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# EKG

**Engage, Know, Grow**

Collects both static and dynamic student information to be shared with teachers and offers suggested activities to improve teacher & student relationships.

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# Problem

Teachers struggle to develop meaningful connections with students.

## Consequences:

- Difficult to engage students effectively.
- Lower trust.
- Reduced motivation.
- Less effective learning environments.

# Solution

**Target:** Grades 6th-12th

**What it does:** collects both static and dynamic student information to be shared with teachers and offers suggested activities to improve teacher & student relationships.

**How it does it:** uses truth/dare, 2 truths/lie, and AI generated improv games to collect information about the students.

# Values in design

## Design Decisions:

Collecting, storing, and alerting teachers about student info

Auto-updating of student profiles from game results.

Gamifying the process of acquainting students.

Giving students choice to share what they want to share.



## Values:

Human Connection  
Inclusion

Efficiency  
Learning

Fun  
Learning  
Human Connection

Privacy

# Values in design: Tensions:

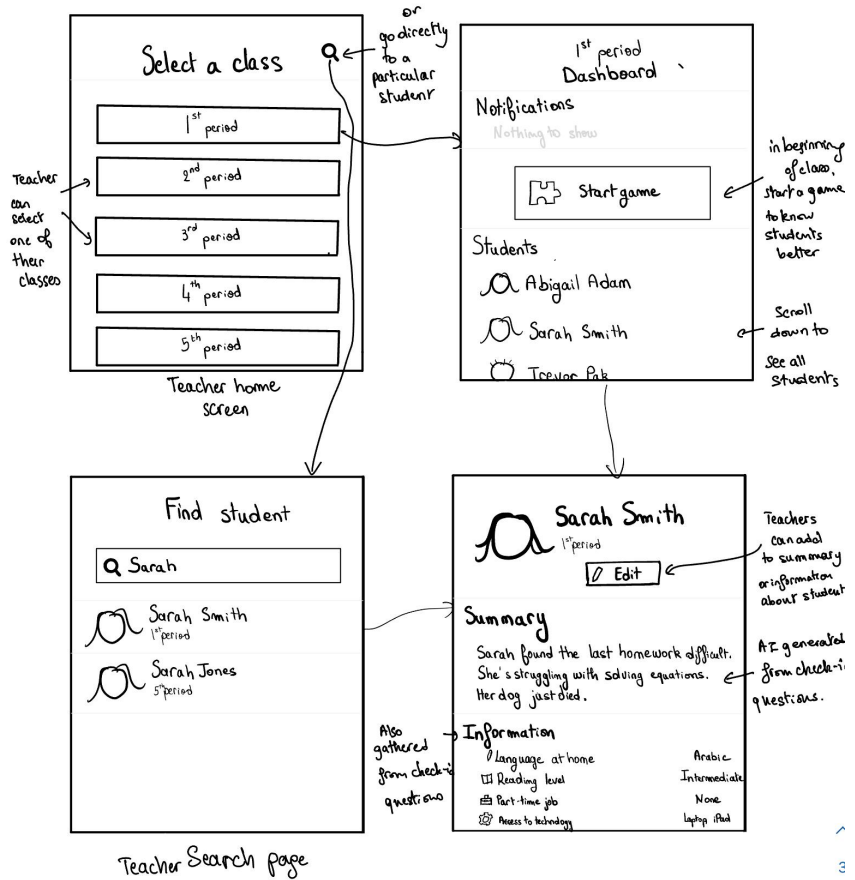
## Privacy vs Human Connection

Enabling teachers to share student information with each other.

## Fun vs Efficiency

Gamifying the process requires significant time but improves enjoyment.

# Task 1: Teacher views student information (Simple)



# Revisions:

see more info about info source

**Left Profile: Sarah Smith**

1<sup>st</sup> period

✎ Edit

### Summary

Sarah found the last homework difficult. She's struggling with solving equations. Her dog just died.

### Information

🗣️ Language at home	Arabic
📖 Reading level	Intermediate
👔 Part-time job	None
🔌 Access to technology	Laptop iPad

**Right Profile: Sarah**

1<sup>st</sup> period

✎ Edit

details about where info. comes from.

