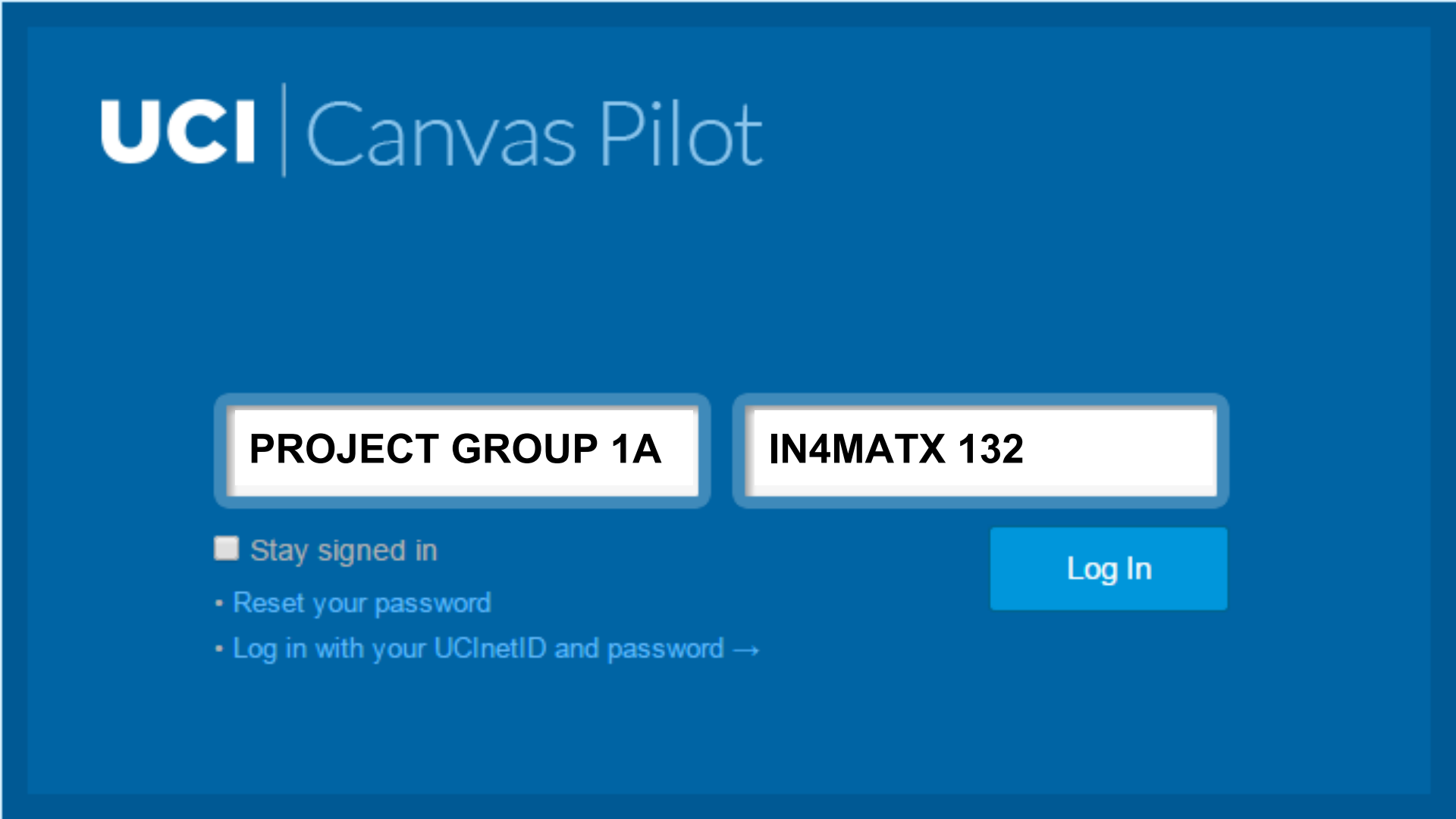
