



PEANUT

LEARNING APP

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Category: education & leisure

Team:

Patryk Korycki (Graphic Designer)

Małgorzata Iwańska (UX Designer & Researcher)

Konrad Jaworski (Frontend DEV)

Monika Pazdyk (Graphic Designer)

Aleksandra Wolska (UX Designer & Researcher)

OUR IDEA



Our idea: to help teachers and children come out of needs that we observe in our environment. We decided to create a tool that will support teachers and students in online education. We would like to give them a creative space where they can meet together and teachers to have an eye open on their students develop. Main part of our idea is to give children one place to study on-line and carrying their tasks.

We realized that there are three main groups of users:

- children (we focused on the youngest students of age 8-10 years, who still need a parents' help)
- teachers
- parents or another family member pointed to help the youngest in studying

Our aim: to create a desktop tool dedicated to teachers (also non-technical users) and a mobile app which will be intuitive, clear and easy to use for 8-10 years aged children without parents' help.

OUR PROCESS



1. Discovery (personas; empathy maps, interviews and competition and environment analysis)
2. Define (pains/gains/jobs to be done canva; HMW questions)
3. Brainstorming about the app features
4. Prototyping (paper prototyping)
5. Prepare the real solutions (moodboards; graphics)

DISCOVERY: USERS



We had a phone interviews with 2 students, 4 teachers, 1 parent and 1 grandfather;)

Thanks to interviews with mainly users (teachers, students) and additional group - parents/grandparents (they know also students daily problems with online education) we created 3 simple personas descriptions and empathy maps which gave us an opportunity to look at their situation in the big picture.

Then we could focus on other apps analysis and go through the users problems and needs to fit their necessities.

DISCOVERY: POPULAR APPS

Padlet inspirations:

- layout similar to Trello
- the ability to add videos from YT, graphics, links to pages

Link to [Padlet](#)

Microsoft Teams inspirations:

- lots of functionality in one
- on-line board
- ability to create classrooms and interact with them on many ways

Link to [Microsoft Teams](#)

Kahoot! inspirations:

- the ability to create a game or quiz online
- real-time answers
- easy to join the game (via PIN)
- easy to use
- available on mobile

Link to [Kahoot!](#)

Librus inspirations:

- grades
- ability to post the homework content
- date of submission of work visible on the calendar

Link to [Librus](#)

DEFINE: USERS PROBLEMS



PROBLEMY NAUCZYCIELI



PROBLEMY UCZNIÓW



Most important problems for teachers:

- lack of knowledge about the online tools
- classes are not interesting for students
- children leave the classes, they are not involved
- they need to use several tools to work with students

Most important problems for students:

- lack of ability to quickly upload their homework
- no tasks that require their engagement
- lack of one tool for communication with the teacher
- a lot of things at home distract them
- boring, monotonous classes
- no access to laptop, printer etc.

DEFINE AND BRAINSTORMING: "HOW MIGHT WE" QUESTIONS & APP FEATURES: IMPACT FROM OUR USERS

Teachers

- How can we help teachers conduct online classes to properly involve students?
- How can we help teachers organize their work well, so that they have a sense of proper time management?
- How can we help teachers keep in touch with students so that they feel that their contact is better?

And responded to them with "How might we" method by choosing some features to the app:

- places with inspirations, some ideas for creative classes
- games, quizzes
- ability to upload some additional materials
- calendar
- schedule with information about homework prepare for students
- readable dashboard
- on-line chat with ability to call
- on-line classes, conferences
- real-time exercises
- ability to create folders with homeworks uploaded by students in one place and possibility to evaluate them

Students:

- How can we help students easily contact the teacher?
- How can we help students accomplish interesting and engaging tasks?
- How can we help students get through the online learning process easily?

And some ideas for them:

- on-line classes, conferences
- on-line chat with ability to call
- one place to upload files
- games, quizzes
- real-time exercises and ability to interact with teacher
- creative classes
- calendar with readable schedule
- possibility to conduct group tasks
- simple, clear and intuitive mobile app

APP DESIGN & PROTOTYPE



We decided to create an app prototype in Adobe XD ([link](#)) and teacher dashboard in Figma ([link](#)). Our future app should be available as desktop tool (for teachers) and iOS and Android application (for students).

We think that our idea can be developed in the future and used in everyday classes to enrich learning process, engage children, learn through play and keep the children in touch with teachers. It might be helpful during group projects for students and to supervise them by teachers.

Main advantages of our tools (both mobile app and desktop tool) are:

- tools fitted to users' needs
- all features in one place: classes on-line, chat between teacher and students, all needed files in cloud storage, games and quizzes, on-line exercises
- readability and accessibility for the youngest students
- easy to use for non-technical teachers

We believe that this app can increase the students engagement and we can make this online education process easier than before. We also would like to encourage non-technical teachers to broaden their horizons and help them to do their work quicker by providing a new desktop tool.

