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# Lesson 11

# First Functional Prototype

• Group 6 •

CCU 2015/2016

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**E-Learning**  
Lernenden Internet  
Computer  
virtuelle Einsatz steht 1990er  
jedoch steht dabei  
Vordergrund  
Teil ermöglicht  
digitale Gestaltung  
Nachteile

Our website : <http://goo.gl/kywYPz>

# Development of a first functional prototype

## Changes and improvements:

- The interface became interactive (use of laravel) - user can login
- The look of some menus were improved;
- Some symbols were removed;
- The registration form page was completed;
- The page of the course was improved;

# Application of usability tests

Remembering the use cases

1. Create a Student account
  2. Enroll in a English writing course
  3. Watch the third lecture
  4. Ask the teacher a question
  5. See progress
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# Results

Create a student account

## Measure: Time

Current	48s
Minimum	>110s
Target	70
Optimal	40

## Measure: Clicks

Current	3
Minimum	>9
Target	4
Optimal	3

# Results

Enroll in a  
economy course

## Measure: Time

Current	32s
Minimum	>100s
Target	70s
Optimal	30s

## Measure: Clicks

Current	5
Minimum	>10
Target	8
Optimal	5

# Results

Watch the first lecture

## Measure: Time

Current	18s
Minimum	>90s
Target	50s
Optimal	20s

## Measure: Clicks

Current	5
Minimum	>9
Target	8
Optimal	6

# Results

See progress

## Measure: Time

Current	11s
Minimum	>50s
Target	20s
Optimal	10s

## Measure: Clicks

Current	1
Minimum	>5
Target	2
Optimal	1



# Conclusions

- The response time and number of clicks almost didn't change.
  - The improvements were specially higher in the action "watching as #number class".
  - The average of classification (given in a scale 1-5 to all participants in the final evaluation) was 4.5.
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