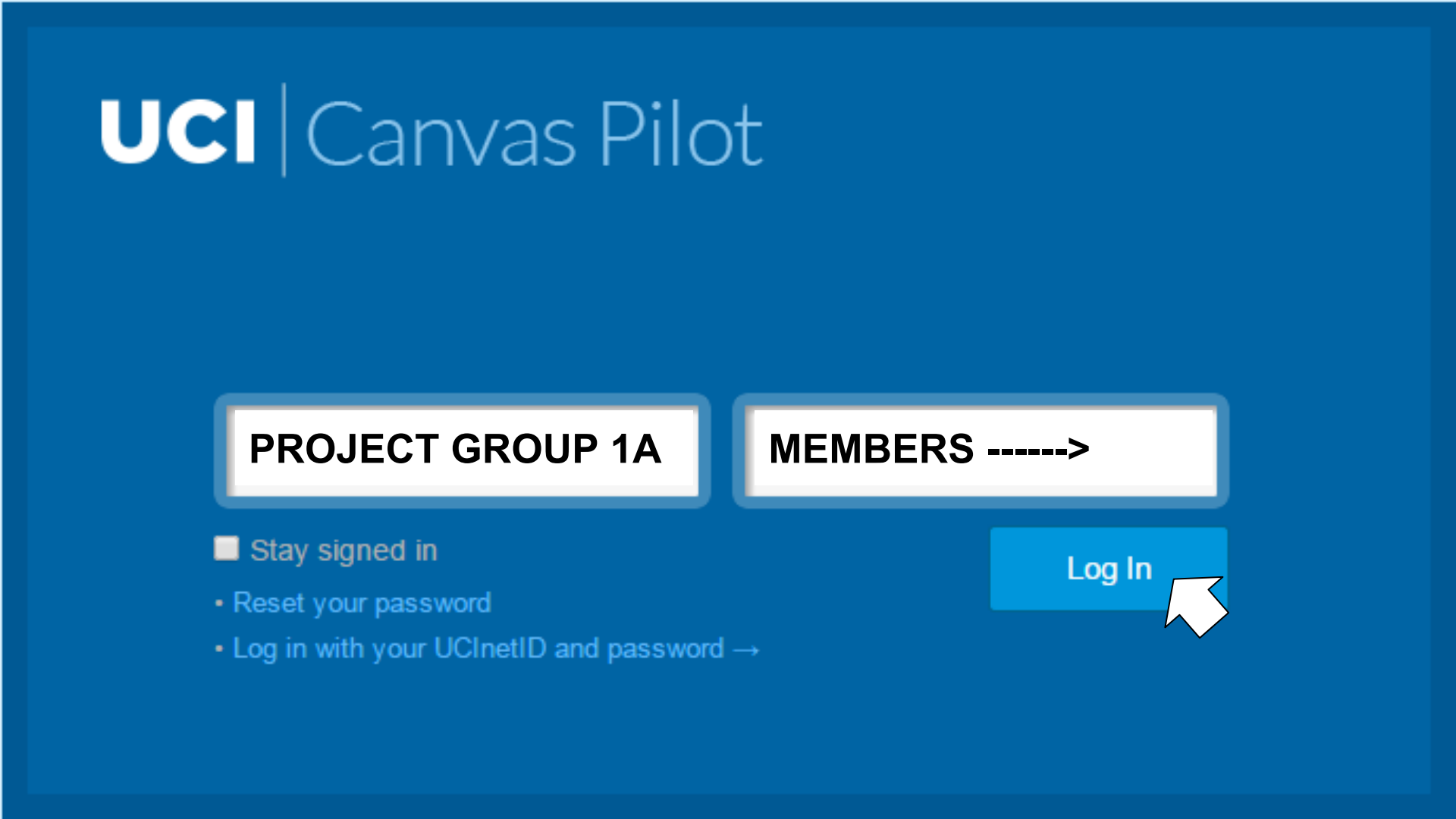