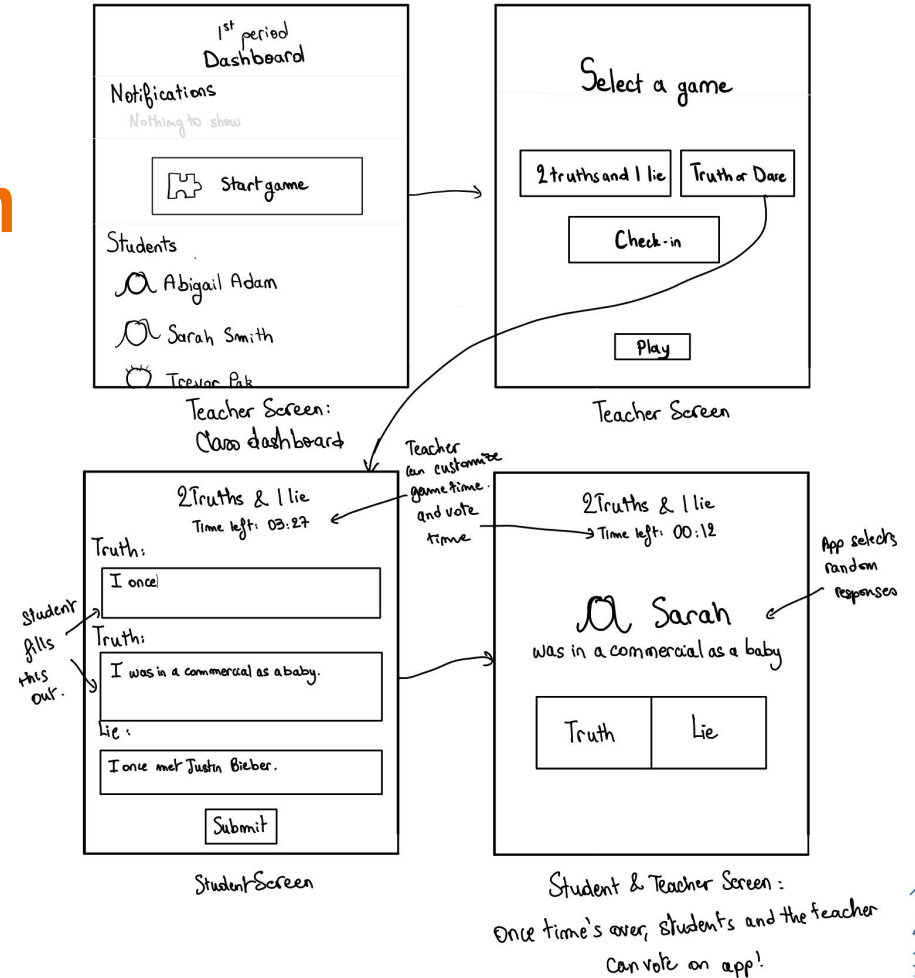
### Summary

Sarah found the last homework difficult. She's struggling with solving equations. Her dog just died.

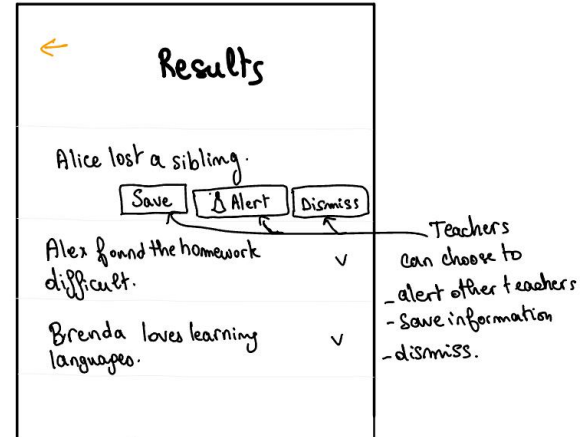
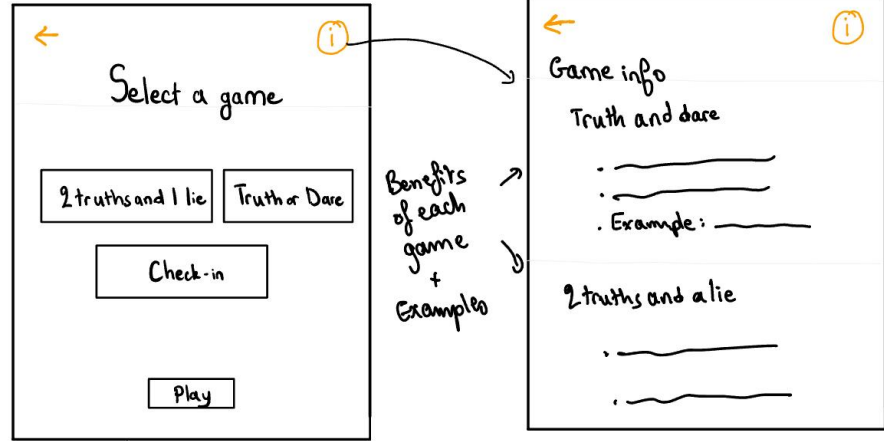
### Information

