectivity for students

Tools:



Google Meet



Google Classroom



Google Sheets

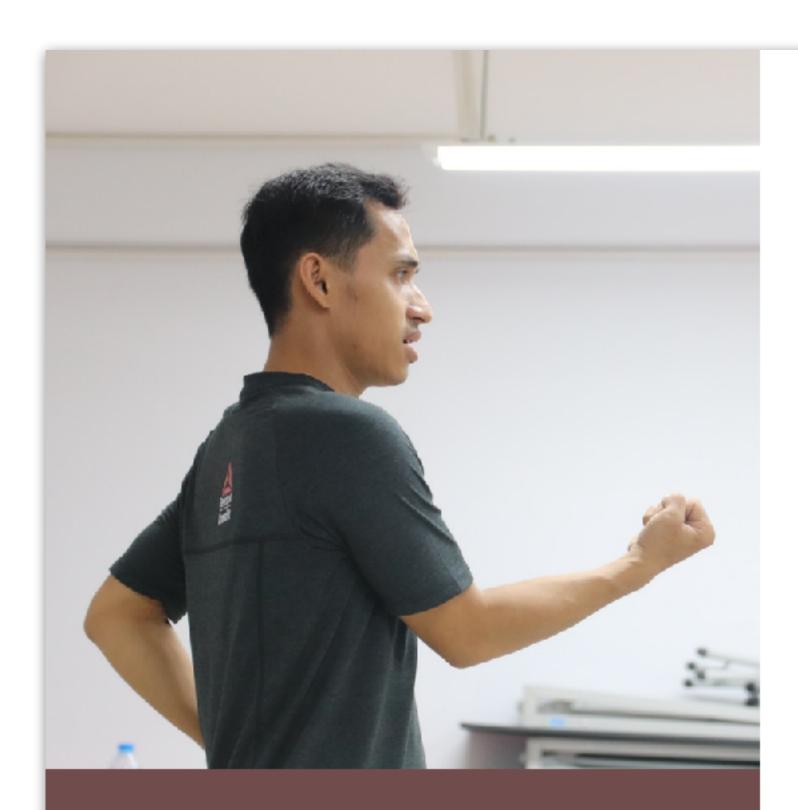


Microsoft Teams



Messenger

DepEd Commons



Gabriel Bautista, 33

Caloocan, PhilippinesGrade 8 Public School Teacher

"I want to my students to be able to engage in lessons despite the transition to distance or asynchronous learning."

About:

Benjamin cares about his students. He knows the lengths students go through to obtain an education and wants to help students achieve their goals by engaging them in lessons and by making help more easily accessible.

Tasks:

Identify learning competencies Create engaging material

Provide access to material

Answer questions students have

Challenges:

Not all students have access to tech Students are less engaged online Hard to help asynchronously Students don't know each other

Goals:

Ensure students have access to modules

Ensure students are **engaged** during lessons

Ensure students understand the material

Make material accessible in **different formats**

Needs:

A minimal tech approach to accessing lessons

More efficient distribution of printed material

Better ways to help students asynchronously

Tools:



Zoom



PowerPoint



Google Sheets



Messenger

Classin

DepEd Commons

Secondary Persona

Philippine public school students.



Benjamin Reyes, 11

Caloocan, Philippines Grade 6 Student

"I want to study hard so that I can be successful and be able to help my parents out when I grow up."

About:

Benjamin is a hard-working student trying to stay on top of his work, but for harder subjects, there is no available help.

Tasks:

Attend lectures

Access lesson material

Answer modules

Submit completed modules

Challenges:

Poor internet connection

No help available

Struggle to understand material

Less accounntability

Tools:



Google Meet



Google Classroom



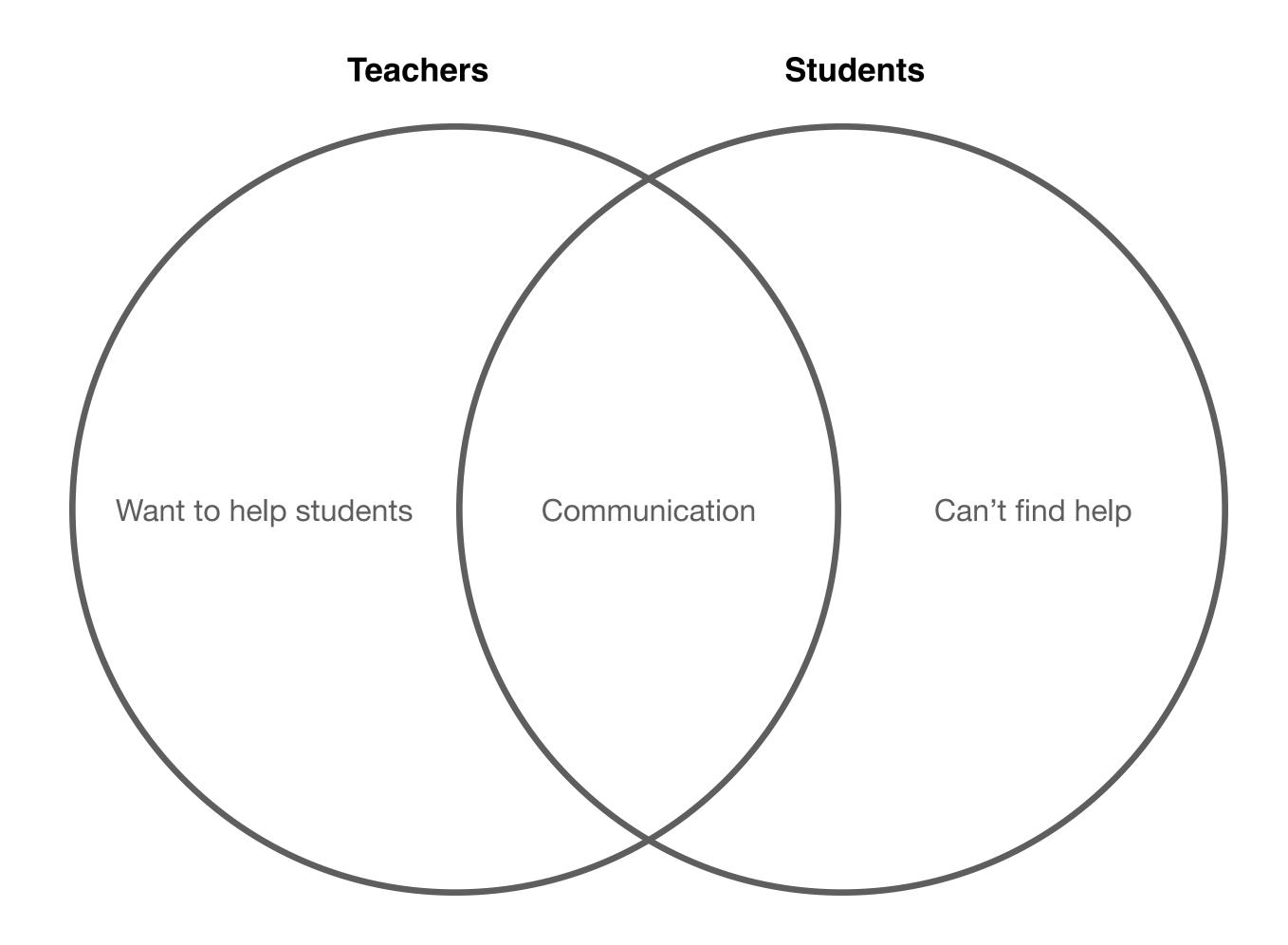
Messenger

Patterns:

Teachers need a way to ensure students understand the lessons.

Students need a way to find help in completing their lessons.

The gap in between is communication.



What already exists?

In order to create a platform for communication, I needed to gain a better understanding of what already exists and is being used.

I went about this by <u>listing out needs</u> teachers and students had and conducting competitive analysis.

