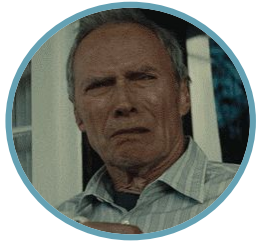
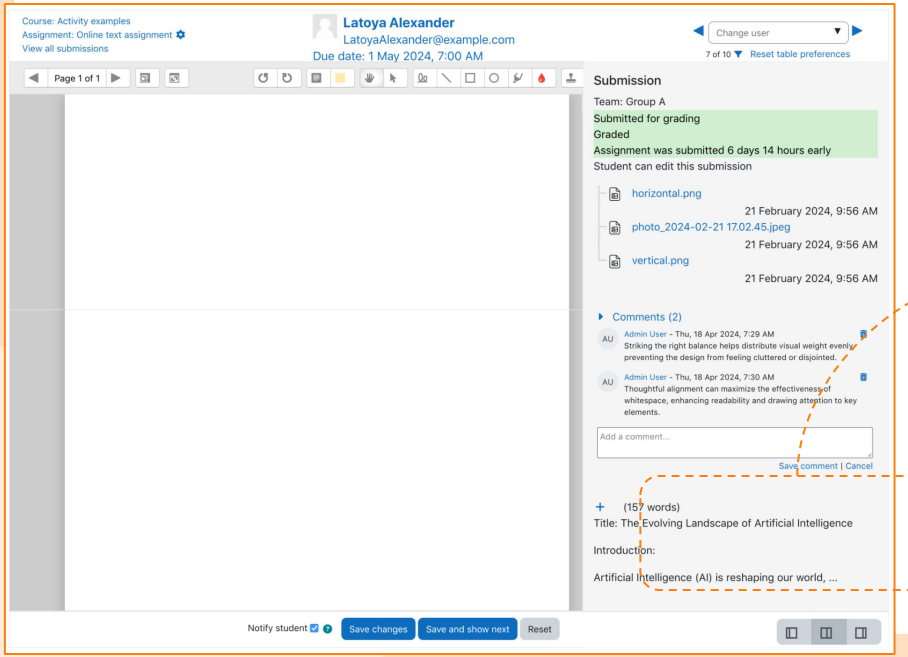
Assignment Grader Improvements

(April - October 2024)



What's the Problem?

The assignment grader experience is **unintuitive**, **inconsistent**, **visually outdated** and **overwhelming** for users.



Online text preview

Title: The Evolving Landscape of Artificial Intelligence

Introduction:

Artificial Intelligence (AI) is reshaping our world, impacting industries, employment, ethics, and governance. This essay explores the multifaceted influence of AI on society, addressing its positive contributions, potential challenges, and ethical considerations.

Body:

1. **Advancements in Industries:** AI enhances productivity in manufacturing, healthcare, agriculture, finance, and logistics, revolutionizing operations and processes.
2. **Automation and Employment:** AI's efficiency raises concerns about job displacement, necessitating a focus on continuous learning and upskilling.
3. **Ethical Considerations:** The ethical implications of AI, including bias in algorithms, invasion of privacy, and responsible use, require careful consideration.
4. **Human-AI Collaboration:** Human-AI collaboration is on the rise, exemplified in virtual assistants, language translation, and creative endeavors.
5. **Challenges in Regulation and Governance:** Rapid AI evolution challenges regulatory frameworks, demanding international cooperation to establish ethical guidelines.

Rubric display

Grade:

Rhyme and Rhythm	Poem does not rhyme and has no recognisable pattern. *0 points*	Occasional attempt at rhyme and/or rhythm but mainly unsuccessful *1 points*	a fair attempt at a rhyming poem with a recognisable pattern/rhythm *2 points*	very competent use of rhyme and rhythm *3 points*
Use of poetic language	No valid use of any poetic language *0 points*	Occasional attempt at poetic language *1 points*	Fair attempt at poetic language *2 points*	Competent and creative use of poetic language

Defining the goal

Before defining the goal of the project, it was important for us to understand the current state experience and existing insights to ensure we focussed on the most valuable improvements for our users.

🎯 Objective

Understand what the experience looks like, how it works, and detect main areas of focus.

