

# DIGITAL LEARNING TOOL

Project Proposal



**ETEC**  
**511**



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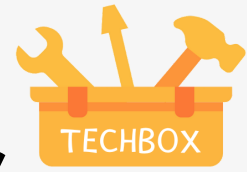
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# KEY FEATURES



## Easy to Use

Simple design feature will allow users to swipe up/right/left to select their favourite apps.



## Teacher Ratings

Classroom teachers will be able to selectively choose from tried and tested apps, reviewed by fellow educators.



## Categories

Applications on Techbox will be organized by EdTech Categories. Example categories include...

- Coding
- Typing
- Graphic Design & Presentations
- eBooks
- Student Portfolio
- Film
- Animation
- Digital Storytelling
- Podcasting
- Gamified Learning
- Assessment
- Communication



## Video Tutorials

Resources such as app video tutorials are included so educators can jump right in and explore their new app.



## Lesson Ideas

Educators can post their lesson plans and student examples for other educators to use.

# USES & USERS

Techbox was designed with the educator at the forefront of our design. In order to meet the needs of classroom teachers, we created one place where educators can access all the tools available in the web of Educational Technology. Our app is beneficial for both EdTech specialist teachers as well as classroom teachers with limited knowledge of tools being used in classrooms around the world.



## EdTech Specialists

EdTech specialists will have the ability to access a growing list of the top Technology apps used in the classroom. Specialists will also be able to share their experiences by providing ratings of apps based off of their personal experiences using the apps in the classroom.



## Classroom Teachers

Classroom teachers will be able to selectively choose from tried and tested apps, reviewed by fellow educators. App descriptions will also have lesson ideas and curriculum integration ideas available.

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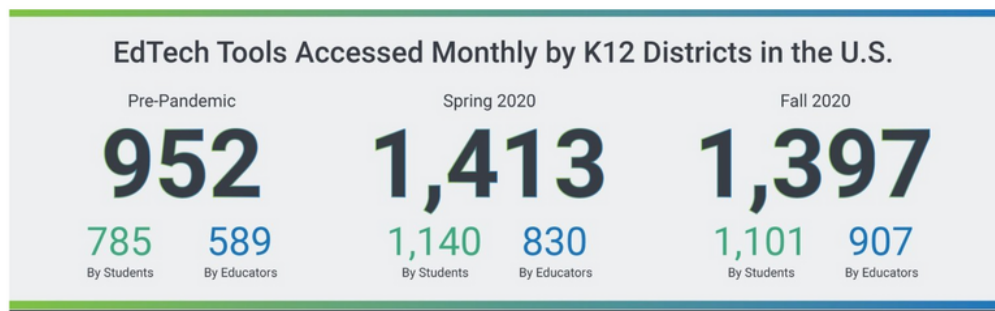
## Scholarly Link

*Educators face institutional and knowledge barriers that discourage them from integrating technology into their teaching (Stein et al., 2020, p. 146). Techbox aims to break these barriers down for all educators so that they can feel confident when introducing new technologies to their students.*

# RATIONALE



As EdTech teachers, we have witnessed the growth of technology integration in the classroom, particularly in recent years when the Covid-19 pandemic digitized classrooms. According to Learn Platform (2022), interactions with EdTech tools have dramatically increased compared to pre-pandemic data. We have seen many new, innovative and teacher-approved tools that have flooded the EdTech ecosystem. With the steady addition of news tools, the challenge we face as educators is two-fold: 1. How can we keep up with the latest and greatest educational apps without feeling overwhelmed? 2. How do we determine which apps are teacher-approved and have proven success in the classroom? These challenges are not limited to us, but are struggles fellow educators face in our fast-paced, information overload, modernized classrooms.



Source: Learnplatform.com

Global EdTech spending is expected to increase from \$227B in 2020 to \$404B in 2025 (HolonIQ, 2021). The field will be inundated with tools, and we want to provide educators with the means to easily filter through and select the tools fit for their unique needs. According to a 2020 survey by Teachers Pay Teachers, teachers use 7 digital tools for daily instruction and half of teachers feel overwhelmed by the new instructional technology (The perils of, 2021). We want to minimize the challenges teachers experience with EdTech tools and help promote the 4 C's of Collaboration, Communication, Creativity and Critical Thinking skills that are fundamental in the 21st Century classroom.