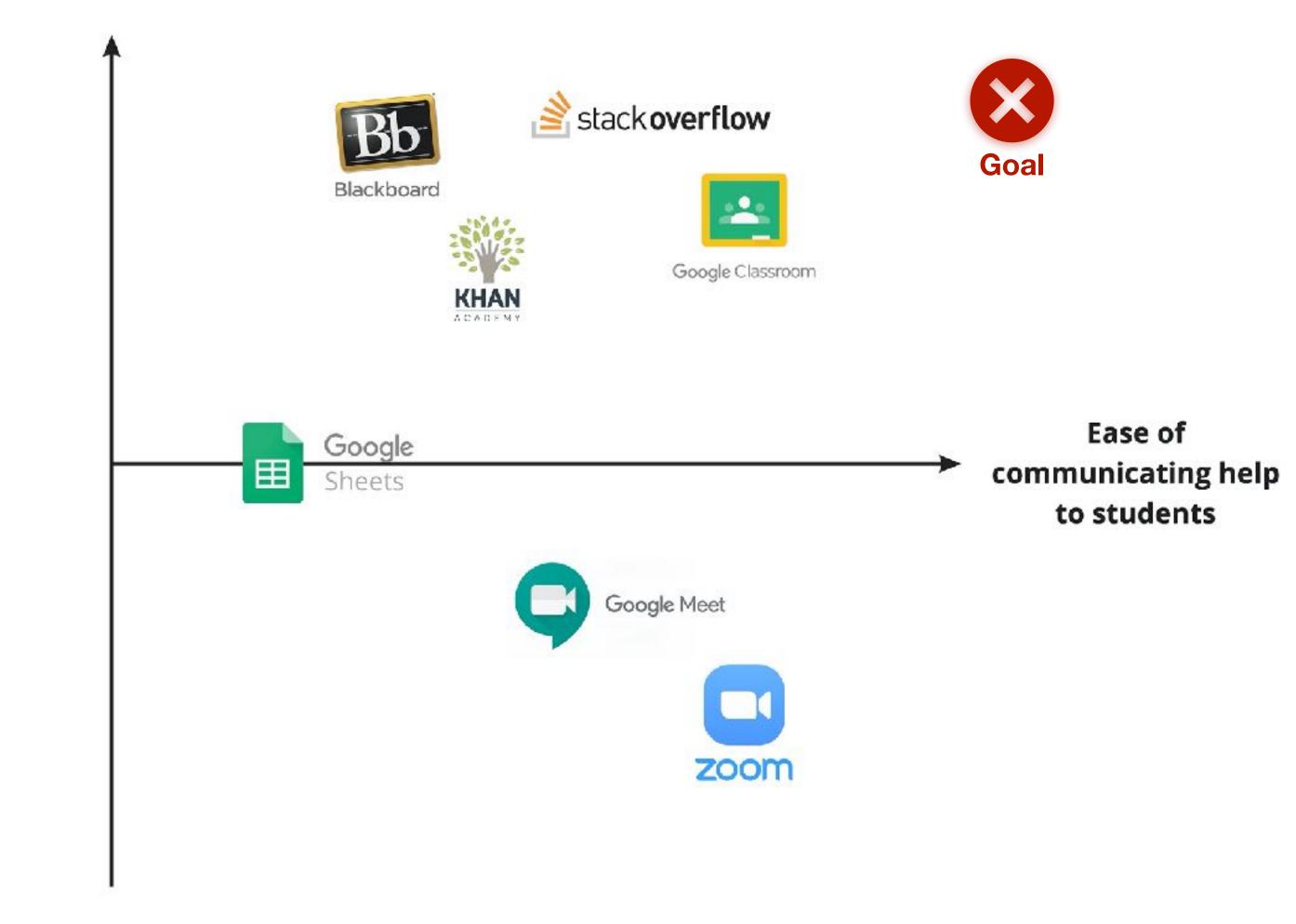
	Direct		Indirect				
	Google Classroom	Blackboard	Gmeet	Stack Overflow	Zoom	Khan Academy	Google Sheets
Alternative Access (SMS/Paper)							
Assign Homework							
Provide Resources							
Asynchronous Communnication							
Asynchronous Access							
Forum / Q&A							
Organize Answers by Module							
Homework Discussion							
Answer Verification							

Synchronous communication is common, but may be detrimental when messages are drowned out

Modular learning is a new concept.

Not a lot is out there to accommodate it.

Asynchronous Communication



Synchronous Communication

Feature Prioritization

With a better idea of features to include, I had to prioritize.

The MoSCoW Method

Must

- Forum
- Tagging
- Filter by subject

Should

- Responsive features
- SMS capabilities
- Print Requests

Could

- Linking to Module Section
- Image upload
- Audio / Video solutions

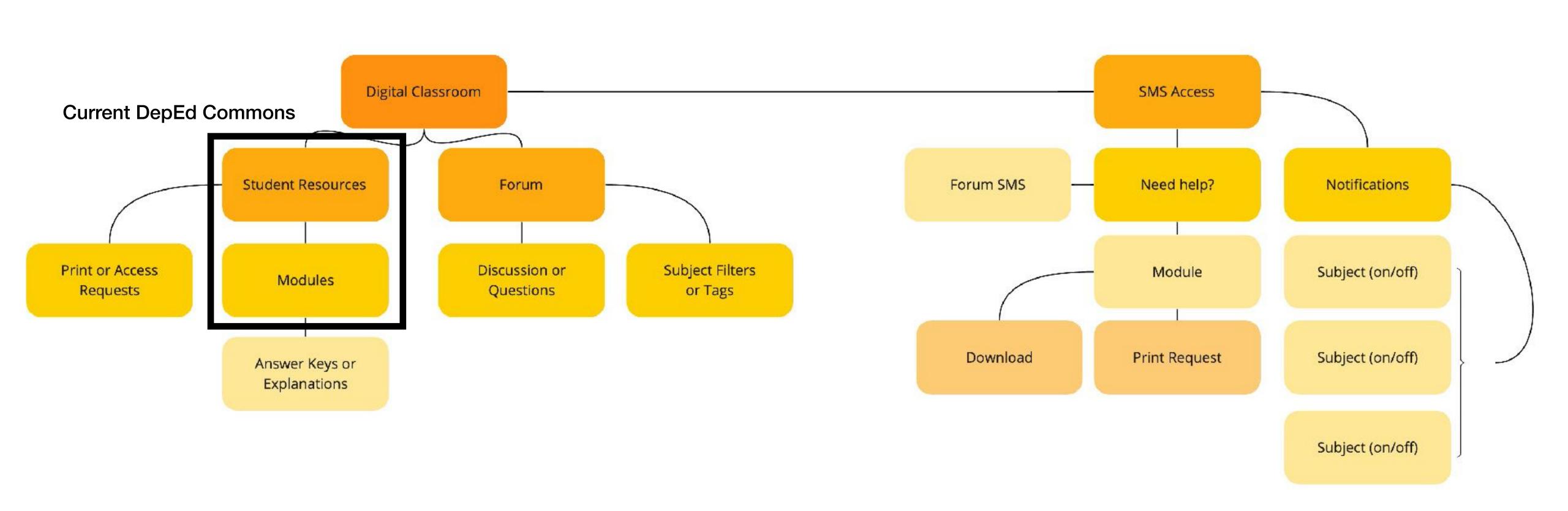
Would Like

- Highlighting & commenting on PDFs
- Statistics (Module areas and learning competencies frequently asked about)