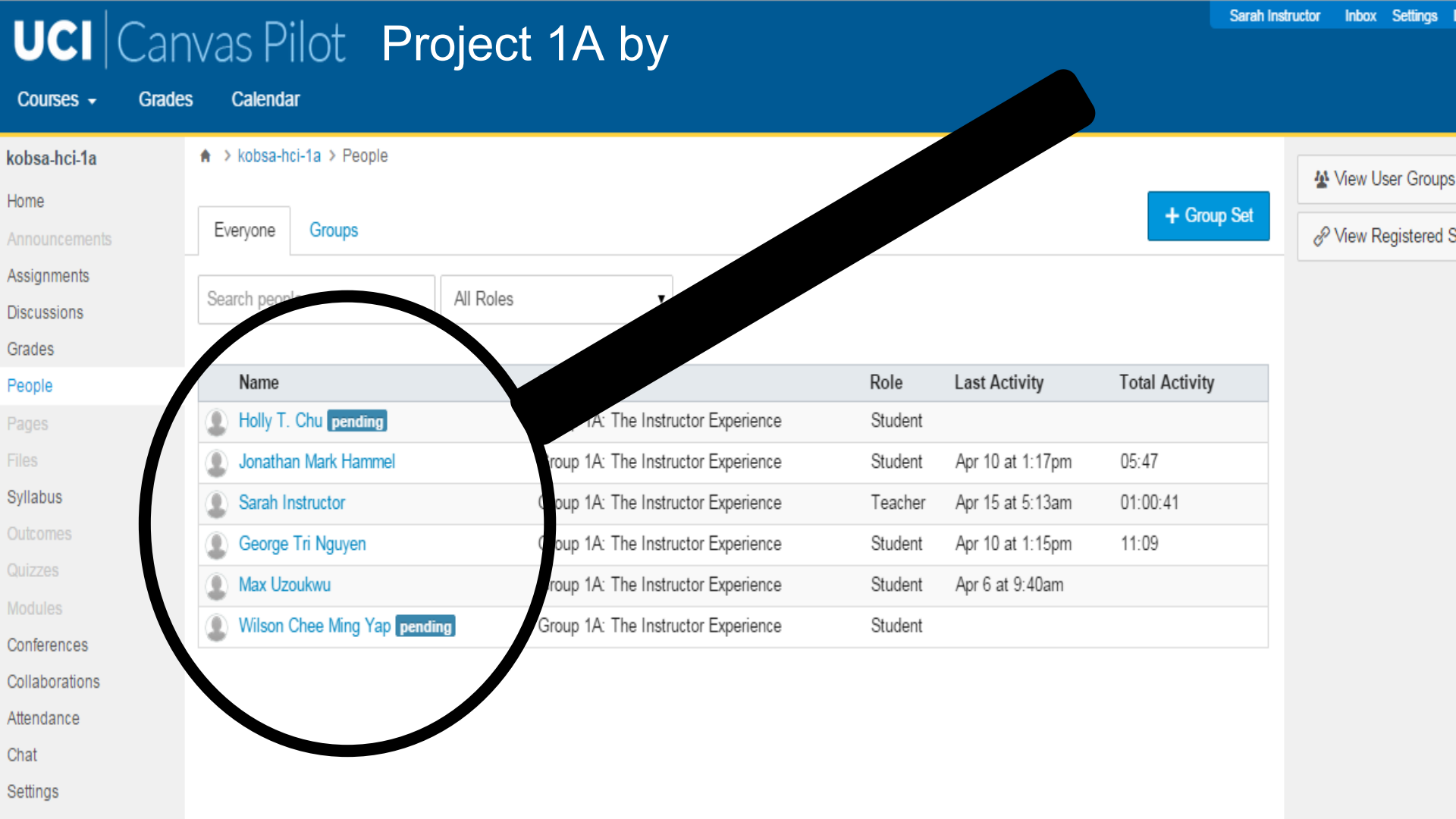

