

Prototype Description:	TA2I is a mobile app to help teachers provide AI generated feedback to their students							
Simple Task	Viewing the progress of students							
Moderate Task	Creating feedback on assignments with the help of AI and submitting it to the student							
Complex Task	Creating a quiz for students to take and posting it to Canvas							
				*attach images here if helpful				I changed severities + clarification
Column 1	☰ Column 2	☰ Column 3	☰ Column 4	Column 5	Column 6	Column 7	☰ Column 8	CA Comments
18	H3: User Control & Freedom	2. Moderate Task		0 There is no way to select "None" for an assignment/student once you have selected one	If ever these fields were to be made optional, users might want a way to go back on their choice of selecting an option	Add an empty option to each dropdown	C	
55	H8: Aesthetic & Minimalist Design	4. All Tasks		0 The tooltip text background is a dark enough gray that doesn't seem to fit with the other colors you've chosen (It isn't used anywhere else). This might not actually be an issue, I have red-green color deficiency so the gray might not look as weird with the other colors as it does to me.	The shade of gray is distracting because it doesn't seem to fit with the rest of the color palette	Use a lighter gray that calls less attention (something that feels independent of any chosen color scheme and closer to the white background)	C	
77	H3: User Control & Freedom	5. Extra Violations		0 All class options lead to the 6th grade English Class	Cannot actually view other class data, limiting user freedom	Correctly link classes (or, for the sake of a prototype, only let one button be active)	A	limitation of prototype
64	H2: Match b/w System & World	5. Extra Violations		0 The app assumes familiarity with the term Canvas as a learning platform when that is not guaranteed.	Not only do some teachers not know what Canvas is, the app (according to the tutorial pages) isn't limited to just syncing with Canvas. Some teachers (like the ones who use Google Classroom instead) may not realize that they can substitute the word "Canvas" for "Google Classroom"	Remove the external-platform-specific wording from the UI or make it dynamic to which platform TAI is integrated with (Change "Post to Canvas" to "Post to Google Classroom") depending on the platform used.	C, B, D	
70	H8: Aesthetic & Minimalist Design	5. Extra Violations		0 There is a lack of text size hierarchy in the tutorial section. The heading on the first screen that says "Hi..." is bolded but it's the same size as the normal text	It would be more aesthetic to have your heading pop out more from the paragraph text	Make "Hi..." heading bigger than description text	C, B	
1	H1: Visibility of System Status	1. Simple Task		1 A lot of the information is fetched from Canvas, but we don't see a loading indicator in places where the app would have to download new data from the server	Users might think the app is frozen while they are waiting for Canvas data to populate a page	Add a "Syncing" icon where in the spot where remote content will go before it is loaded	C	
2	H4: Consistency & Standards	1. Simple Task		1 Navigating to English (6th) is the only class where the animation moves upward (the rest move sideways)	Users' attention might be drawn to the difference in the animation when there doesn't appear to be anything special about English (6th)	Make the navigation animations consistent for all classes	C	

13	H12: Value Alignment & Inclusion	1. Simple Task	1	There is not room for students with very long names or conjoined last names in the student section name field	Students from other cultures or backgrounds may have names that do not conform to typical name length conventions and may be subject to increased errors and problems in grading from the misdisplay of their name	Make the students name fields larger or allow text wrapping in the field	B	
6	H4: Consistency & Standards	1. Simple Task	1	Font weights for never-opened drop down menus is different than open/closed ones.	Different font weights are inconsistent and create a slightly disorienting experience for the user. Ultimately, this can be fixed easily and does not impede usability, making it a minor cosmetic issue.	Standardize drop-down styling	A	
9	H6: Recognition not Recall	1. Simple Task	1	Student name/profile picture goes away when scrolling down student metrics	Relies on teachers remembering which student's page they are on when reviewing data	Make student information a sticky header at the top of the student page	A	
12	H12: Value Alignment & Inclusion	1. Simple Task	1	The classes page does not seem to fit more than 5-6 classes	Disadvantaged teachers who have to teach more than 5-6 classes at various schools or online programs may not be able to use TA2I for all of them, further disadvantaging them	Leave room for more classes in the classes section or consider adding a scroll bar	B	higher sev
10	H12: Value Alignment & Inclusion	1. Simple Task	1	Students are reduced exclusively to numbers in the student profile pages	Might dehumanize students by viewing them only as numbers instead of with any more qualitative data.	Allow teachers to store qualitative data in the app	A	higher sev