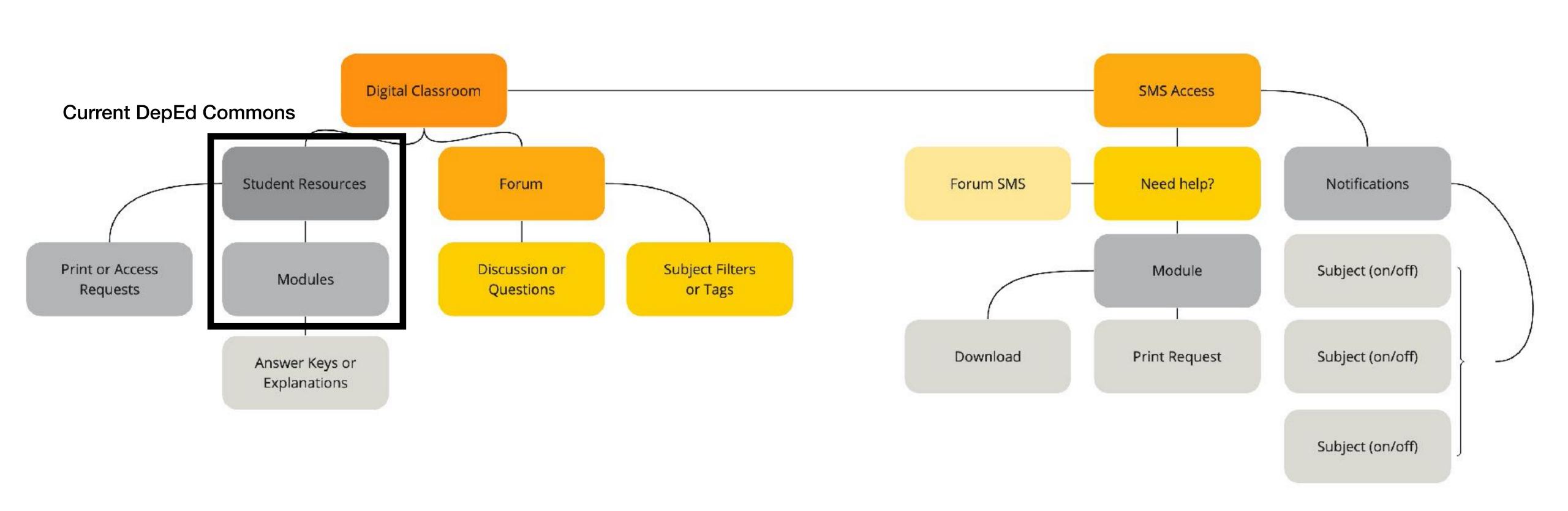
Preparing a solution

Prior to creating wireframes, I created a site map that took into account the current DepEd Commons and created a user flow to better understand how things will work.