UCI | Canvas Pilot
PROJECT GROUP 1A
IN4MATX 132
Stay signed in
Log In
• Reset your password
• Log in with your UCInetID and password →

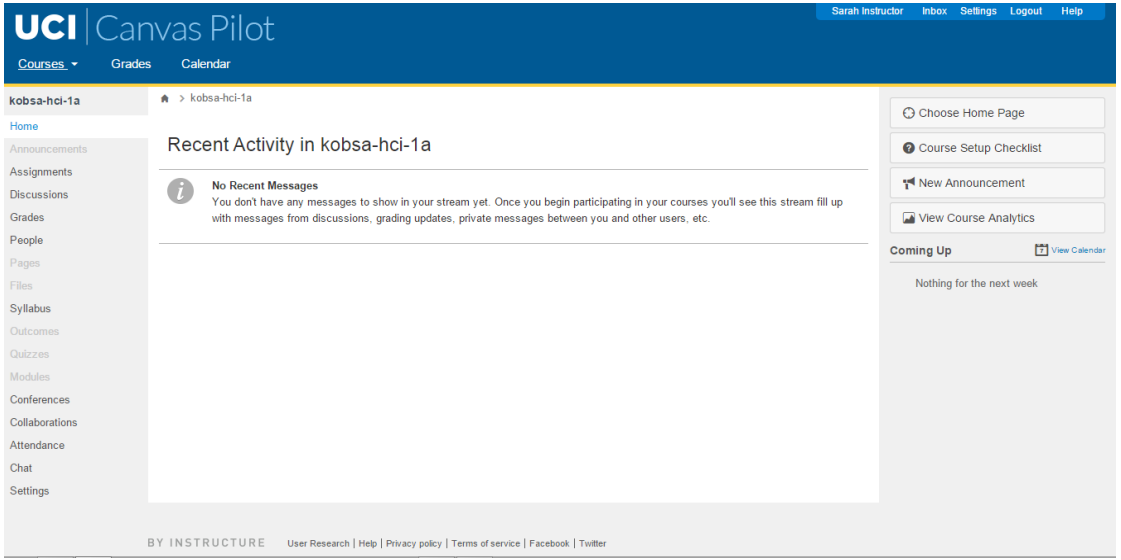

UCI | Canvas Pilot
PROJECT GROUP 1A
MEMBERS ------>
Stay signed in
Log In
• Reset your password
• Log in with your UCInetID and password →


UCI Canvas Pilot Project 1A by
Sarah Instructor Inbox Settings
Courses Grades Calendar
kobsa-hci-1a
Home
Announcements
Assignments
Discussions
Grades
People
Pages
Files
Syllabus
Outcomes
Quizzes
Modules
Conferences
Collaborations
Attendance
Chat
Settings
kobsa-hci-1a > People
Everyone
Groups
+ Group Set
View User Groups
View Registered S
Search people
All Roles
Name
Role
Last Activity
Total Activity
Holly T. Chu pending
1A: The Instructor Experience
Student
Jonathan Mark Hammel
roup 1A: The Instructor Experience
Student
Apr 10 at 1:17pm
05:47
Sarah Instructor
oup 1A: The Instructor Experience
Teacher
Apr 15 at 5:13am
01:00:41
George Tri Nguyen
oup 1A: The Instructor Experience
Student
Apr 10 at 1:15pm
11:09
Max Uzoukwu
roup 1A: The Instructor Experience
Student
Apr 6 at 9:40am
Wilson Chee Ming Yap pending
Group 1A: The Instructor Experience
Student