🗣️ Language at home	Arabic
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# Task 2: Teacher runs a game to collect student information (Moderate)

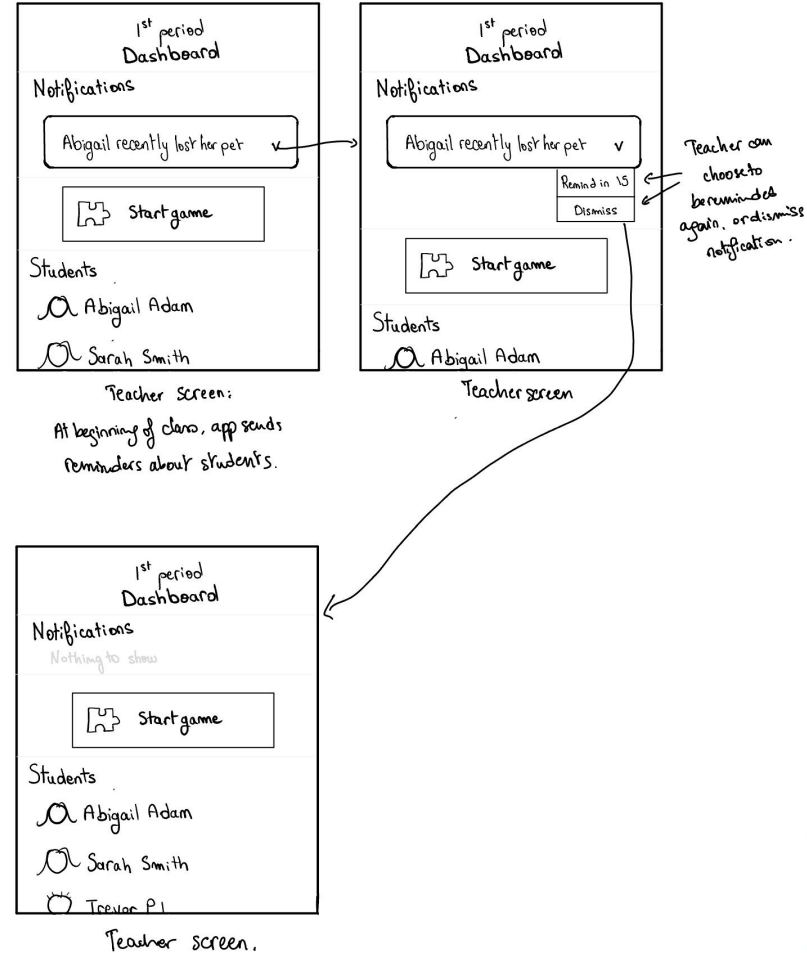


# Revisions:

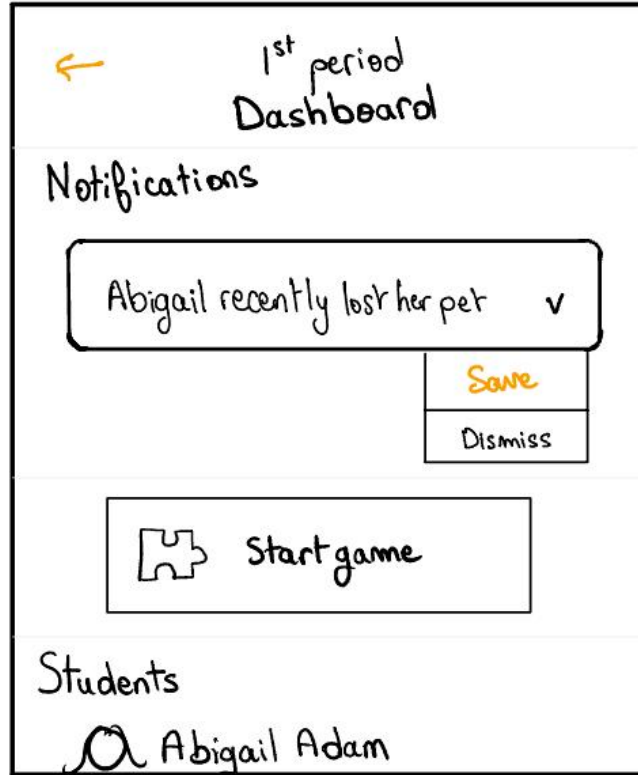




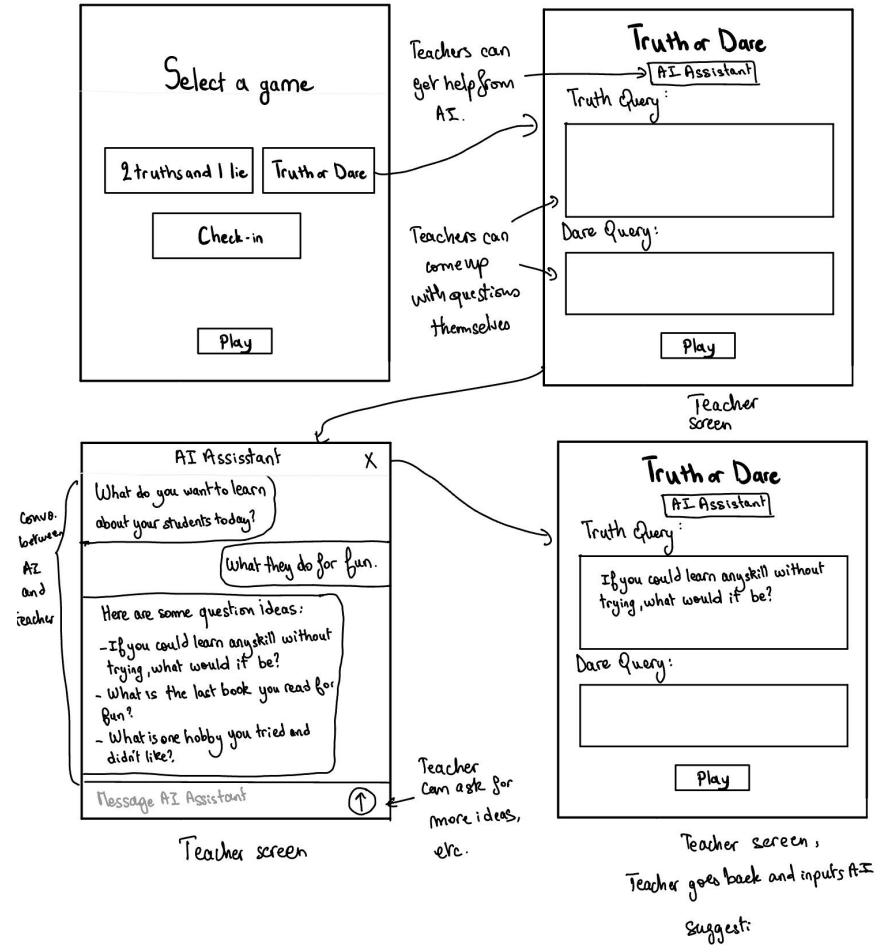
# Task 3: Teacher receives AI generated alerts about students (Moderate)



# Revisions:



# Task 4: Teacher codesigns a game with an AI chat bot (Complex)



# Usability goals & key measurements

## 2 Usability Goals

- Efficiency
- Intuitive

How is your product progressing towards hitting these goals?

- We are increasing flexibility between periods and adding a shortcut menu.