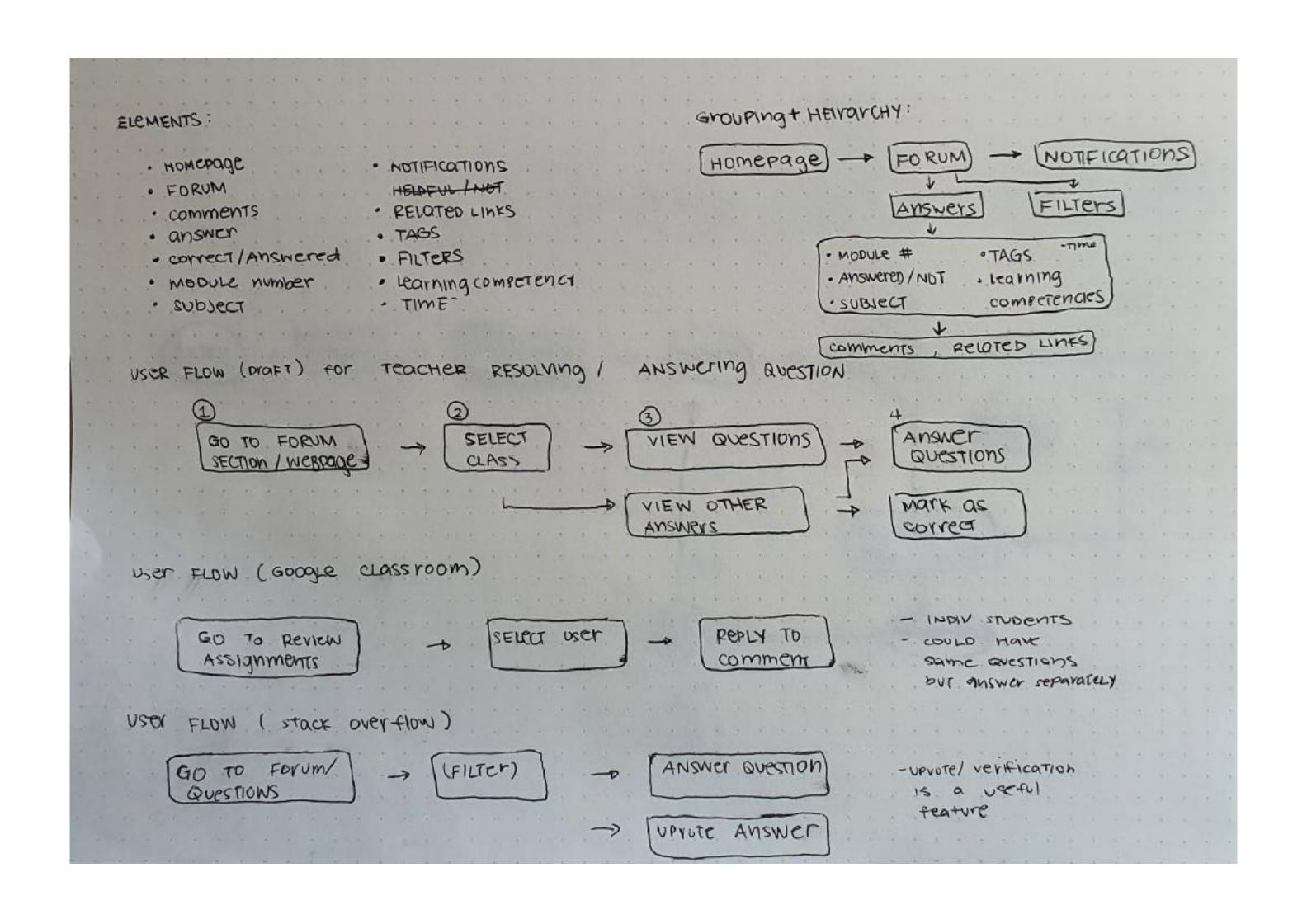
Site Map: Future Goal



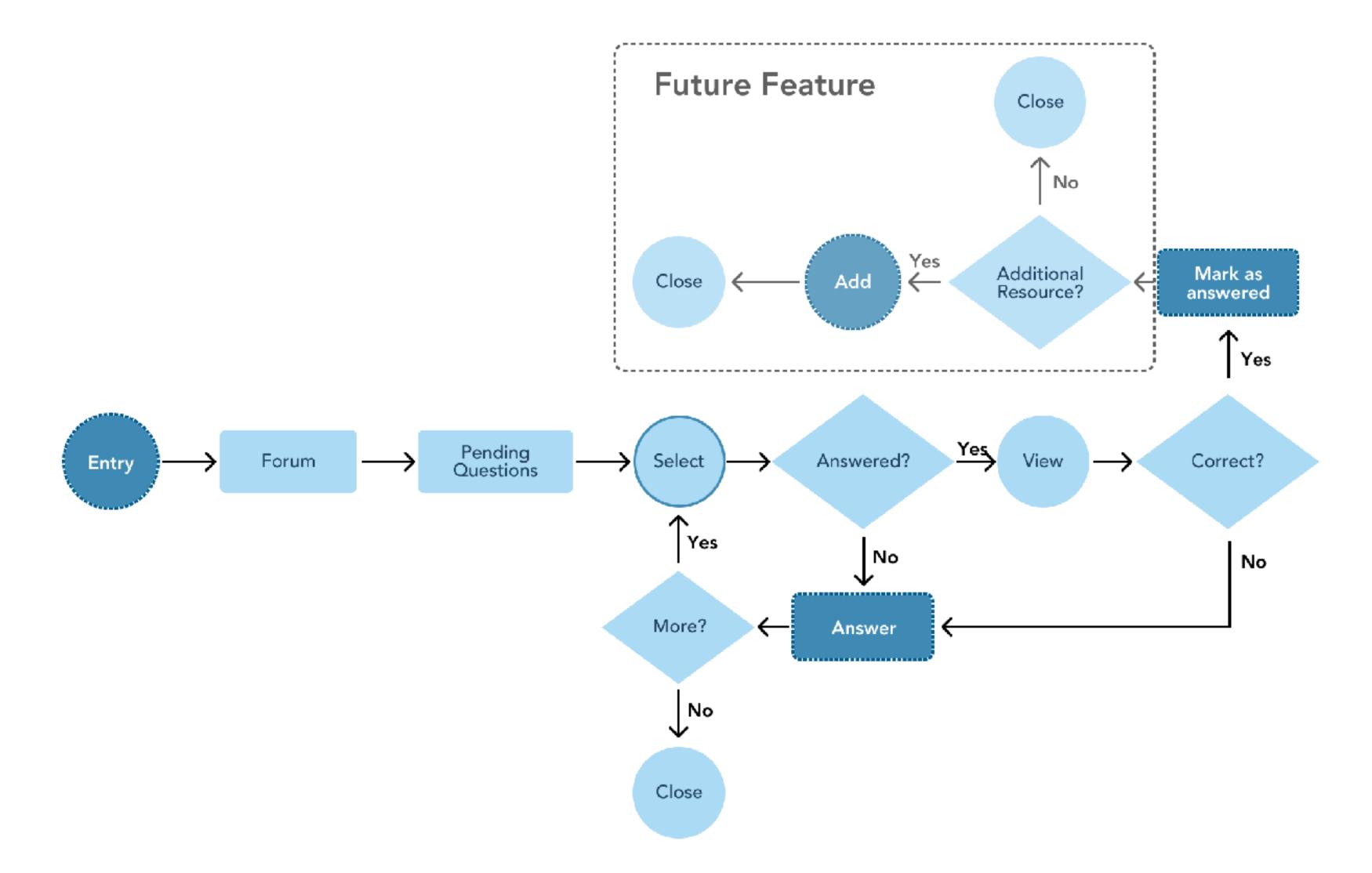
Site Map: MVP For Forum Feature



User Flow Study and Draft



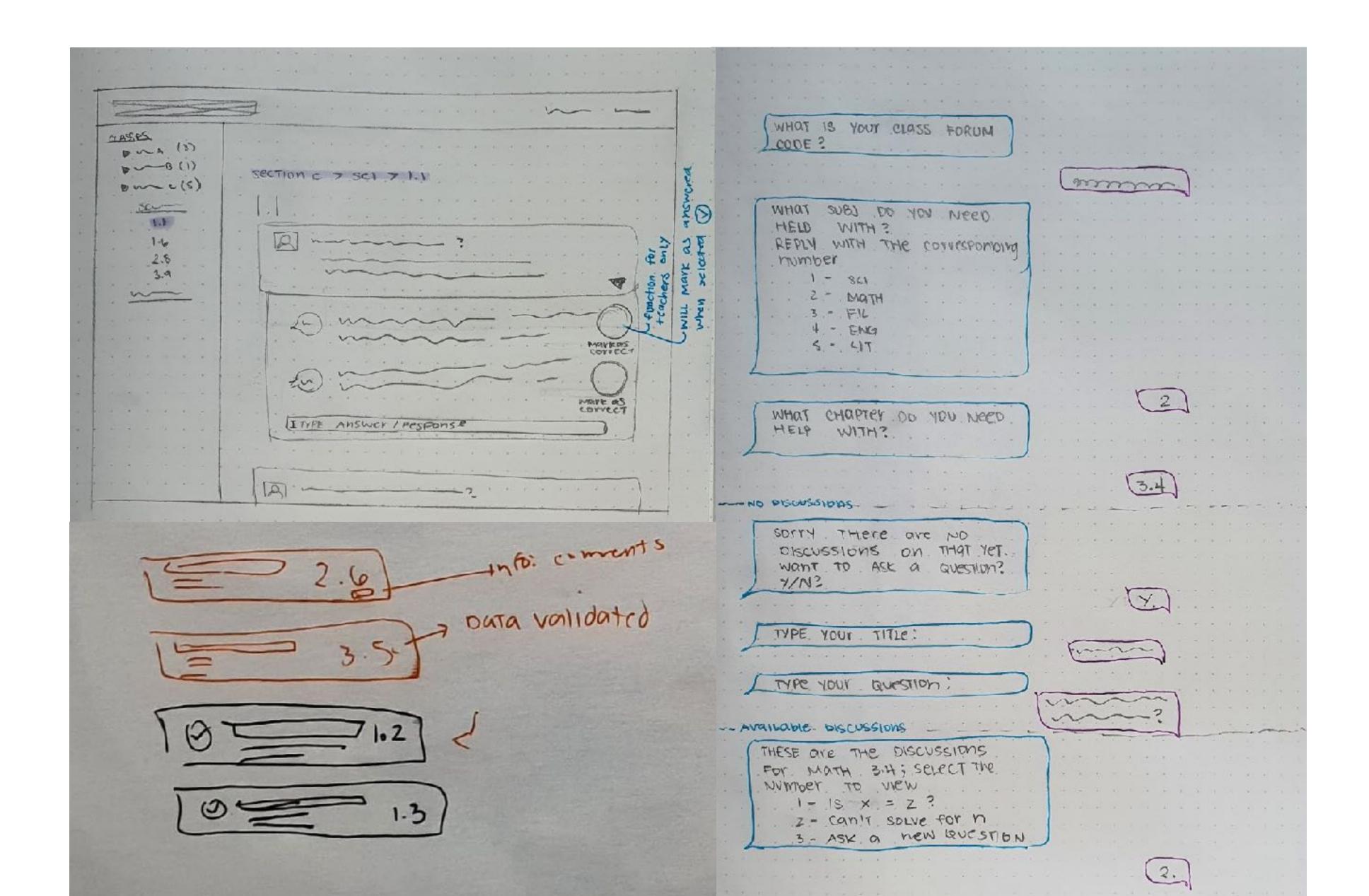
User Flow



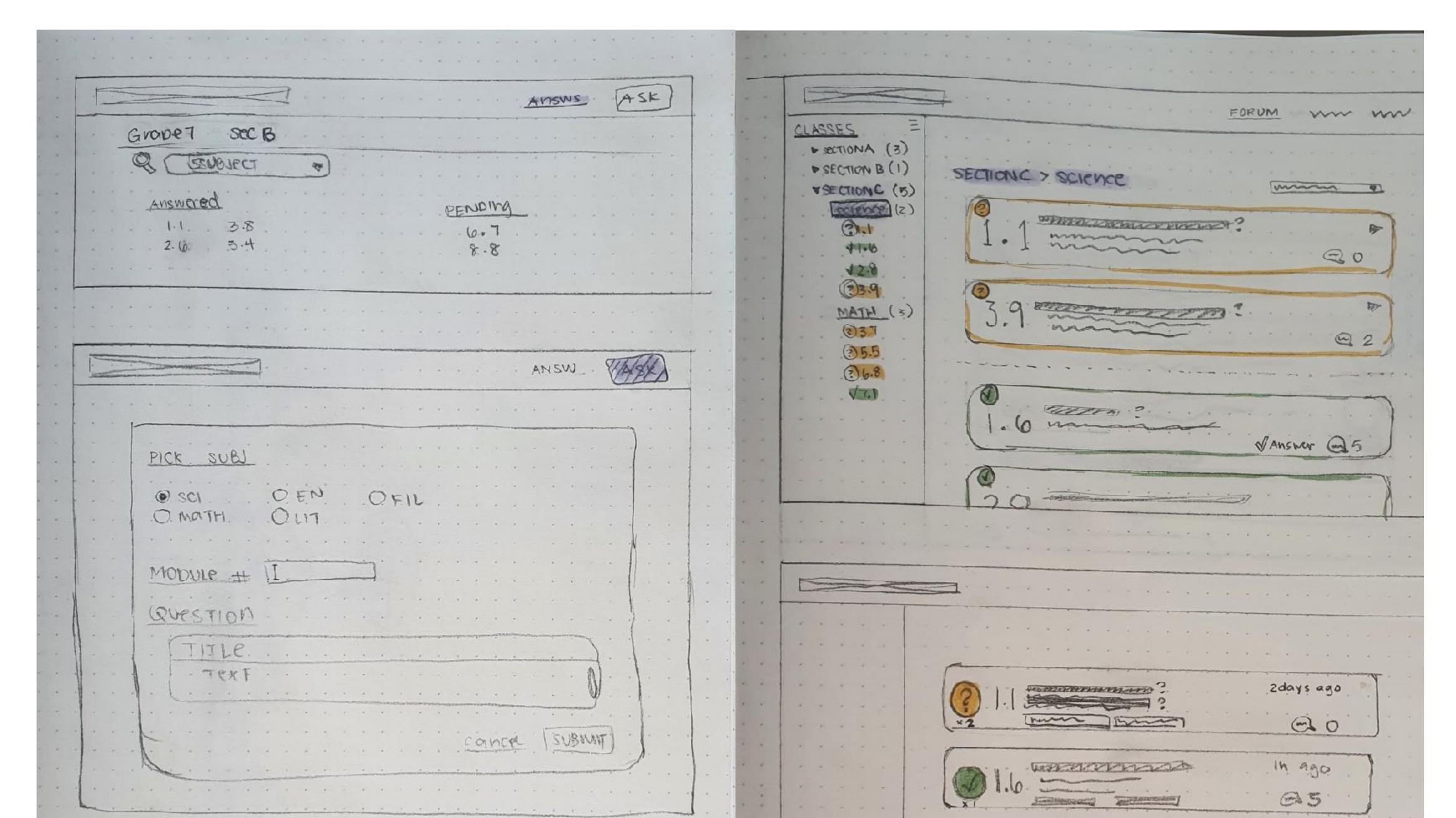
Solution

With a better understanding of structure, I set out to create a design system, wireframes, and a high fidelity prototype.

Sketches



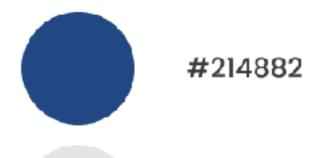
More Sketches



Design System

Creating a design system containing UX components helped me keep consistency when designing.

Main Colors





Secondary Colors



Font



Poppins Bold
Poppins Medium
Poppins Regular

Typography

Poppins, Bold, 36px

Header 1

Poppins, Medium, 36px

Header 2