17	H1: Visibility of System Status	2. Moderate Task	1	"Generating" content with AI has a slower animation to show that a background process is occurring. However, we don't get any feedback on how the loading process is going.	If the AI is taking a while to finish generating, users might be left wondering if the AI will finish loading/if an error occurred.	Add feedback text during the generation process, saying things like "Analyzing Student Responses," or "Generating Feedback (1 of x)"	C, A	
21	H12: Value Alignment & Inclusion	2. Moderate Task	1	The magic dust symbol is common in the AI world to mean "This is generated by AI" but may be less common in the education space.	Your users, sometimes long-time teachers, may not understand this symbolism effortlessly the way the designers do, and this could perpetuate the struggle for teachers feeling they are behind the times on technology	Use symbolism that is effortless for the education space, not the AI space (consider using the robot symbol)	C	
24	H3: User Control & Freedom	2. Moderate Task	1	One tester did not see that you can regenerate one feedback at a time	Users may only want to regenerate the feedback for one question and not know to click the sparkle icon	Make the regenerate button immediately visible or teach the user about the system	A	higher sev
49	H11: Accessible Design	3. Complex Task	1	Text size and color are the same for diagnostic questions and answers	There is not a distinguishable difference of contrast and text between questions and answers	Bold the questions or make the question font slightly larger or a different color	D	
35	H2: Match b/w System & World	3. Complex Task	1	You use the word "Quiz" in your Task 3 description, but the word "Diagnostic" in your app	Someone reading your README might be confused about the difference between a "Diagnostic" and a "Quiz." Some people might not know what a Diagnostic is while others might not see that a Quiz, in this context, is not exactly same as the quizzes we think of from the classroom.	Choose one word to refer to assessments generated by and explain succinctly what it is.	C, B	good note!

34	H4: Consistency & Standards	3. Complex Task	1	The slowed animation present at the "Generation" step of Task 2 is not present at the "Generation" step of Task 3.	While the AI is loading, the user will just be sitting on the "Generate" screen, waiting for something to happen without any indication of the state of the generation process.	Replicate the visual feedback from the Task 2 "Generation" step for Task 3	C	
47	H4: Consistency & Standards	3. Complex Task	1	The number fill in box and the dropdown select boxes look the same	It may slow a user down if they cannot immediately tell what is an uncontrolled text input and what is a drop down select input	Add a symbol like a caret to the dropdown menus to signify dropdown selection	B	
43	H11: Accessible Design	3. Complex Task	1	Font for question number is extremely thin	May be difficult for users with low vision to see	Increase font weight	A	
44	H7: Flexibility & Efficiency of Use	3. Complex Task	1	No scroll bar to indicate there are more questions on the diagnostic	Users may not realize there was more content created than what is displayed and may take longer to discover this	Add scroll bar	A	scroll bars aren't super common in mobile, use text that 'peeks out' to indicate scrollable page
60	H12: Value Alignment & Inclusion	4. All Tasks	1	One of your values is "timeliness" and how quickly your app delivers feedback, but tasks require a lot of steps, slowing the user down	Beyond increasing the responsiveness of your AI system, the design of the app itself could be more aligned with efficiency and timeliness	Think about how to make navigating the app faster	C	lower sev, not descriptive
50	H4: Consistency & Standards	4. All Tasks	1	Sometimes headings look centered (like "English (6th)") while other times headings look off-center (like "Students")	Users may wonder if a centered heading means something different than a left-aligned heading	Be consistent about the alignment of your headings, or reduce the font size so that the longer headings don't appear centered	C, B, D, A	
53	H8: Aesthetic & Minimalist Design	4. All Tasks	1	There is not enough padding between the header and the dynamic island and in the landing screen text.	The lack of padding makes the top of the page feel cluttered	Increase the padding between the headers and the dynamic island	C, A, B	
51	H6: Recognition not Recall	4. All Tasks	1	Teachers can manually add classes to the app in addition to loading in classes from Canvas. However, there is no indication for which classes were imported and which classes were manually added.	Teachers will have to remember which classes were added manually and which classes were imported in case they need to reimport	Add an icon or tooltip that reminds the teacher that a class was important from Canvas/Google Classroom/etc.	C	How do teachers add classes?