- We are adding explicit help information for more complex tasks.

## 2 Key Measurements

- Clicks per Task
- Mis-clicks

How is your product progressing towards hitting these goals?

- No Complaints in LoFi prototype testing but expecting a decrease this week
- We are adding back buttons to assist in navigation.

# Revised Interface Sketches

Add an info button + placeholder text for:

- Home
- ~~— Profile~~
- ~~— truth/dare + info about what they could ask students~~
- ~~— 2 truths/lie~~
- ~~— Live activity~~
- ~~— Clarifying source of information.~~

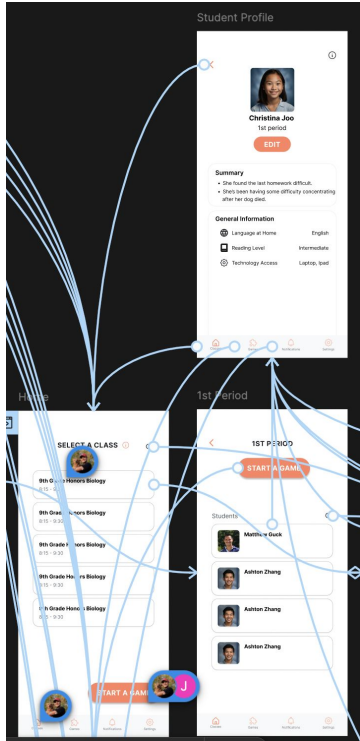
~~Student answers page: save + alert button~~