Poppins, Medium, 24px

Sub-Header

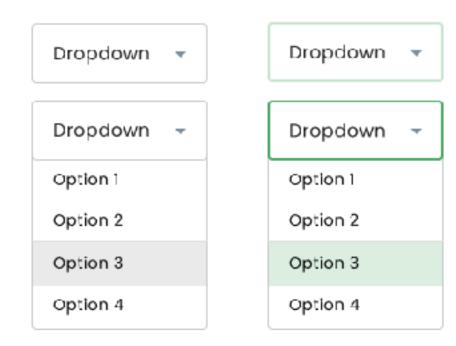
Poppins, Bold, 18px

Title

Poppins, Regular, 18px

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Dropdowns



Text Fields

Typing with active state |

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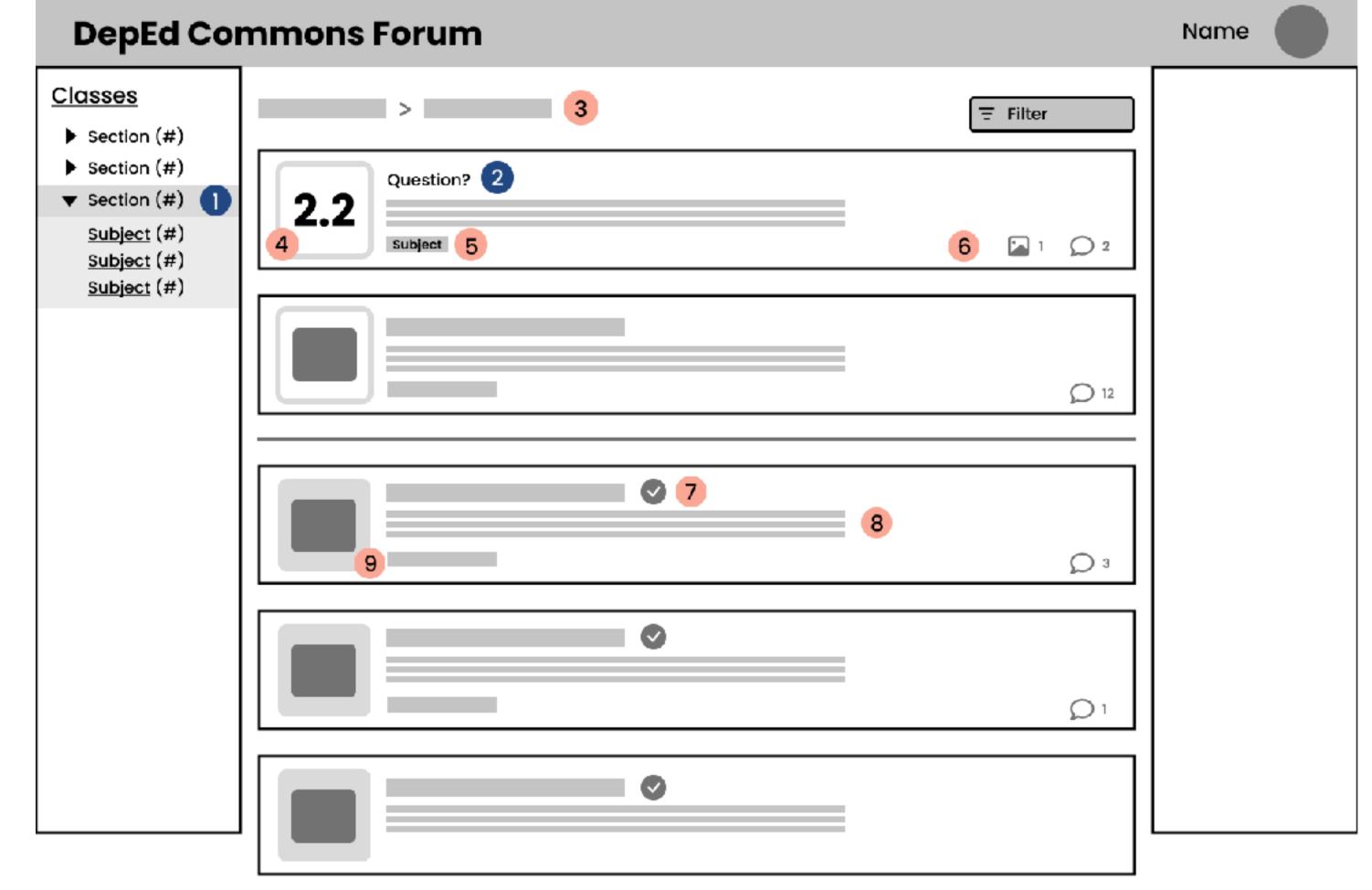
Module Elements



Buttons



Annotated Wireframes



Clickable Navigation

This allows the user to easily filter between classes

2 Clickable Question

This brings the user to a page ir pop-up that is dedicated to the question

3 Breadcrumbs

Easily tell users where they are and help tehm return

Lesson and Chapter (Not Answered)

Easily organize and filter data by module number according to what is specified in the module.

