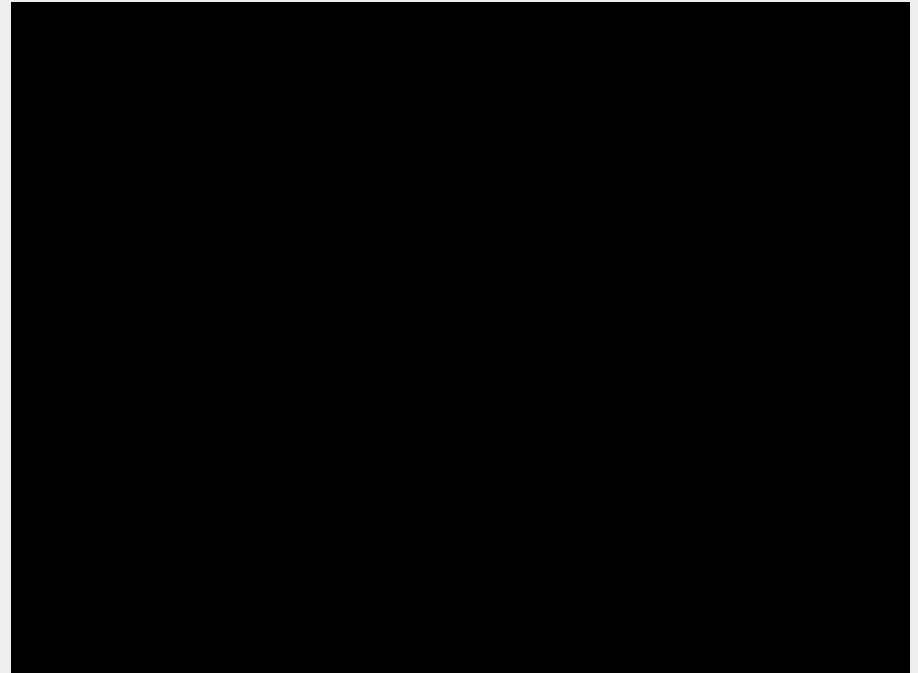# Groupsie

A virtual learning, group activity platform

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Teachers and kids are trying their best.....

Kindergarten Teacher Goes Viral on TikTok

The Problem and Objective

➔ As children return to school in the time of COVID, they face new challenges.
➔ The objective of this project was to stimulate multiple facets of a child's brain while in a virtual classroom by fostering social interactions that still support learning.

The Unmet Need

Research shows:

➔ kids are bored in their current virtual learning environments

➔ Kids don't get to see or play with their friends during the day in virtual settings

"It's boring. I'm not with friends and there's nothing to do." -Sean, 10

The User Goal and Target Audience

➔ Elementary school aged children
➔ They would like school to go back to in-person school, but in the absence of that, would at least like the opportunity to spend time with their friends

Meet Oliver

Last week, Oliver as on a video call for school. He had a question so kept talking but was muted the whole time. He was frustrated his teacher "ignored" him. He doesn't understand why he can't go to school, see his friends, and play games with them. He knows he has to wear his mask when he's outside anywhere but the backyard. To try to set a good example, Sarah, his mom, works on her next blog post at the kitchen table across from Oliver while he's online for school and tries to help him stay focused.

- 8 year old boy in 3rd grade
- loves playing outside but doesn't like getting dirty. Prefers to run around with friends and play make believe
- super talkative - loves telling you about his made-up worlds

- Likes reading and hates math
- His teacher reports often say he's a good student but needs to learn to raise his hand
- Gets easily distracted and has a short attention span

- Oliver wants to be able to go to school and see all of his friends
- He needs some social interaction, it's hard for him to sit at a computer all day, even if his mom is doing the same thing
- His goal is to try all of the flavors of fizzy fruit juice (his name for seltzer) before he turns 9