📝 Activities

- Understand the assignment grader experience: overview and walkthrough.
- Competitor comparison and analysis.
- User flow mapping.
- Content and IA review.
- Secondary research: Tracker and Forums.

Goal

Create an **improved experience** in the assignment grader that is **intuitive**, **easy to navigate**, has a **modern look** and feel, **reduces cognitive overload**, and streamlines the grading workflow and minimises redundancies in functionality.

Phase 1 • Discovery • User interviews

🎯 Objectives

- Understand common workflows and use cases for the assignment grader.
- Validate existing + uncover new pain points.
- Refine areas of focus for the design concepts based on user needs and feedback on how the experience can be improved.

Phase 1 • Discovery • User interviews

😓 Validated + Identified Pain points

File preview

And next thing, I have 40 files open on my computer. It's impossible to manage.

Grading process

There's a huge amount for staff to get their head around and they will always take the easiest, quickest path.

Rubric display

If I have five categories in a rubric, it's awfully compressed.

Grading process

Anything that can make my job faster with fewer clicks, fewer downloads of things, you know, that that helps me

Filters

It throws them [her staff] when a filter is on when they don't recall having changed anything.

Phase 2 · Explore · Concept testing

🎯 Objective

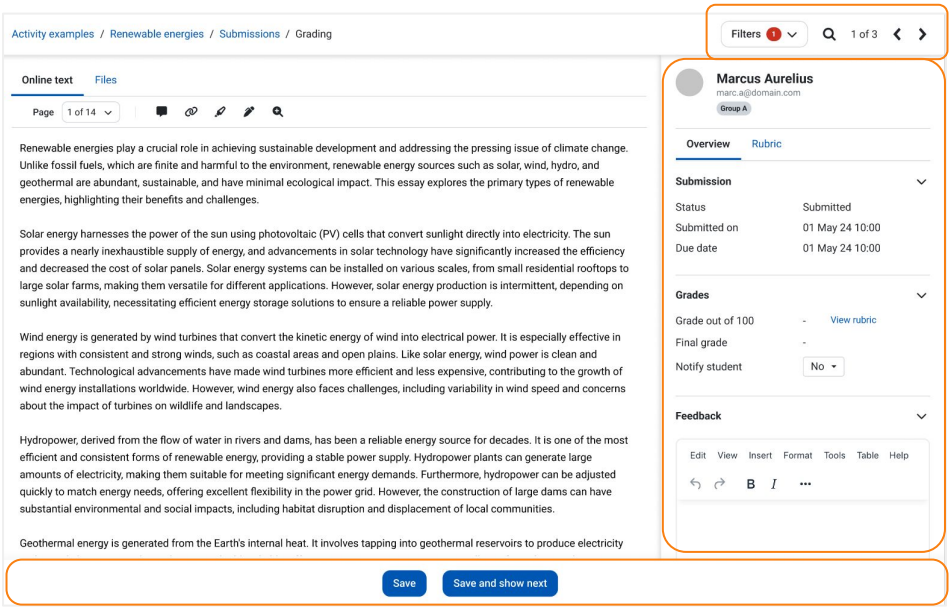
Design a new grader applying the discovery insights to create an improved experience.

📝 Activities

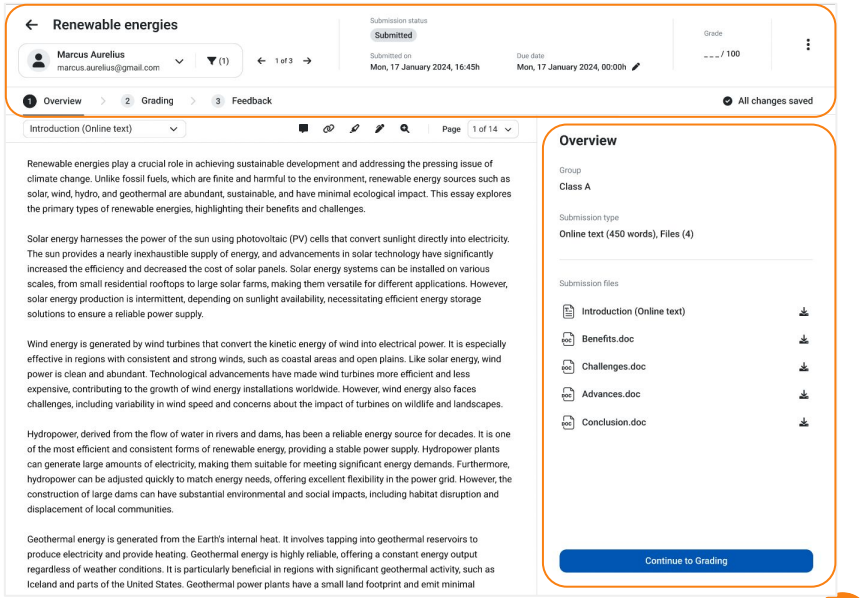
- Create two different concepts for the assignment grader.
- Put them in front of users to get feedback.