Goals, Focus Areas & Methodology

Customer's Goal

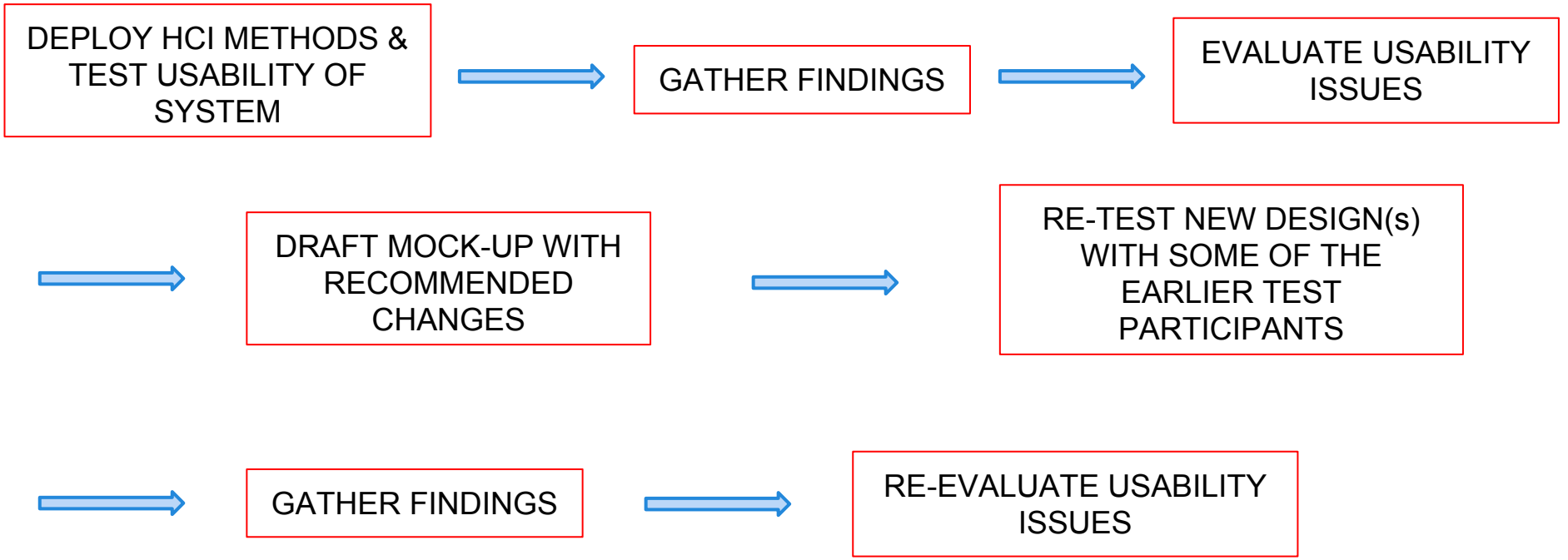
Evaluate usability of CANVAS to determine the possibility of adopting the LMS and scale across campus



Usability Focus Areas

1. Announcements
2. Discussions
3. People
4. Files
5. Outcomes
6. Modules
7. Collaborations
8. Chat

Process


DEPLOY HCI METHODS & TEST USABILITY OF SYSTEM
GATHER FINDINGS
EVALUATE USABILITY ISSUES
DRAFT MOCK-UP WITH RECOMMENDED CHANGES
RE-TEST NEW DESIGN(s) WITH SOME OF THE EARLIER TEST PARTICIPANTS
GATHER FINDINGS
RE-EVALUATE USABILITY ISSUES

Test Methods

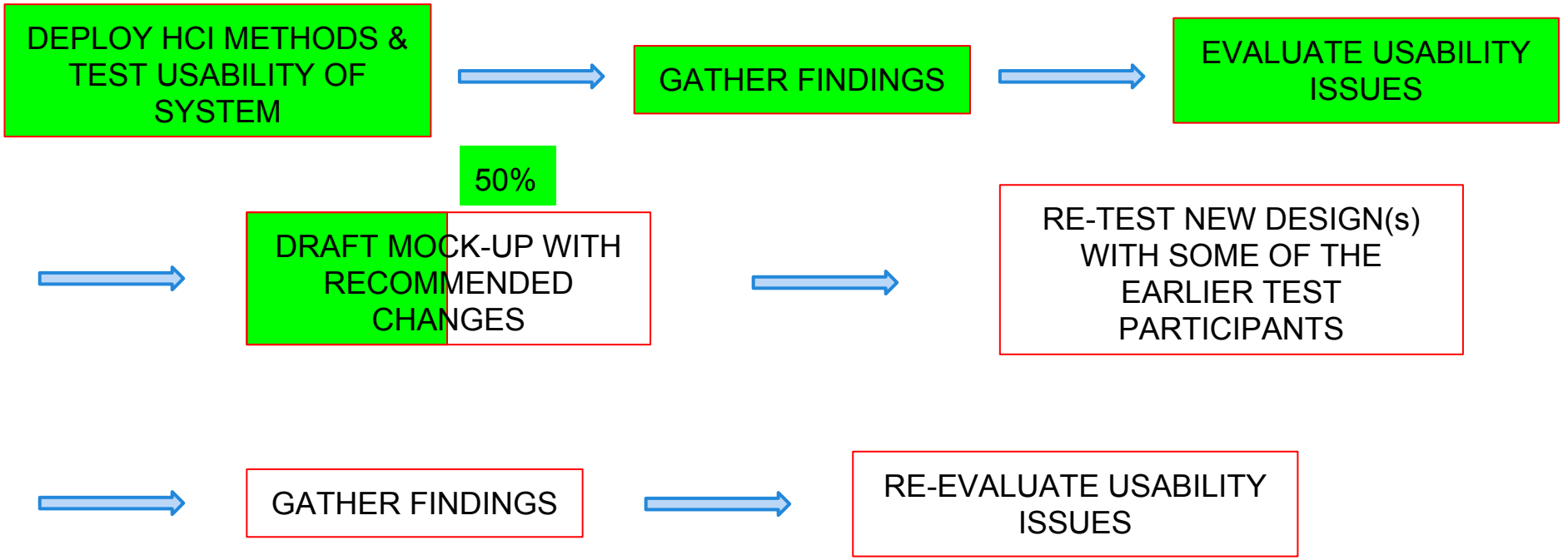
- Interviews:will allow us to initially gauge the user experience, identify possible pain points, capture and refine the scope of the problem areas