This is put in big numbers upfront in order to easily identify where the question might come from

5 Subject Tag

Help users identify subject and filter between them

6 Image and Answer Info at a glance

Tells the user how many answers have been provided and if there are images included

Verified answer

These are answers either verified by or provided by the instructor or teaching assistant of the class

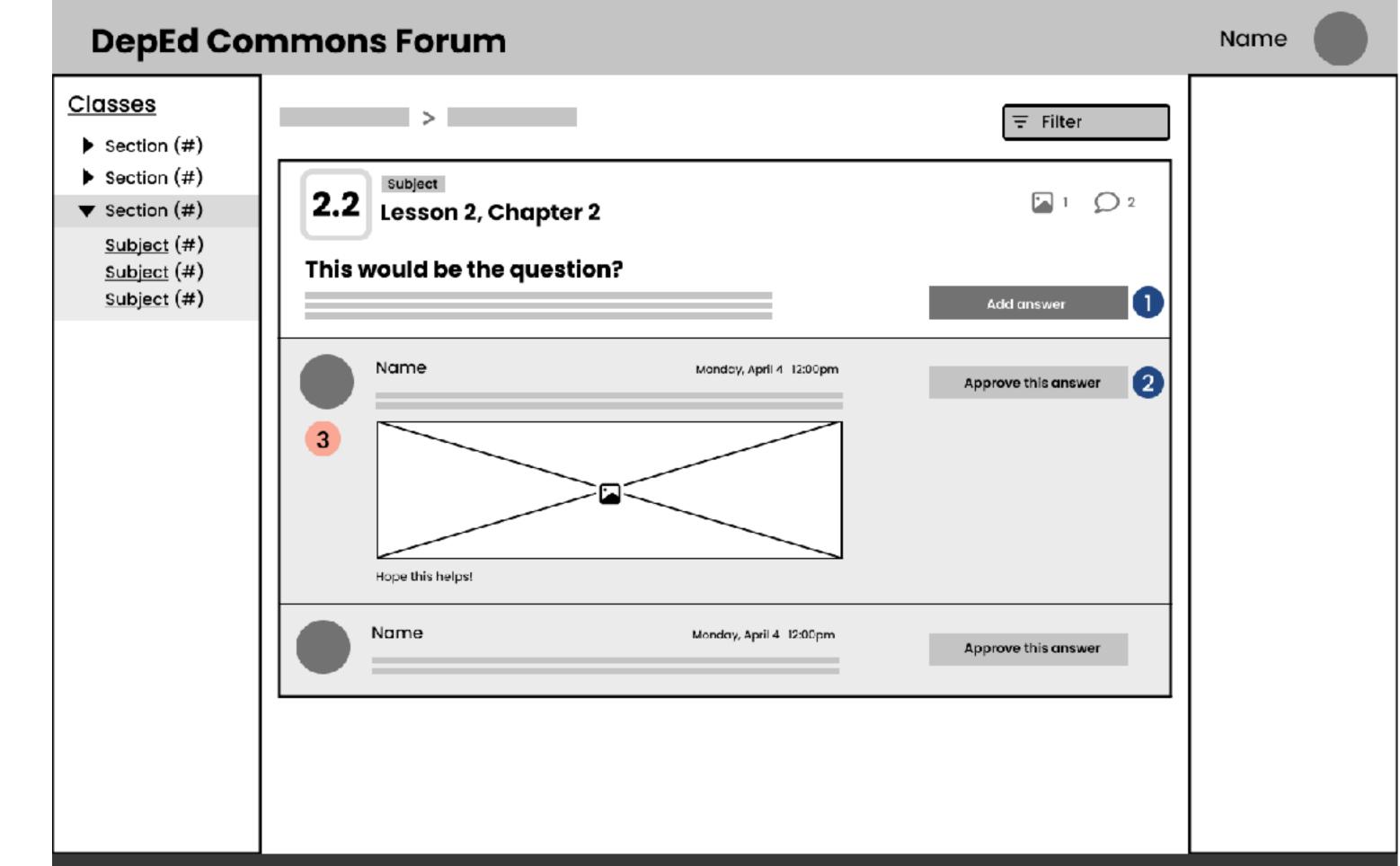
8 Answer

Answer appears here for questions answered

g Lesson and Chapter (Answered)

Alternative colors for answered and verified ones to make it easy to identify

Annotated Wireframes



Add Answer Button

Button to add an answer - if teacher does this, answer is automatically verified

2 Approve Answer Button

Approve an existing answer instead of having to add one

3 Answer View

This will display answers given by different users

Usability Tests

Prior to conducting tests, I created a **script** and outlined my goals.

(This informed my process of modifying wireframes; however, there were hiccups due to conducting it remotely)

