PARTICIPATION REPORT

EDID6509: DESIGNING LEARNING AND PERFORMANCE SOLUTIONS

University of the West Indies Open Campus

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April 15,2022

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Stint # 1 Trial	Links	Explanation
2 Best critiquing interactions including explanation as why they are best for Stint # 1	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=93350#p242482	This post reflects my critique contribution to the group discussion on the trial stint. It is best because it is an in depth critique of the initial process and software used.
	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=81523#p274170	This critique interaction of - Advanced Solutions Expert's post showcases the analysis process required in designing performance solutions with the course guidelines it mind.It showcases how designers may interpret the same details and instructions differently and it is reflected in the production of the end product.
2 interactions where improvement are needed including explanation	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=81644#p274115	This post outlines the areas needed for improvement in the presentation of the Stint 1 activity by Advanced Solutions Experts. The use of multimedia sources would have greatly strengthened the post.
	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=90581#p369739	The images were meant to communicate lots of information visually however they were too imposing on the end user. They needed to be resized.

Stint # 2	Links	Explanation
2 Best critiquing interactions including explanation as why they are best for Stint # 2 **(PBLE/PSL)**	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=108156#p370143	This post represents observations of strengths in PSL environments achieved by a colleague. Explanation in post.
	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=107683#p370158	Explanation in post link.

2interactions where improvements are needed - including explanation	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=108273#p370147	Explanation in post link
	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=109116#p370122	Explanation in post link

Stint # 3	Links	Explanation
2 Best critiquing interactions including explanation as why they are best for Stint # 3 **(CSCL)**	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=120912#p370166	The prototype was very realistic and characterized a high fidelity prototype (Babich,N. 2020)
	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=115831#p370295	Explanation in post link.
2interactions where improvements are needed including explanation	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=115831#p330587	In this post, I used presented of my individual Brain Dump on CSCW(Open Emis) the format of the presentation can be improved as suggested by peer Jerome Smith
	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=115831#p329922	CSCL- Improvement can be made as I was learning the software and the saving of files did not accurately render hence the slide below the prototype link and files did not save as intended.
	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=115831#p330511	In the interest of time and in effort to share with peers Stint 3 was presented as an Mp 4 video. While the prototype presentation adequately demonstrates the concepts of how the improvements may be made to Google classroom it lacked the interactive

		feature of prototyping. This may be improved using Google slides and adding the interactive functions or Axure RP10. Babich (2020), explains that prototyping is the process of constructing an interactive experience including possible stimulations of the user interface interactions.

Stint # 4	Links	Explanation
2 Best critiquing interactions including explanation as why they are best for Stint # 4 **(PSS)**	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=128452#p369801	PSS Big Blue Button- Explanation in post link.
	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=128452#p370343	Explanation in Link
2interactions where improvements are needed - including explanation	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=128452#p369757	This post represents Rheas's PSS task can be improved by creating a version of the prototype that is more realistic to the existing one. It should include checklists as well.
	https://2021.tle.courses.open.uwi.edu/mod/forum/discuss.php?d=128452#p370343	Explanation in link

REFLECTIVE DESIGNS

This experience allowed me to quickly observe that the conditions for learning are highly overlooked by many institutions. Both practical observation and experimental evidence suggest that in the case of many skills "the amount of transfer of learning is proportional to the amount of initial practice" (Gagne, 1954). The foundational design principles of behaviorism, cognitivism and constructionism and even connectivism must be applied to the basis of any design. The principles outlined in these theories help to

guide a particular design. The design process of the prototypes was intriguing and nerve wrecking . The Axure software was a pleasure to work at times. We tried to ensure that each stint had a different group leader to maximize learning from each other as a team.It worked well.

The struggle was real for many, in trying to accomplish a number of tasks in the prototyping software. I found myself on several occasions helping my group mates to figure out how to perform certain actions and functions in Axure and neglected my own iterations nevertheless it was another opportunity to learn and work collaboratively as I learned much from the team this semester. As the assignments indicated we needed to be on the same page, pulling our weight, moving forward to accomplish the assigned tasks. I think my team worked well together as we always do, as the Smooth Solution Designers.

In effort to close some of the design gaps I would have spent more time on creating more realistic prototypes that have the look and feel of a future product."Babich, N. (2020) This way the feedback may be more immediate coming from the "average man or user". This would have included artifacts,interactions, functionality and colours. While consideration was given to these areas, they were compromised at times in order to meet deadlines.(While as designers we can create, we do not determine how the end user will use the product)

My teammates shared that one my features and functionality did not translate the way that they were intended in Axure and that gap could have been closed by using Powerpoint to showcase the design to close the design gap.However there were time constraints.

One major takeaway was the challenges , climate and context that instructional designers work with.Now I know how frustrating it can be as instructional designers to figure out what is necessary to complete a design, work with short deadlines and not so clear requirements. All in an attempt to satisfy a client. To close this particular gap I have adopted a shift in my mindset and accept that iterations and improvements are ongoing and that helps to develop my craftsmanship as a designer.