54	H8: Aesthetic & Minimalist Design	4. All Tasks	1	The back button is not aligned vertically with the heading text	The eye quickly notices that these items are not aligned and it is distracting	Vertically-align the back button with the heading text	C	
56	H8: Aesthetic & Minimalist Design	4. All Tasks	1	None of the text is black except for the tooltip text and the question content in the Feedback section	It looks more aesthetic when the text color is all matching/complementary instead of one type of text being the only black text in the whole app	Make the tooltip text match the rest of the text in the app	C	
63	H6: Recognition not Recall	4. All Tasks	1	The navigate back button does not indicate what screen it will navigate back to	A user may not remember what screen they were previously on, and this will slow down their navigation of the app	Add text to the right of the navigate back button with the screen it will navigate to	B	higher sev
68	H8: Aesthetic & Minimalist Design	5. Extra Violations	1	There is not enough padding at the top and bottom of the first screen	The logo and the "Continue" button are squished against the top and bottom of the phone	Add top and bottom padding to the whole screen	C, B	
74	H8: Aesthetic & Minimalist Design	5. Extra Violations	1	The titles of each class should follow a size/weight hierarchy instead of being the same font as paragraph text	Since class title is high up on the text hierarchy (It gets enlarged and bolded on the next screen after selecting a class) it feels odd that the font would match the level paragraph text for the titles on the Classes page	Bold the titles on the Classes cards	C, B	
69	H8: Aesthetic & Minimalist Design	5. Extra Violations	1	There is a lot of white space on the screens detailing what each Section of the app does.	You could make better use of this whitespace	Center the Section buttons in the white space above the text explaining what the section is for	C, A	

75	H7: Flexibility & Efficiency of Use	5. Extra Violations	1	There is a lot of white space on the Diagnostic hub	Since there are only two icons here, so much of the screen is just blank, and could be used better	What if you unpacked these two icons "New" and "View" into one screen. Change the "Diagnostic Hub" screen to be the list of diagnostics add a plus button for adding new Diagnostics	C, A	
71	H11: Accessible Design	5. Extra Violations	1	The "squared" symbol in your app name could be read weirdly by a screen reader	If a screen reader read "T A to the power of 2!" it might confuse your user as to the name of the app	Ensure screen readers will read the name of your app aloud correctly	C	
76	H8: Aesthetic & Minimalist Design	5. Extra Violations	1	The paragraph font on the "Feedback" screen is too big for the space.	It feels like the paragraph text takes up too much of the space because of its size. The text could be more cleanly placed on the screen	Align, pad, and shrink the text so it fits better in the space it's given	C	
78	H4: Consistency & Standards	5. Extra Violations	1	"Assignments & Gradebook" font is smaller than the font for the other buttons	Slightly confusing for a viewer who expects a home page to have consistent styling	Match font sizes for buttons, especially when on the same page	A, D	
67	H4: Consistency & Standards	5. Extra Violations	1	Some of the buttons are green while others are purple	It is not clear why certain buttons are certain colors, and we learned that "things should only be different if they are different"	Standardize what colors mean for buttons	C, B	higher sev
5	H9: Help Users with Errors	1. Simple Task	2	It is not clear if the students titled "Name" do not exist yet or if they are just generic.	Teachers might click on "Name" thinking it a student, or not click on a "Name" because they think it is a blank user. Without any visual feedback/indication, teachers might be stuck clicking on a user that they can't navigate to or not clicking on a user they could navigate to.	Remove empty users from the UI	C, D, A	
3	H5: Error Prevention	1. Simple Task	2	The icons for students are small enough and close enough to where a user might misclick on the wrong student	If a teacher misclicks, they have to go back and select the correct student first, which is two extra clicks.	Make the buttons a little large and more spaced out. Consider a 2-column grid instead of a 3-column grid	C	
7	H2: Match b/w System & World	1. Simple Task	2	The user can get stuck in an infinite loop of pop up pages. In a student you can repeat (show progress, student image) repeatedly and get trapped	The system's stacking process for pages does not line up with the user's conceptual model of the layout of the app and is disorienting.	Remove the link from the student's profile picture to their overall profile page	B, A	could fix in hi-fi