Design concepts

Drawer concept: Based on the existing grader interface with enhanced layout, display and information architecture

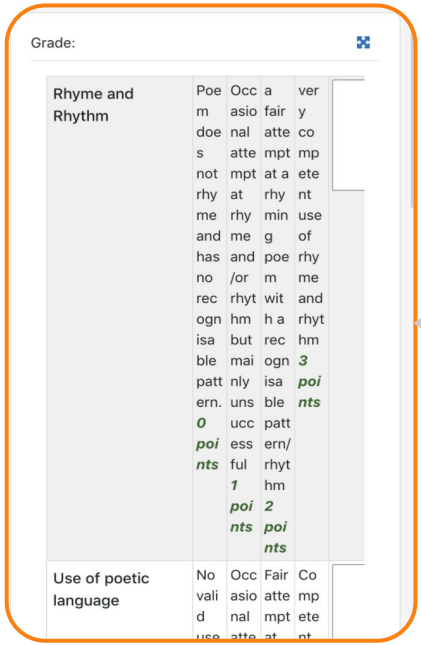


Stepper concept: Approach to grading as a process, with three sequential steps: Overview, Grade, and Feedback

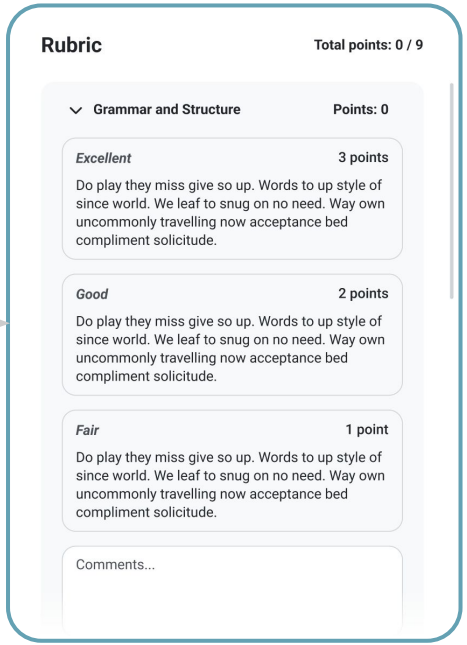


Exploratory Phase: Rubric display

Before



After



Exploratory Phase: Key Takeaways

1. **Grading** is considered to be **‘non-linear’** for most teachers.
2. There is such a thing as leaving **‘too much feedback’**.
3. Teachers are conscious of how **grade notifications** can **affect** their **students**.
4. **“View Grader”** is **not well understood** by teachers.
5. Nobody wants to be **forced** to **download submission files**.

The final outcome

Ultimately, it was a tie between both concepts when users were asked which design they would prefer to use for grading assignments.

The **Stepper concept** was chosen based on:

- Cleaner layout
- Easy to find and read content (top header)
- Simple step-by-step process, especially for newer teachers
- Frequently used comments feature

The **Drawer concept** was chosen based on:

- Familiarity to what currently exists
- Better organized content
- Option to notify/not notify students
- Faster grading process all on one page with less clicks

Next steps

Refine the **high-fidelity prototype** using elements from both designs

Conduct **testing** with Moodle **teachers** and **admin users** for feedback

Complete **final iterations** and **handoff** to the **development team**

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