- Cognitive Walkthroughs: development of persona(s) & general list of tasks to discover global problems

- Usability testing: to discover more global problems, unique problems and to evaluate the overall usability of the LMS

Progress so far...

In progress


DEPLOY HCI METHODS & TEST USABILITY OF SYSTEM
GATHER FINDINGS
EVALUATE USABILITY ISSUES
50%
DRAFT MOCK-UP WITH RECOMMENDED CHANGES
RE-TEST NEW DESIGN(s) WITH SOME OF THE EARLIER TEST PARTICIPANTS
GATHER FINDINGS
RE-EVALUATE USABILITY ISSUES

Insights so far….

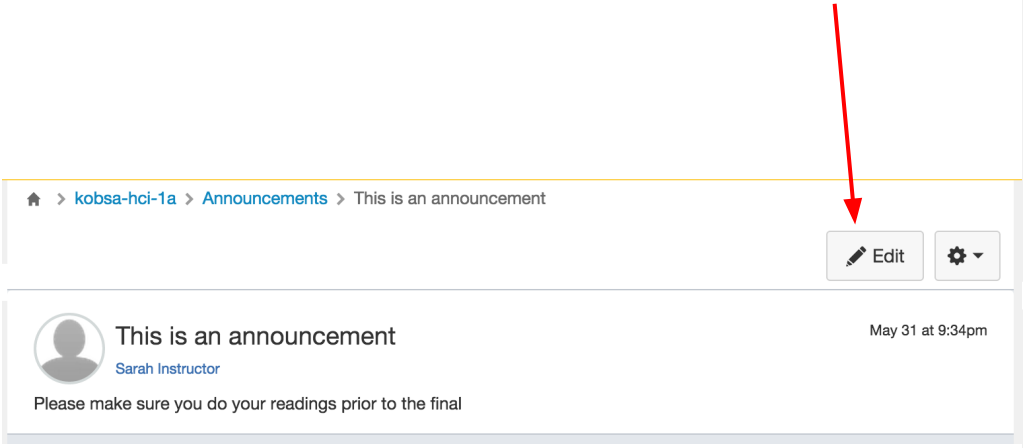
Insights & Findings

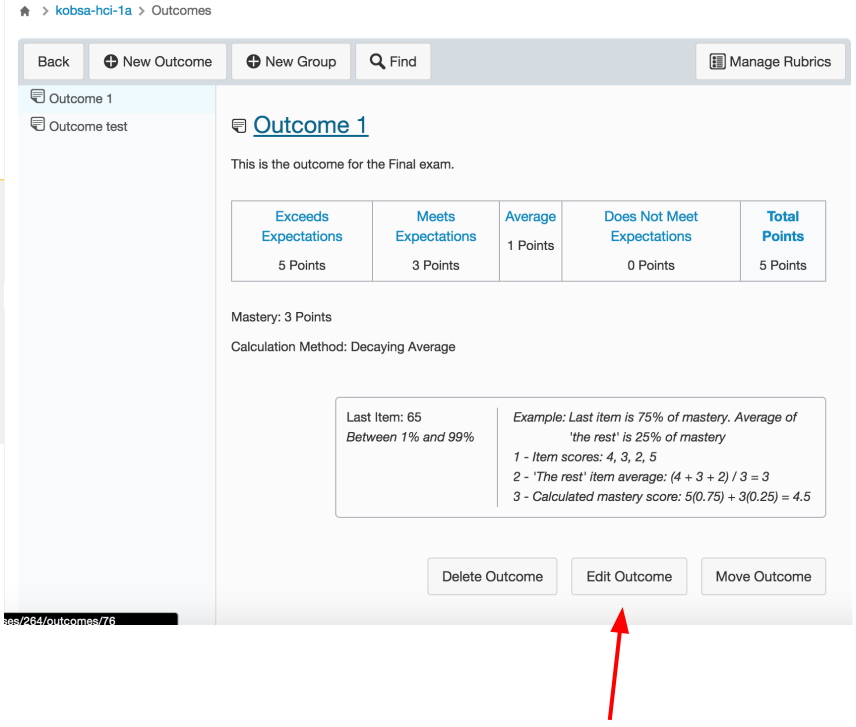
- Canvas learning curve: learning new systems take time and more experienced users are going to be more efficient users