15	H7: Flexibility & Efficiency of Use	1. Simple Task	2	There is no way to view a student's progress overall	A teacher may want to view the progress of a student across all categories simultaneously, but currently must expand and view each category individually to see this	Show an overall performance section with aggregated information and place this info first and pre-expanded for quick reference	B	
8	H12: Value Alignment & Inclusion	1. Simple Task	2	Grades for a student are openly shown on the student's profile	Phones are very mobile and present; without hiding the student grades at first, anyone passing by (including other students) could easily see someone else's grade, which is often considered private information by students.	Hide grades behind a "show grade" button or something similar	A	
4	H6: Recognition not Recall	1. Simple Task	2	The profile picture of the current student is not shown on their Student Profile	The teacher has to remember the face of the student they just clicked on instead of seeing it on the relevant page. If two students have the same name, a profile picture would be a redundant signal to disambiguate the two profiles	Show the profile picture of the student on personal page in addition to being in the list of all students	C	higher sev

20	H11: Accessible Design	2. Moderate Task	2	The "Edit", "Regenerate", "Cancel" buttons are very small and close together	These buttons are so small that a user with less fine-motor skills could really struggle to accurately click them.	Space the buttons out and/or make them bigger so they are easier to press	C	
30	H6: Recognition not Recall	2. Moderate Task	2	Assignments & Gradebook button is not named such that users can easily remember that they should upload rubrics there	Relies on the user remembering the rubric functionality of this button from the initial help documentation, which they can no longer see	Rename button to be more clear	A	
32	H8: Aesthetic & Minimalist Design	2. Moderate Task	2	The description in the feedback section beginning with "by analyzing..." will be redundant to users after their first time seeing it.	The large block of text will be a visual distraction and slow down experienced users	Put the description into an info button or add a "stop seeing this message" option	B	higher sev
36	H4: Consistency & Standards	3. Complex Task	2	The tooltip icon on the "Diagnostic Hub" page is below the content, while on other pages like the "Students" page it is in the corner.	Users might try to look to the top right of the "Diagnostic Hub" page to find the tooltip and not see it right away.	Place the tooltip icon in a consistent place on screen/relative to objects	C, D, A, B	
40	H5: Error Prevention	3. Complex Task	2	There is no text on the "New Diagnostic" indicating what the number input is supposed to represent.	Users might not realize that this means "number of questions to generate" - this happened to multiple of the testers	Add a description to the numerical input on the "New Diagnostic" page	C, A, D	
59	H11: Accessible Design	4. All Tasks	2	There is not a lot of contrast in the color palette. The text and the primary color seem to be the same color (Again I might be wrong here because of my eyes)	You could have better accessibility if you used shades/complements of your primary color instead of one primary color throughout for both the background and text	Use a hierarchy of shades of your primary color to differentiate items on the screen	C	
61	H11: Accessible Design	4. All Tasks	2	The difference between your app color scheme and the AI button color is too close.	As a color-deficient person, I cannot tell the difference	Use better contrasting colors for the "AI" buttons	C	
57	H10: Help & Documentation	4. All Tasks	2	The tooltips are often verbose and lots of text, making the user read a lot to understand what something is.	If the help is too verbose, it might be difficult for the user to pick out the important information	Cut down on the wording in the tooltips and add bullet points	C, A, D	higher sev
62	H4: Consistency & Standards	4. All Tasks	2	Feedback page includes blurb about what the page does, but diagnostic page only shows that information once the info button is pressed	Feels incohesive for the user to have different experiences on different pages	Make a decisive choice about whether the extra information will be shown automatically or not	A, D	higher sev
80	H6: Recognition not Recall	5. Extra Violations	2	The onboarding process describes icons and what they do, but how and where they appear on screen is not shown	Users will have to remember what each icon does when they encounter it and may have difficulty	it would be easier to remember if the context where each icon shows up is also provided in the inboarding	B	
66	H3: User Control & Freedom	5. Extra Violations	2	There is no way to go back to the tutorial screen again once you've closed it.	Users may feel the need to revisit the tutorial itself/previous screens in the tutorial to review the information it provided.	Add a button to revisit the tutorial to the home screen or settings screen.	A, C, D	