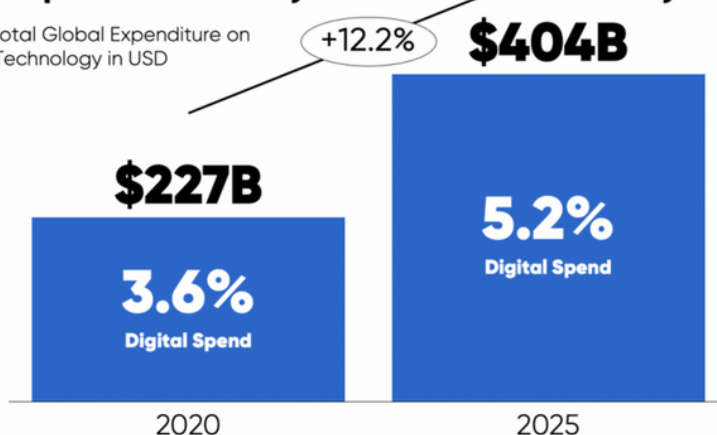


HOLONIQ. EDTECH IN 10 CHARTS

HolonIQ

## EdTech spend will nearly double in the next 5 years

Growth in Total Global Expenditure on Education Technology in USD



Source: HolonIQ

Source: HolonIQ

# DEVELOPMENT

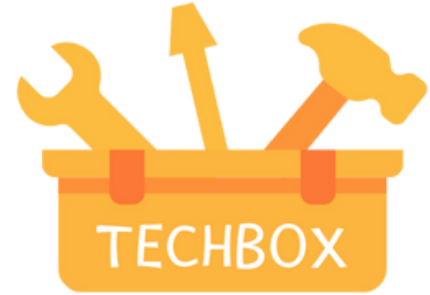
Digital Learning Tool  
**PROJECT**  
Proposal

## ? PROJECT DESCRIPTION

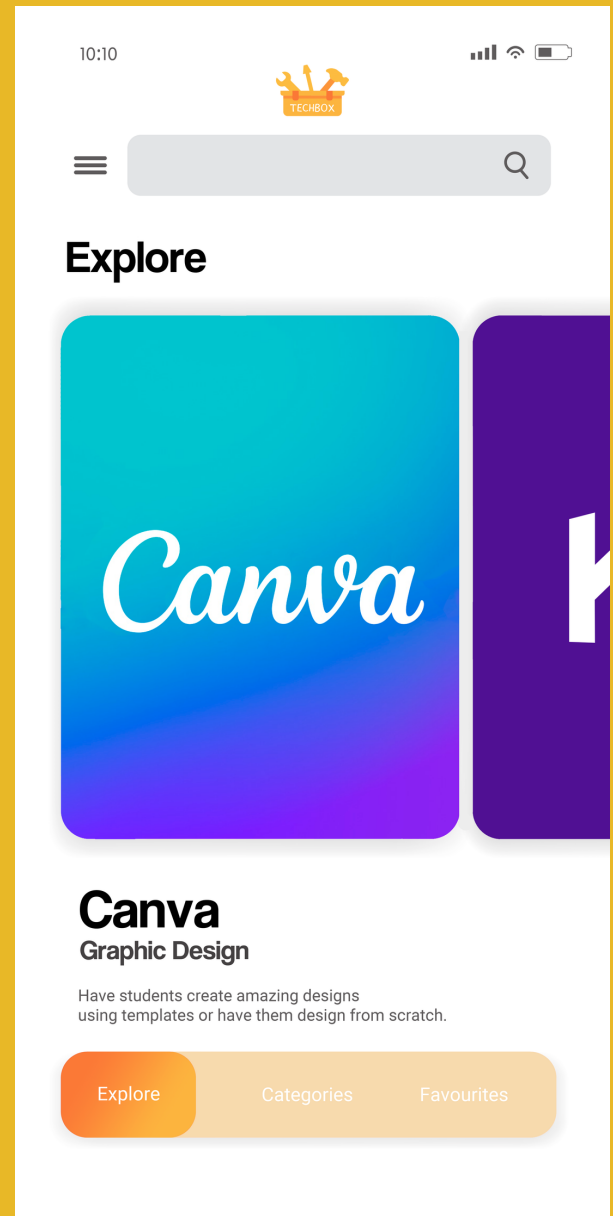
Techbox is an iOS app that will give educators access to EdTech apps that are tested and proven in educational settings. Upon launching the app, educators will be sent to the Explore screen with featured applications. The apps can also be viewed in EdTech categories to help educators quickly find what they are looking for. While viewing applications, educators can use gestures to save them into certain categories. These categories are “Yes, let’s use it!”, “Maybe later”, and “No thanks!”. When an educator finds an app, they will also be shown ratings and reviews submitted by other educators, resources to use the application, and lesson ideas submitted by other educators. By giving EdTech educators a platform to share resources, we aim to create a learning network that changes how educators feel about introducing new apps to their students.