- Inconsistent button formats: difficult to learn
- Ambiguous toolbars: left toolbar is cluttered, difficult to navigate, right and left toolbars are not fixed, some navigation text grayed out (ex: “file”)
- Question of publishing: different posts/discussions, “Publish & Save” vs. “Save”, knowing when content needs to be published
- Terminology: “people” (suggestion: students), “align outcome with rubric” (suggestion: assign rubric to an outcome)
- Student view: difficult to find - located under settings

Insights & Findings

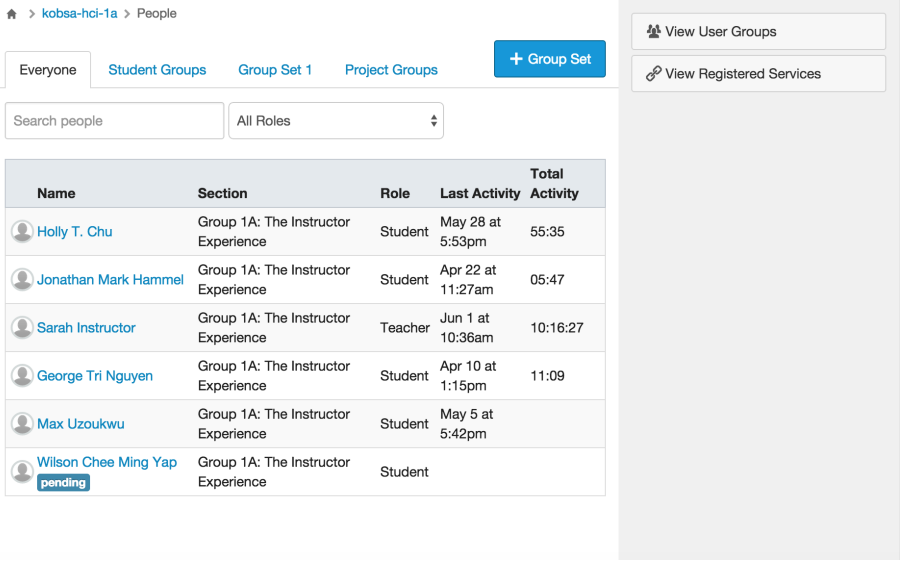
- Lack of individual chat: Instructors are unable to chat individually
  - By due function: Inbox messages allow individual communication
    - Not rapid enough

