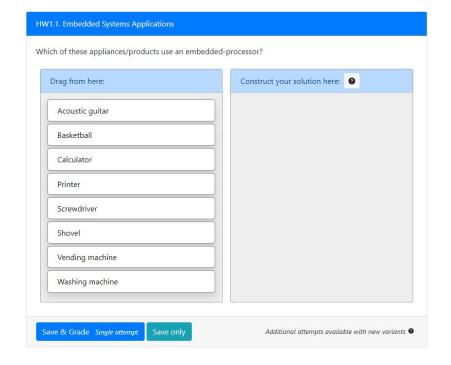
Problems and Users sdmay25-33

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Project Overview

- Create an interactive application for CPRE 2880 students to better understand the concepts
 - HWs and quizzes
 - Randomized questions and autograding
 - Use emulator tools to simulate microcontrollers
 - Potentially have an emulated Cybot robot interface
- PrairieLearn framework to host the application
- Utilize Python, JavaScript, C and other programming languages
- Hope to inspire other professors to build similar interactive tools for their students



Problem Statement

- Students don't get enough practice of concepts
 - Little feedback on Canvas HW submissions
- Not always availability to practice programming on the microcontroller in the lab
- Limited time to meet with Professor and TAs
 - Lab, class, office hours
- Limited capabilities with Canvas platform



Users/Personas

- CPRE 2880 students
 - Probably a sophomore
 - Never done embedded coding before
 - Maybe frustrated or overwhelmed
 - (Hopefully) wanting to learn
 - Wanting to do well in the course



Users/Personas

- CPRE 2880 professors
 - Busy
 - Attention is split: multiple classes, research, managing TAs, personal life
 - Want class to be successful
 - Want to improve their teaching skills



Users/Personas

- CPRE 2880 teaching assistants
 - Busy
 - Undergrad or grad students
 - Familiar to some degree with the material
 - Want less extra work



User Needs

- Students
 - Engaging/interactive
 - o Randomization for unlimited practice
 - Questions specific to Lab and Exam content
- Course TAs
 - Auto-grading
 - Help students explore the subject instead of answering introductory questions

Instructors

- Auto-grading to save time
- Randomization for less time designing questions
- Student performance

Conclusion

Through our implementation of our PrairieLearn solution, we aim to keep the user experience in mind and develop a product that will satisfy our user's needs.



Any Questions or Suggestions?