16	H7: Flexibility & Efficiency of Use	1. Simple Task	3	The center text part of the progress category dropdown is not clickable	In most expanding boxes, the entire box is clickable, but here only the arrow is clickable, so users may not successfully open the box, slowing them down	Make the whole box clickable	B, D	higher sev
11	H10: Help & Documentation	1. Simple Task	3	It is not clear how the progress graph is calculated and how individual assignments contribute to the categories	Teachers will not be able to apply the insights of the progress report unless they understand how it is calculated and what progress it actually reflects	Add documentation in an info bubble at the progress report page	B	higher sev

14	H5: Error Prevention	1. Simple Task	3	There is no way to edit a student's name if it was incorrectly entered	A teacher may wish to user a student's preferred name rather than the school system's name (which may have errors) and should be able to change the display name	Add an edit icon in the student section that allows a teacher to edit the student's display name	B	higher sev
19	H5: Error Prevention	2. Moderate Task	3	The confirmation page present for Posting to Canvas in Task 3 is not present for Submitting Feedback in Task 2.	Teachers may accidentally click on "Submit" too early, leading to an erroneous feedback submission.	Add a confirmation page before letting teachers submit student feedback, or replace confirmation screen with pop up alert	C, B, D, A	higher sev
31	H10: Help & Documentation	2. Moderate Task	3	The "Regenerate" button in Edit Feedback is not clear on what it will regenerate.	Users may be cautious to hit the button if they do not know whether it will regenerate the assignment OCR, one AI answer, all AI answers, their feedback or something else	Change the button text to depict what it will do	B	higher sev
26	H10: Help & Documentation	2. Moderate Task	3	Documentation on the feedback page mentions rubric but doesn't mention where it comes from	Users may be confused on where rubric comes from and may not know they need to go to another tab to upload it	Explicitly say where rubric comes from	A	higher sev
23	H11: Accessible Design	2. Moderate Task	3	Assignment and student name selection are a very light gray color.	Users with impaired vision might not be able to see it because of the low contrast.	Use a higher contrast color for data input from user.	D, A	higher sev
39	H9: Help Users with Errors	3. Complex Task	3	You can input a class Subject into the Question Type of "New Diagnostic" and there is no error	It is possible to input the wrong data into the "New Diagnostic" form, but the user is not told this is not allowed.	Add error text that says the form is invalid because the entry in the "Type" field is not an valid type of Diagnostic. Make sure to do so in a way that doesn't violate H2	C, A	
46	H10: Help & Documentation	3. Complex Task	3	Diagnostic info button says worksheets can be generated for individual students but worksheets can only be applied to entire sections	Documentation should accurately describe what the system is capable of	Change wording of documentation or implement individualized worksheet capabilities	A, D	
38	H7: Flexibility & Efficiency of Use	3. Complex Task	3	Assign button leads to a "Post to Canvas?" button	Not clear what "Assign" does if it isn't the same as posting to students - seems redundant	Replace the assign button with the post to canvas button or make the assign button do something distinct	C, A, B, D	higher sev
48	H9: Help Users with Errors	3. Complex Task	3	An error message will be needed when the Canvas integration fails to fetch or post a diagnostic	Users will want to know whether posting a diagnostic to canvas has succeeded or failed, so they can act accordingly	Add an state success/error message for interacting with the school's Canvas system	B	higher sev
52	H7: Flexibility & Efficiency of Use	4. All Tasks	3	There is no tab navigation or home button, so users have to click all the way out of what they are doing to get back to home	If teachers needed to jump between classes a lot, having to click back many times would dramatically increase the time to complete their tasks.	Add a home button or other way to get home faster than clicking back several times	C, B, D	higher sev
72	H1: Visibility of System Status	5. Extra Violations	3	There is no indication that the user is successfully signed in/signed into the correct profile	A user might not be aware that they are not yet signed in. If multiple users use the same device, the might not realize that they are on a different teacher's account	Add a profile icon/page to indicate to the user who is currently logged in	C	