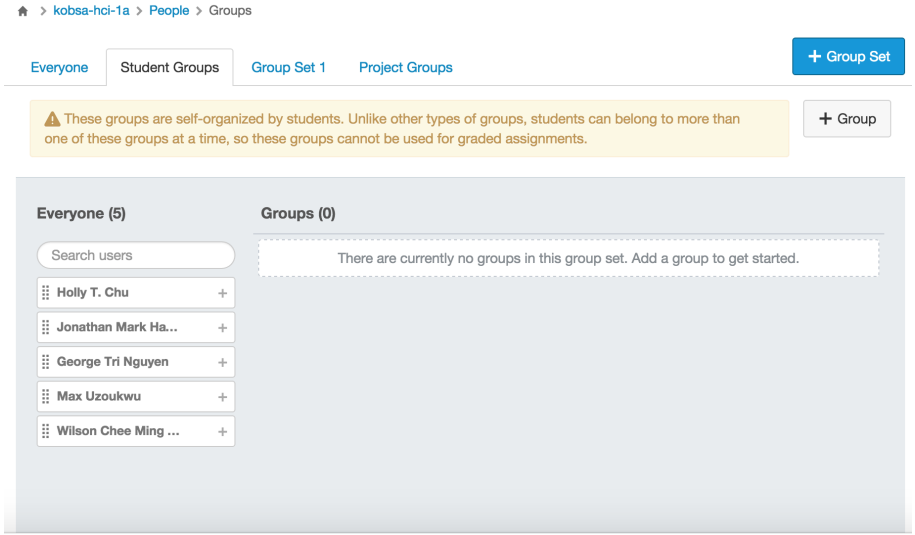
Inconsistent Button Format





Ambiguous Toolbars





Difficulties

Difficulties

- Remaining neutral throughout testing
  - Participants had a generally negative outlook on Canvas
  - Needed to remind ourselves to stay neutral
- Contacting and scheduling test participants
  - Not all of the originally provided participants were able to go through w/ interviewing/usability testing
  - Had to find other instructors
- Finding and procuring participants

Difficulties

- Staying on schedule
  - delayed or rescheduled meetings
  - lost communication w/ prospective participants
- Determining key problems experienced by all users
- Recognizing bias during recording reviews
- Consistent data gathering during usability tests
  - No audio vs. audio
  - Thinking aloud = Longer task time

Pending decisions

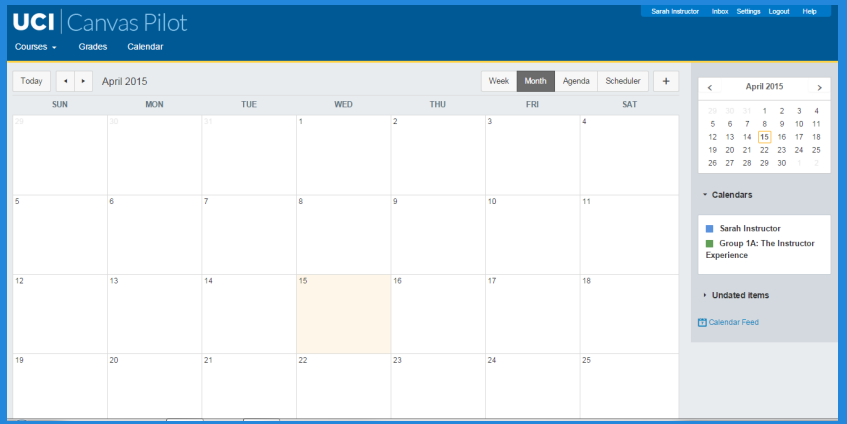
Decisions still to be made

- Integration with registrar
  - Unsure if this falls within the scope of the user study
  - Include in mock-up?
- What to make of:
  - User actually finished a task vs. User thinking he/she finished a task
  - ex: user actually finished a task in 5 seconds but did not think he/she finished a task until 15 seconds later (at 20 second mark)

Decisions still to be made

- If we should include findings that fall outside of our scope? If so, how?
  - ex: poor usability of assigning grades

Updated Schedule



Master Schedule

Week	Date	Deliverables	Who?
Week 10:	6/1	1. Qualitative & quantitative analysis (E.o.d. 6/1) 2. Draft mock-up (E.o.d. 6/1)	Analysis (all), Mock-up (George, Holly & Jonathan)
	6/2	1. Test mock-up on TMU_User 1	Holly, Max
	6/3	1. Test mock-up on TMU_User 2 2. Re-evaluate usability issues, analysis	George, Wilson
	6/4	1. Test mock-up TMU_User 3 2. Re-evaluate usability issues, analysis	John, Max

Master Schedule

Week	Date	Deliverables	Who?
Week 10:	6/5	1. Compile findings project report 2. Draft project report a. Structure b. Images c. Data d. Other Content	Compile findings (Max, Holly), Draft (George & John - data, All - other content, Max - images, All - structure)
	6/6	1. Gather & organize user study material 2. Review & finalize Project Report	Gather (Max, Wilson, Holly), Review (John, George)
	6/7	1. Double-check report, material and submit before 11:55 pm	Check (Holly)

THANK YOU