Do you want to hear about my castle? It has a moat, and a dragon - but she's friendly- and a cave and when you cross the bridge Happy plays...because I love when people visit my castle
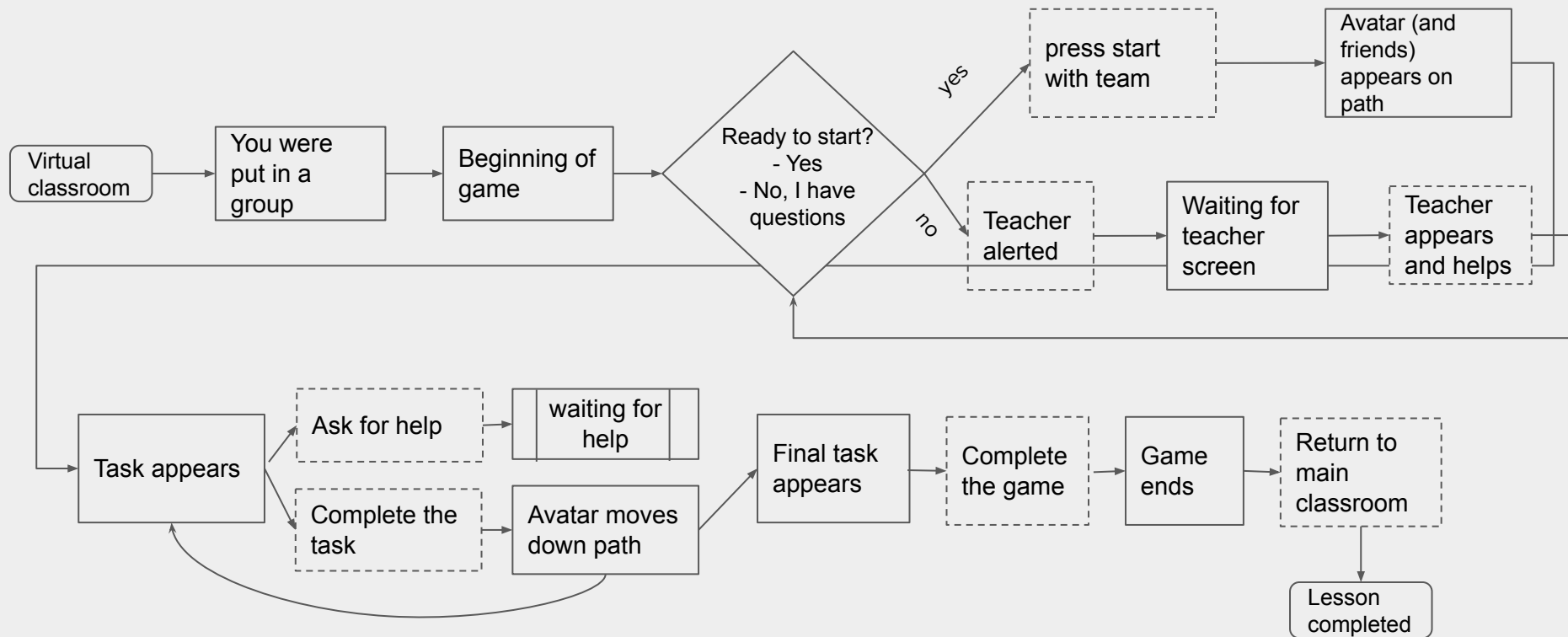
The True Issue

Problem statement

Oliver needs a way to connect with his friends while in virtual school because schools aren't going back to "normal" (i.e. in person classes) in the foreseeable future due to COVID.

Hypothesis

We believe that by creating a virtual breakout room with gamified, guided, group lessons and easy access to teacher assistance for elementary school students we will achieve greater social interactions for students in a virtual classroom setting. We will know this to be true when students are excited about lessons on our platform and complete the group lessons while still receiving grades on par with (or better than) what they are currently receiving.

User Flow

Virtual classroom → You were put in a group → Beginning of game → Ready to start?
- Yes
- No, I have questions

yes → press start with team → Avatar (and friends) appears on path

no → Teacher alerted → Waiting for teacher screen → Teacher appears and helps

Task appears → Ask for help → waiting for help

Task appears → Complete the task → Avatar moves down path → Final task appears → Complete the game → Game ends → Return to main classroom → Lesson completed

The MVP

Necessary features:

Kid-friendly graphics

Group response support

Microphone and camera integration

Gamified path

Ask a teacher for help button

Guided curriculum

The Features

Small groups that foster student interaction

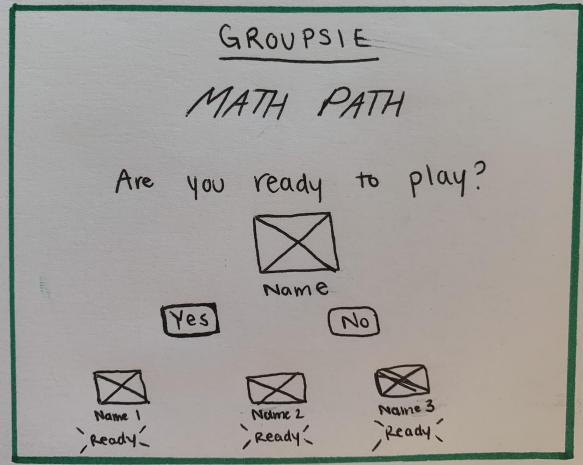Easy notifications to ask for help from a teacher
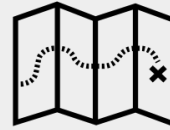
Simple navigation