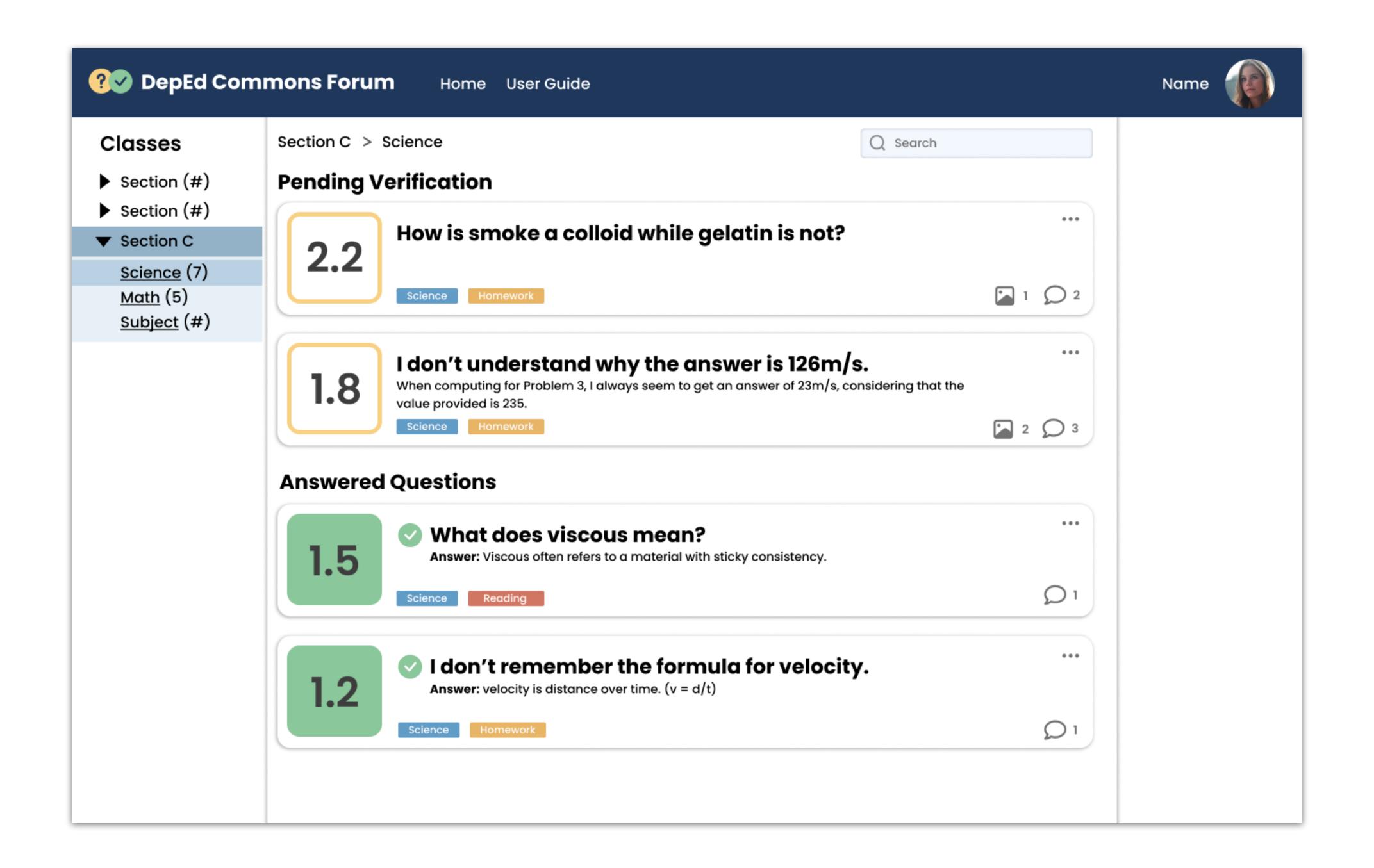
Research Objectives

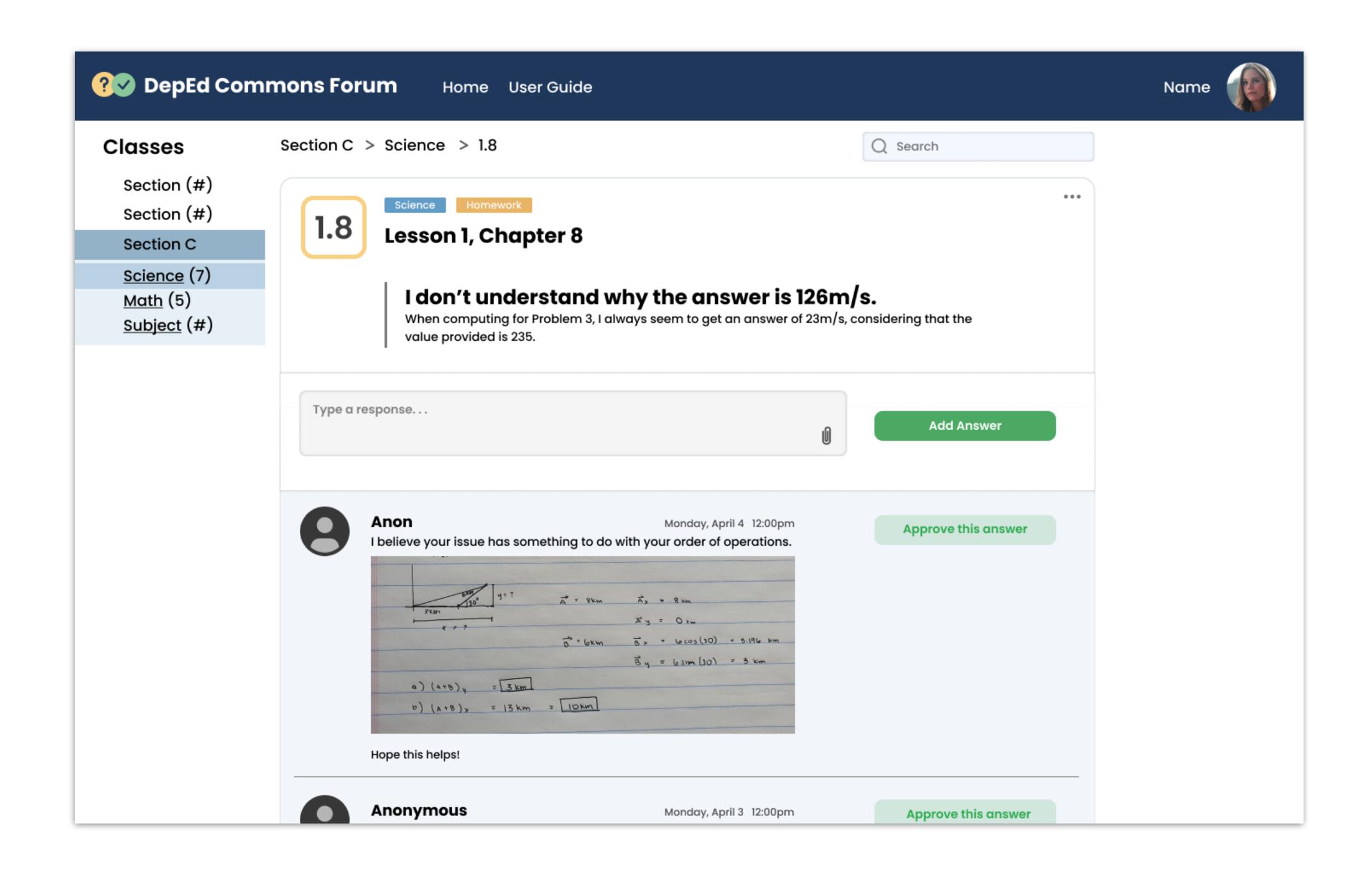
- Find out if main tasks are achievable
- Identify ideal hierarchy for navigation
- Determine task time (how long user takes on a task)
- Determine learning curve

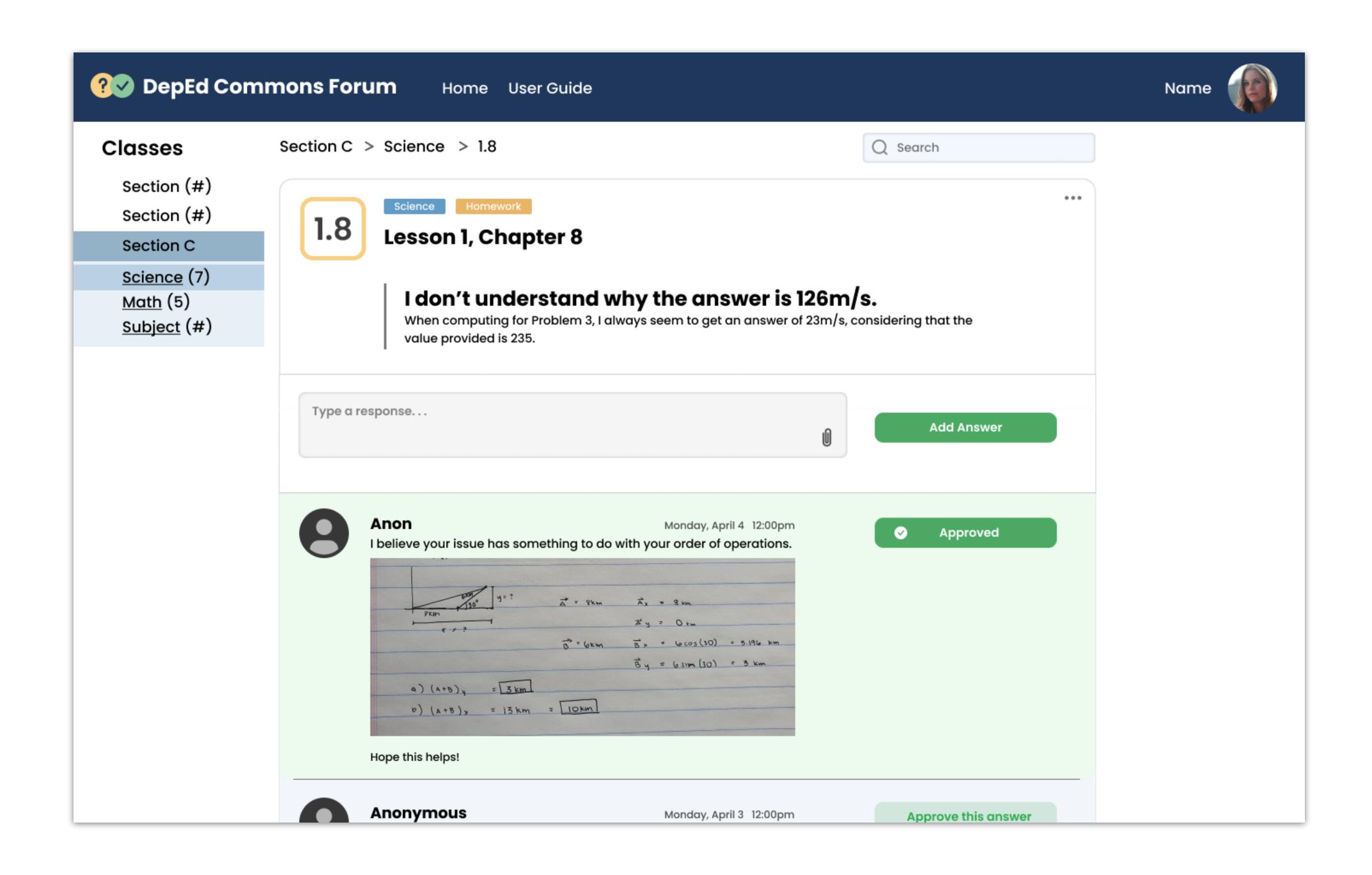
Usability Goals

- Be able to navigate the page
- Be able to answer questions
- Be able to verify answer

