



Get the Pulse on Your Classroom

As a team we wanted a name that conveyed that this app prioritizes connection and care in the context of information collection. The easy connection to "taking the pulse" to gauge the current mood of a class is an advantage in explaining the experience to teachers and students. The more formal name can be useful when interacting with adult stakeholders.

This choice to get to know students on a more personal level is one that many teachers do but there are no other apps in this space so it is very unique to our solution.

Problem/solution overview

Some teachers struggle to collect information about their students to help them teach.

Other teachers don't collect information because it is so difficult.

We will build a platform that enables teachers to learn more about their students, and share that information with other teachers.

Knowing more about students' lives and learning can help teachers better support their students.

The primary user is teachers with students being an important secondary user.







Market Research () Market Research () Kahoot!



What works:

- Customizable and Gamified with Al.
- Ready-made quizzes
- Engaging interface especially encouraging for passive or shy students.

What doesn't:

- -Not able to help teachers collect information
- Game creation requires teacher's time
- Disadvantage students struggling with reading or slow reaction time.



Market Research

SchoolStatus

What works:

- Facilitates communication between 2 parties (teachers and families).
- Generates automated interventions that improve attendance for teachers
- Lowers the workload for teachers

What doesn't:

- engages student families instead of the students themselves.





Market Research

Class Dojo

What works:

- Resources for teachers
- Free version, District version
- Fun for students
- Mobile Version
- What doesn't:
- Bring info in instead of sending it out
- Focus on older students
- Focus on students instead of families



Market Research

	Assigned Quiz Vocabulary Qu			64%	13/13	Assigned 13 students Completed 13 students	
:	April 20th 2022,	1:41 PM (2 hour:	s ago)	Accuracy	Students	Incomplete 0 students	
		Over	view	-			
:	Participant	Score	Q1 85%	Q2 83%	Q3 65%	Q4 46%	
	Jamie W	2630	~	\sim	\checkmark	~	
	Edwin Martins	2600	~ ~			×	Total Questions Answ 3200
	Darrell Steward	2520	~		×	×	- 5200
			D	ec Jan			
		20					

Quizizz Al

What works:

Allows teachers to collect some metrics about student performance

Easy to use from student perspective

AI can quickly generate quizzes

What doesn't work:

Not a practical way to gauge student wellbeing/ emotions.

Al-driven question generation and grading could reduce teacher involvement in content verification (students may be quizzed on potentially unrelated content).



Stakeholders

Direct

Teachers

Students

Indirect

Parents

Administrators





Ethical Implications

HEADLINE: "Teacher suspended after playing inappropriate game with students"

Any time that a teacher is forming a closer relationship with students there is a risk that the relationship may become or appear inappropriate.

HEADLINE: "App lets teachers gossip about their students' mental illness"

It is important that students can continue to trust teachers to protect their privacy and collect only relevant information.







0:42 Teachers facilitate games to obtain student information

0:44 Students play a game in which they share information

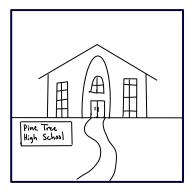
Simple

0:52 Teacher view student's information Simple

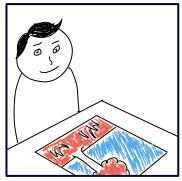
1:13 Teacher responds to alerts from Al about students' needs

Explanation in Speaker Notes

Video Storyboard



1. @ High School



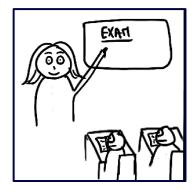
2. Matthew, a color blind student colors the grass red.



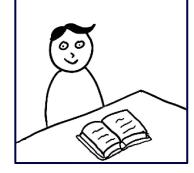
3. Teacher yells at Matthew for choosing wrong color.



4. Matthew is embarrassed and starts crying.



5. Teacher tells students to close their books for an exam.



6. Alex doesn't hear the teacher because he had turned off his hearing aids.



7. Teacher yells at Alex for not listening.



8. Alex is embarrassed and starts crying.

Video Storyboard



9. Teacher tells students to draw their favorite pet.



13. EKG reminds the teacher that Max's dog just died.



10. Alex, who just lost his dog, starts crying.







11. EKG reminds the teacher that Matthew is color-blind.



12. EKG reminds the teacher that Alex has his hearing aids off.





https://youtu.be/QJj67x6thMA



Appendix: Branding Brainstorm

What we are making: A platform that enables teachers to learn more about their students, and share that information with other teachers.

What do we want to convey: Care, connection, engagement, family

Relevant things: Classroom, teaching, pulse, data, insight, Al

List of Information Collected in

App **Suggested Information:** Preferred Name Home Language Access to Technology at Home Languages Spoken Support Needed in School Extracurricular activities Part-time job IEP/504 **Reading Level** Attendance

Optional Information: Parent/Guardian Occupation Career Goals Favorite Movie/TV/Music/Book College Goals Favorite Subject Transportation to School Emotional Status Today