79	H3: User Control & Freedom	5. Extra Violations	3	There is no way to log out	Users may need to log out on a shared device or when changing schools or emails	Create a logout button	B	
65	H3: User Control & Freedom	5. Extra Violations	3	There is no back button to review a previously read tutorial screen.	Users may feel the need to revisit the tutorial itself/previous screens in the tutorial to review the information it provided.	Add back buttons to the tutorial.	C, A, B, D	higher sev

73	H8: Aesthetic & Minimalist Design	5. Extra Violations	3	Gradient on the Classes are distracting	In week 6 studio, we learned about using drop shadow/glow sparingly. They feel distracting on the Classes page and don't feel very 'minimal'	Remove the color gradient from the Class cards	C, A, B	higher sev
22	H5: Error Prevention	2. Moderate Task	4	Once you submit feedback, the back button no longer takes you to the "Classes" page, it takes you to the "Feedback Submitted" page. It becomes impossible to navigate back to the "Classes" page in this state	Users will be unable to switch to a different class without quitting the app, which is definitely not good.	Fix the navigation flow or add a way to always return to the classes page so your app doesn't get soft locked	C, A, D, B	
28	H3: User Control & Freedom	2. Moderate Task	4	Feedback can only be posted or abandoned	Users may want to come back to feedback for a student later to a specific AI-generated version	Add a way to save drafts of feedback	A	higher sev
33	H9: Help Users with Errors	2. Moderate Task	4	An error message will be needed when the AI is not able to use the provided rubric to give feedback	Teachers who do not remember the details of the assignment or the rubric may be confused why the ai generated feedback is missing for certain questions or answers	Add an error message for a mismatch of rubric and question/answer	B	higher sev
27	H5: Error Prevention	2. Moderate Task	4	No warning that submitting feedback will post right to Canvas	Users may not realize they are posting publicly to the student immediately and may want to know that before they hit submit	Add a confirmation alert that explicitly mentions that this feedback will be posted to Canvas	A, C, D	higher sev
25	H12: Value Alignment & Inclusion	2. Moderate Task	4	Primarily AI-generated feedback for students	AI-generated feedback likely comes from a dataset that is not fully inclusive. For answers in longer form, such as short answer responses, AI generated feedback might not be able to take in the necessary context of a student's particular situation.	Find ways to give primarily teacher-backed feedback if desired	A	Give flexibility for AI-generated feedback vs. human input
29	H6: Recognition not Recall	2. Moderate Task	4	User can only see AI generated feedback when creating feedback and not their rubric	AI generated feedback may not match rubric for some reason; users would want to be able to easily identify if there are any differences between the feedback types.	Show rubric item along with AI feedback and highlight key differences	A	higher sev
45	H3: User Control & Freedom	3. Complex Task	4	Back button on the diagnostic preview page is not functional	Users have no choice but to assign a diagnostic; they have no way of leaving that page.	Implement functionality for back button on that page	A	
42	H3: User Control & Freedom	3. Complex Task	4	Can only assign diagnostic, cannot make any changes, edit, or regenerate (before posting)	Relying solely on AI generated quizzes may not be a teacher's goal, especially if there is distrust of the system.	Allow users to make edits to generated diagnostics.	A, B	higher sev
41	H6: Recognition not Recall	3. Complex Task	4	Cannot view previously stored diagnostics - in-app hub remains empty after posting to canvas	Missing the previous diagnostics requires me to remember (or maybe even leave the app) to find other data, which severely slows user flow	Store diagnostics in app and actually show when selecting "view diagnostics"	A	higher sev
37	H5: Error Prevention	3. Complex Task	4	There is no way to quickly undo a posted diagnostic	Teachers may say "Oh, shoot! I actually need to change something" right after they post a diagnostic. Rather than making them navigate to the list of diagnostics to remove it, they could easily press an "Undo" button.	Add an "Undo" button on the screen after Posting to Canvas	C, B, D, A	higher sev
58	H10: Help & Documentation	4. All Tasks	4	Tooltips don't indicate to the user what they contain, rather there are just "i" icons placed around the app.	If a user is stuck, they may just click all the tooltips hoping to find something useful	Add text next to each tooltip giving a succinct question they might be able to answer. For example: "What is a Diagnostic? (i). <- Button"	C	super important! sometimes too many tooltips is not as helpful

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