~~In the notifications in dashboard: save or dismiss buttons (remove remind me in 15).~~

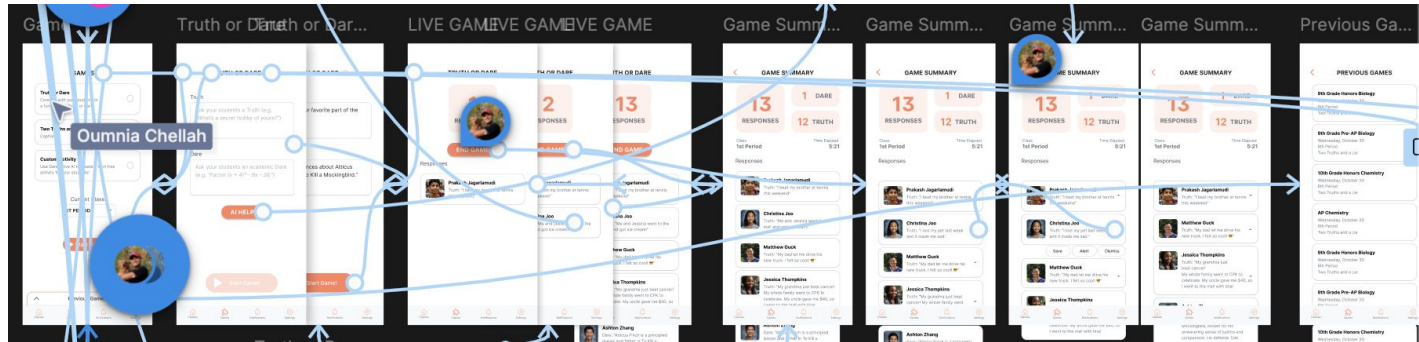
Back button

# Med-Fi Task Flows

Task 1

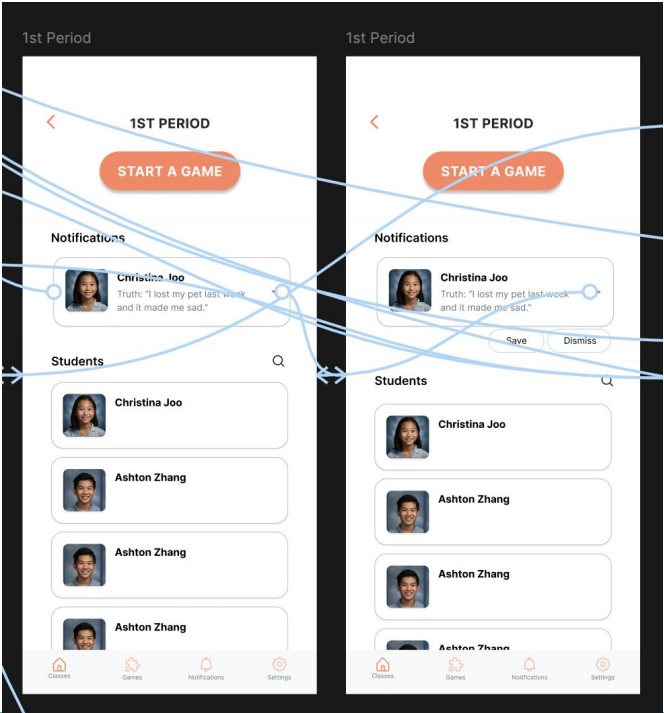


Task 2

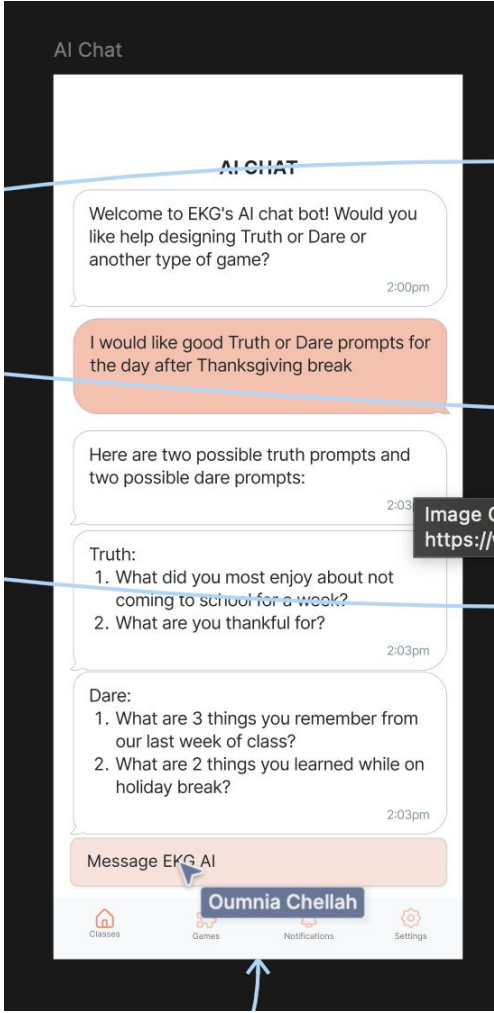


# Med-Fi Task Flows

## Task 3



## Task 4



# Prototype implementation

a. Tools: What did you use? Pros and cons of using this tool(s)?

- Figma