SHORT STORY OF A LONG TRIP FROM RESEARCH, SKETCHES...AND MANY OTHER ARTEFACTS

KORZYŚCI DLA NAUCZYCIELI

- jedno narzędzie do pracy
- lepszy kontakt z uczniami (bezpośredni)
- organizowanie nauki
- ciekawość, angażujące pomysły na zajęcia
- pełniejsza wiedza w korzystaniu z narzędzia
- większe zaangażowanie i aktywność w nauce
- intuicyjne i proste narzędzie
- dobry kontakt z uczniami

POTRZEBY NAUCZYCIELI

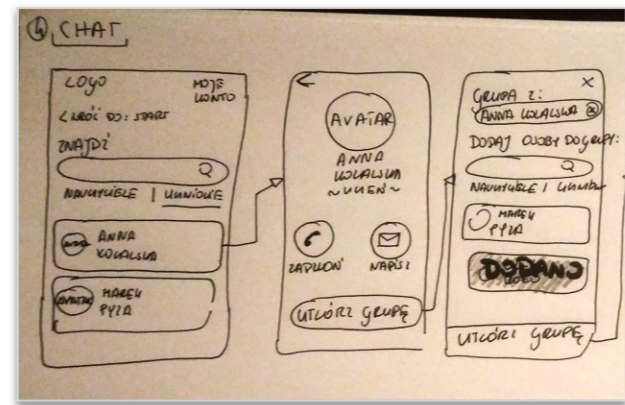
- chcę bez problemu przygotować zajęcia online
- chcę przekazać uczniom wiedzę
- chcę w łatwy sposób zwiększyć wyniki uczniów
- nie chcę korzystać z zaawansowanego technicznego narzędzia
- chcę szybko i łatwo wchodzić w interakcje z uczniami
- organizacja pracy
- chcę komunikować się z uczniami na dowolnym urządzeniu

KORZYŚCI DLA UCZNIÓW

- ciekawe zajęcia
- lepszy kontakt z nauczycielem
- kontakt z kolegami z klasy
- mniej gier domowych
- pełniejsza wiedza o nauce i sposobie rozwiązywania zadań domowych
- praca w grupie
- możliwość nauki przez telefon
- dokładny plan zajęć
- lepsze wykorzystanie czasu dla siebie podczas nauki

POTRZEBY UCZNIÓW

- chcę zdobyć wiedzę w nowoczesny sposób
- chcę grać w gry
- chcę porozmawiać z nauczycielem
- chcę żeby prace nauki nie był skomplikowany
- chcę utrzymać kontakt z rówieśnikami
- szybko móc znaleźć rozwiązania zadań domowych

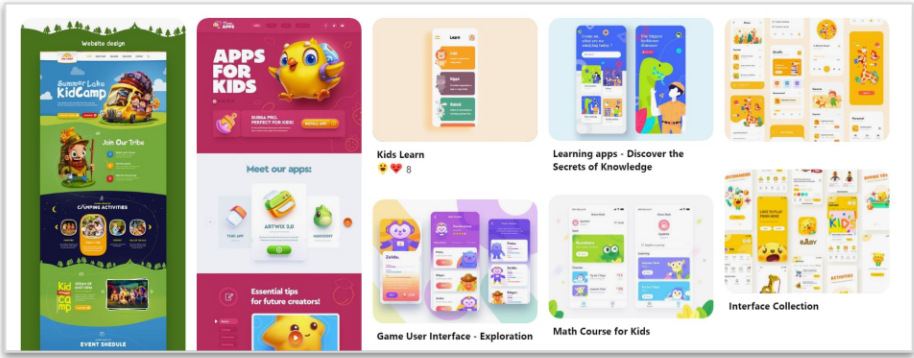


Zadania w książce

"Can I borrow your trainers?"
SB (6.4)
SB, p.86 (6.4)

- Zapoznaj się z poniższymi zwrotami i przepisuj je do zeszytu wraz z ich polskimi tłumaczeniami, które znajdziesz w podręczniku na stronie 89. Następnie odsłuchaj plik dźwiękowy 3_10

| Can I borrow a pen, please? | Czy mogę pożyczyć długopis?



Mapa empatii - uczeń

Co mówi/robi?

- musi nauczyć się korzystania z kilku narzędzi
- mówi, że jest zmęczony
- w nauce muszą pomagać mu rodzice, którzy przygotowują materiały - drukują karty pracy, pomagają wysłać do nauczyciela
- szybko się nudzi

Co myśli/czuje?

- czuje się przytłoczony nie tylko natłokiem informacji i zmianą sposobu uczenia (wykonywania zadań i ich przekazywanie do sprawdzenia nauczycielowi), ale i zmianą formy kontaktu z nauczycielem
- zajęcia nie są dla niego atrakcyjne ani interesujące

...TO OUR IDEA