High Fidelity Prototypes







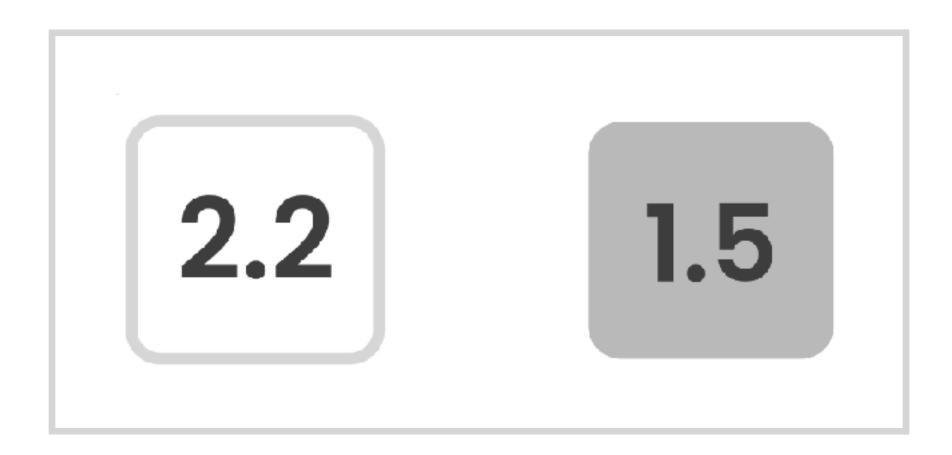
Notes and Lessons

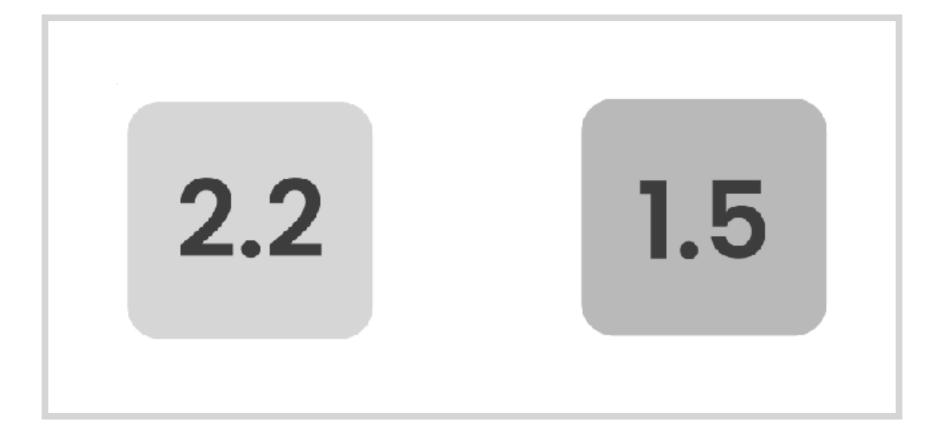
Some notes on usability tests and accessibility.

1) Do not rely on color alone. If possible, use a pattern.

This is more easily distinguishable...

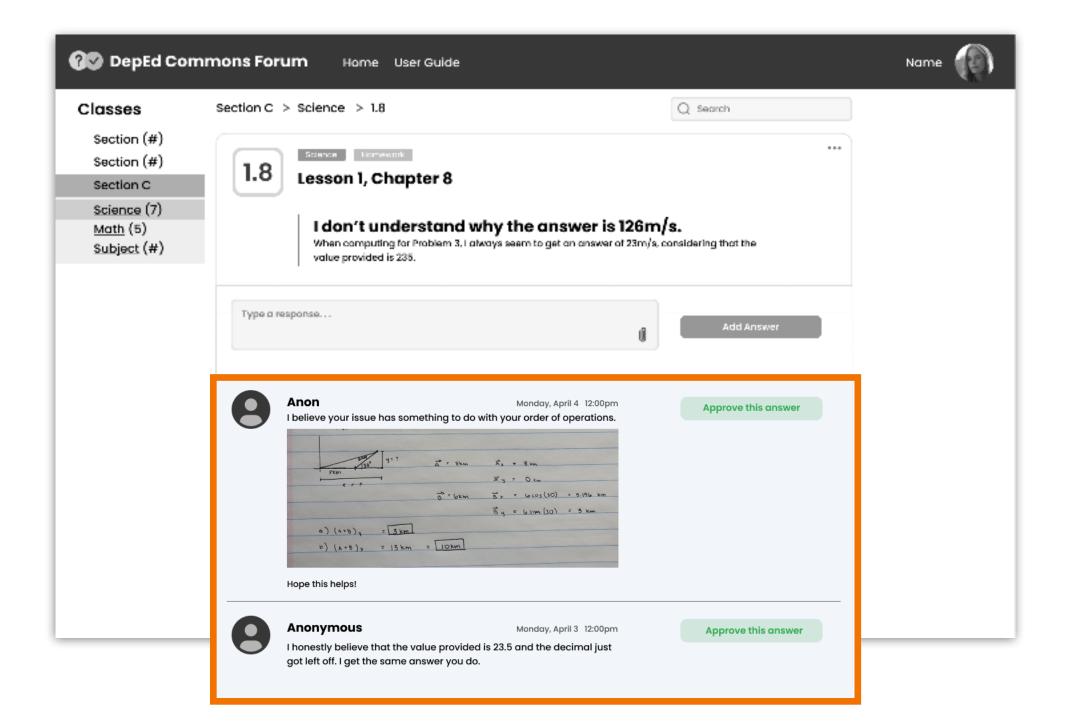
than this.



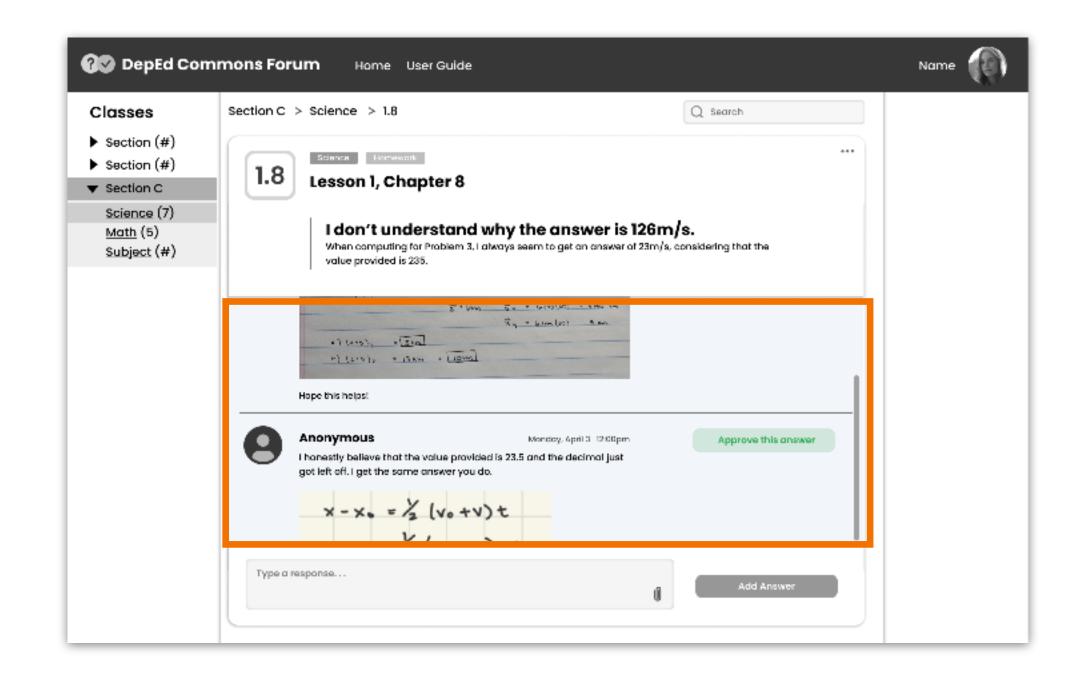


2) Place components strategically.

This is a more efficient use of space...



than this.



More Lessons...

- 3) For usability tests make the tester's role clear.
- 4) For more permanent actions, confirmations are essential, but for more subtle actions, you can give it a break depending on context.
- 5) It's 100% normal to pivot according to your research when your research challenges your biases.