b. Limitations: What was left out? Why?

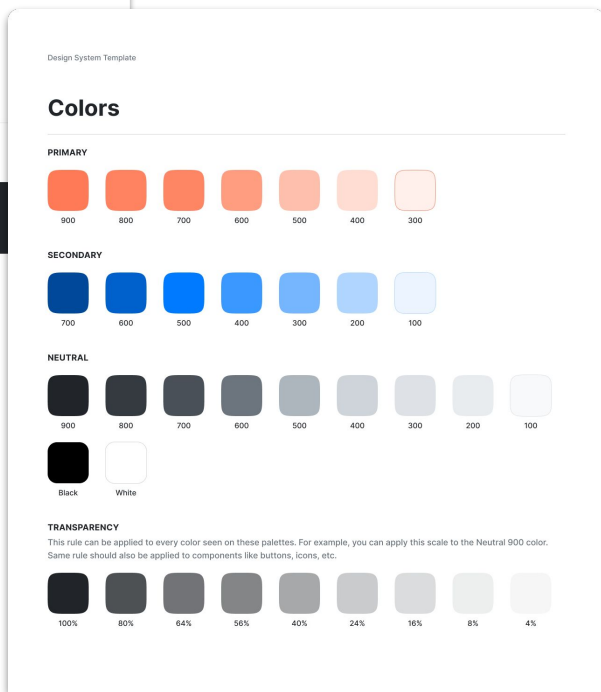
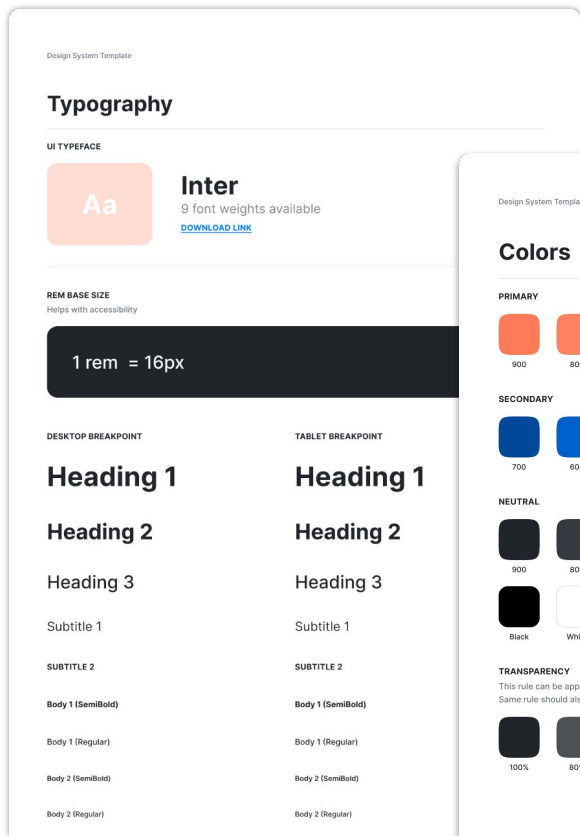
- Additional experiences
- AI Alerting

c. Hard-coded and Wizard-of-Oz features

- AI chat bot
- Networking between teacher and students



# Appendix- Design System



# Appendix- Figma Link

<https://www.figma.com/proto/MOvyvRSnpPyeI154kSgnMQ/EKG-%2B-Design-System?node-id=33525-578&t=oEINUmZgtS3L07P3-1>