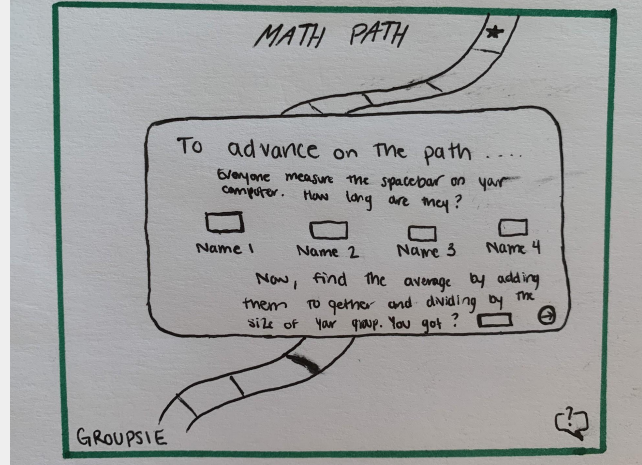Gamified paths that make it fun to complete the lessons

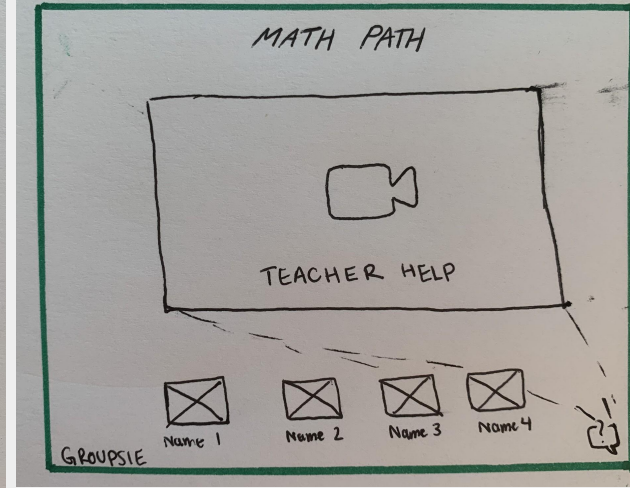Video and microphone auto-enabled

Initial Wireframes
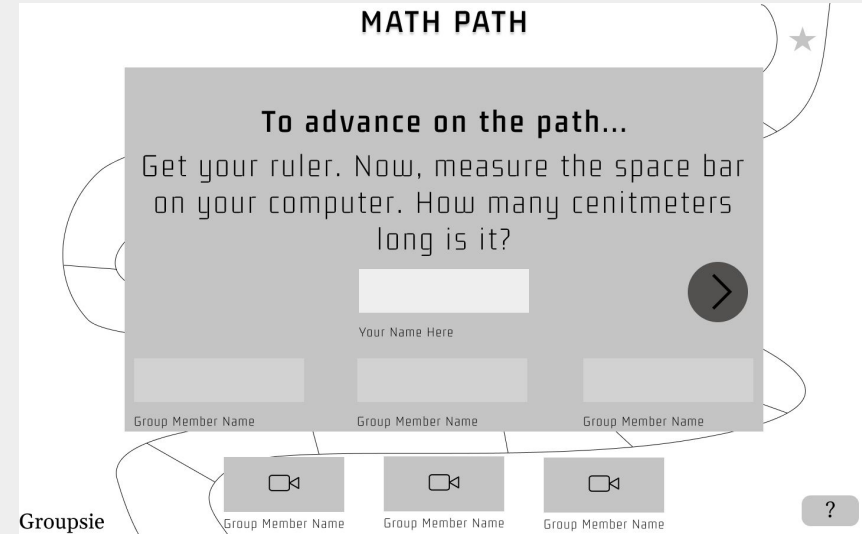
Which led to...
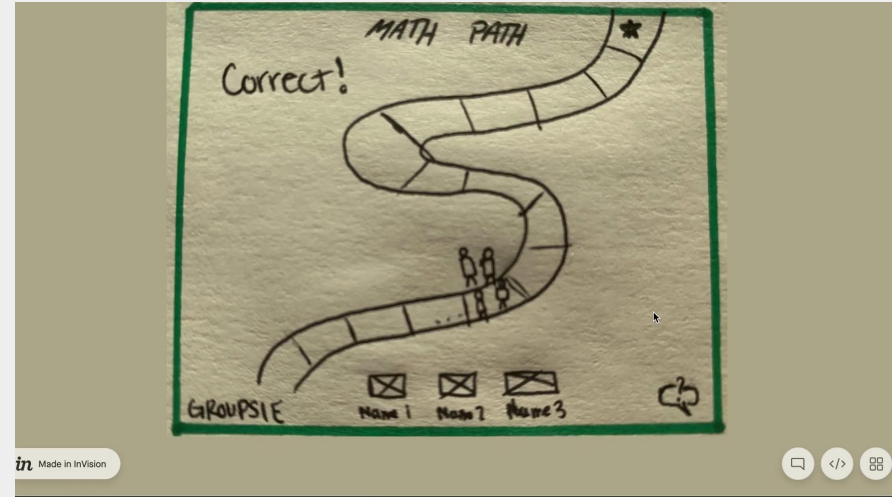
The Feedback