## PROJECT DEVELOPMENT

In order to bring this app concept into production, we plan on creating an app prototype using the Proto.io app development program. After testing out a variety of app building products, Proto.io offered the most comprehensive program with a friendly user interface. We also plan on using Canva to create the graphic content required to build the Techbox app.



## EARLY DESIGN PROTOTYPE



DESIGN SUBJECT TO CHANGE

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# USABILITY

*Our design goal is to be simple and intuitive. Through careful design choices relating to UI, we will measure usability through the amount of taps it takes for a user to reach what they are looking for.*

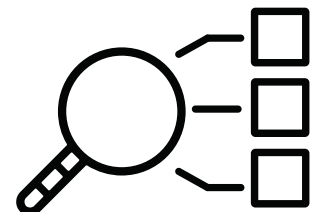
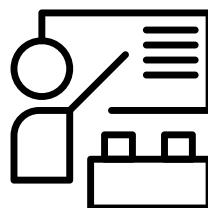


## CONFIGURING OUR USERS

*Woolgar (1990) discusses that technology will configure the user of a product, regardless of the intentions of a developer. To measure the usability of our app, we will focus on the following areas and assess how these choices configure our users.*

- **Tutorial:** We intend to create a spotlight tutorial that will run on the first use of Techbox. This short tutorial will help users understand our user interface and the touch gestures that the app will support. This will set user expectations relating to the functionality of our app and will be measurable based on how many errors a user makes and how long it takes for a user to find what they are looking for.
- **Interface Design & Touch Gestures:** We will use apps that many users would be familiar with, such as Facebook, Twitter, Instagram, and TikTok, as inspiration for our design. For touch gestures, we will look to Instagram, TikTok, and Tinder so that we use familiar gestures that are applicable across apps. By looking to these apps for design inspiration, we will be able to configure our users more effectively as many have already been configured by these apps in the past. We will measure our success in this area through the improvement over time relating to the amount of errors a user makes and how long it takes for a user to successfully navigate through the app to find their first resource.
- **Categories:** We will have preset categories to organize the apps that are available to educators. Through the usage of categories, educators will be able to quickly see what options are and are not available. This limiting feature will help program the user as it defines the boundaries of what our app contains. Although this is a limiting feature, it can change if we decide to add other categories. By having clear categories, we aim to improve the search time of our users as they will be configured to expect what apps will appear in each category.

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# USABILITY



## EDUCATIONAL USABILITY

*Techbox will provide educators with a single place to find EdTech iOS apps.*

We aim to provide educators with an intuitive user interface so they can find the tools they need quickly and easily. Our focus on educational usability means we will provide meaningful educational tools in a way that makes the job of EdTech educators easier. By focusing on creating a tool for educators, we can include features important to them, such as reviews from fellow educators, examples submitted by educators, and a link to further resources for their selected app. By creating a toolbox that educators can pick apps that have been proven to be successful in classrooms, we can help educators spend less time searching for apps and more time using them.



## USABILITY SPECIFICATIONS

*Issa & Isaias (2015) provide the usability specifications of performance and preference which we will follow to ensure our app is designed with usability in mind.*

- **Performance Measures:** To measure usability performance, we will track the number of taps it takes for a user to reach the resource they are looking for. We will also measure how many taps it takes for a user to find another resource and to reach the home screen of the app from a resource page. Finally, we will measure how many errors a user makes to evaluate the efficiency and learnability of our UI (Issa & Isaias, 2015, p. 33).
- **Preference Measures:** As educators, we can question peers in our educational community about the usability of our app prior to launch. This will allow us to make the needed changes to ensure widespread usability during the development stage. After launch, we will use user feedback to collect data through an optional feedback form in our app. This will allow us to constantly evolve the user experience and ensure our target audience has the tools they need to be successful while using Techbox.

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# Meet **THE TECHBOX TEAM**



## **Liana Ranallo**

Liana is a Music and Technology specialist teacher in the K-7 classroom.

As a current MET student, she is eager to find ways to bring innovation to learning by challenging her students to explore a variety of EdTech learning tools.



## **Joseph Villella**

Joseph is a Grade 4 teacher in Burnaby, BC. He enjoys learning about new technologies and trying the newest products. He is excited to learn ways to introduce new technologies to his students through the UBC MET Program.

# REFERENCES

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**"WE BELIEVE  
INTRODUCING NEW  
TECH TOOLS IN THE  
CLASSROOM  
SHOULD BE ONE  
TAP AWAY."**

**Liana Ranallo & Joseph Villella**  
Techbox Developers