Pluses

- Liked that it was a game
- When someone had a question, they knew where to go
- Users knew they needed to measure their spacebar in real life

Deltas

- Clarify how to enter the values they got from measuring their space bar
- Splitting the tasks out into one step at a time
- Confirming users know they are working with their team on a common goal
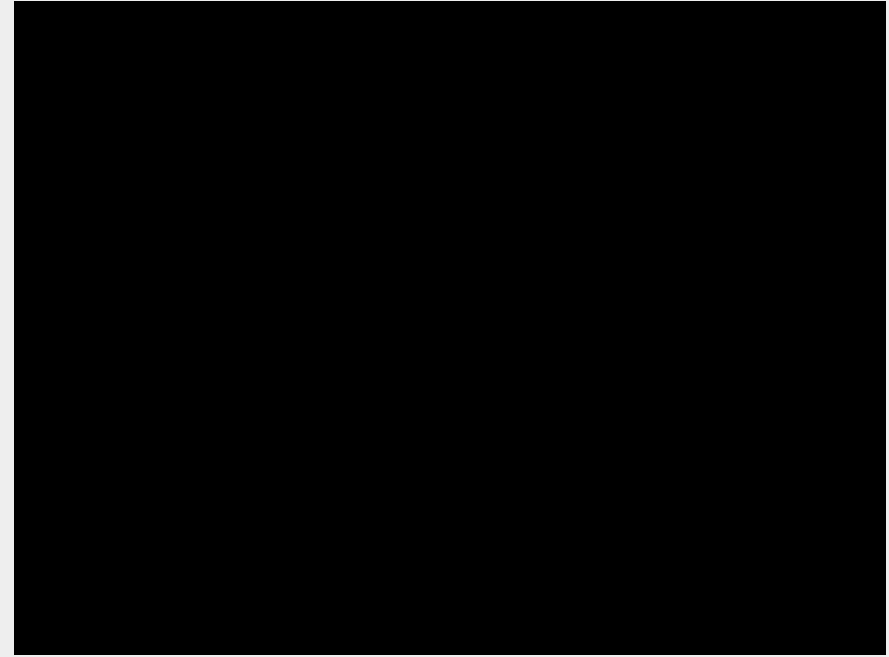
Which led to...

The Constraints

The end solution must be:

➔ Child-friendly

➔ Intuitive

➔ Fun to use

➔ Keeping in mind, this was developed in 6 weeks

Which led to...

The One Last Thing

While the end users are children, it must also be:

➔ easy to use for teachers
➔ integrate into standard lessons
➔ approved by parents
➔ affordable for school districts

The Next Steps

➜ Run additional user tests with students
➜ Conduct interviews with teachers
➜ Expand on the teacher user flow and wireframes
➜ User test with teachers and additional students
➜ Build out the full design plans

Thank you!

Any questions?
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Site Map Description

The proposed solution for Oliver is that students work in groups assigned by their teacher and are guided through a pre-specified lesson. **The won't be searching or navigating a site, rather they should be completing tasks as a group that navigate the site for them.** Based on user research, kids attending virtual school are often given assignments to do independently. During this time, they say they won't typically ask questions of classmates and rarely of their teachers. They instead wait until group time to ask their teacher, or will ask their caregiver for physical resources. The proposed solution fosters group discussions and makes it easy to ask their teacher for help.

To make the learning experience as simple as possible, the goal is to remove most navigation so the only questions Oliver and his group may have would be specifically for their teacher related to the content they are learning. Outside of the task at hand, the only proposed site navigation is a questions button to get their teacher. For this reason, a site map will not be necessary for this solution.