

Understanding adjunct faculty needs in a student-focused VLE - a user-centred design approach.

John Lenehan, Research and Technology Lead, Digital Learning Department, Hibernia College

@hiberniacollege
hiberniacollege.com



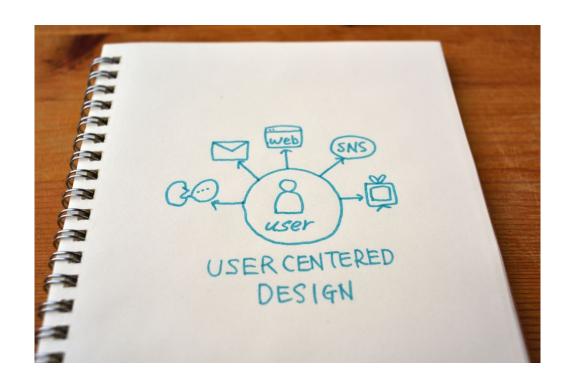
Context

- Customised our VLE for students
- Focusing on other user groups
 - Research Supervisors
 - Placement Tutors
 - Academic Tutors



Design approach

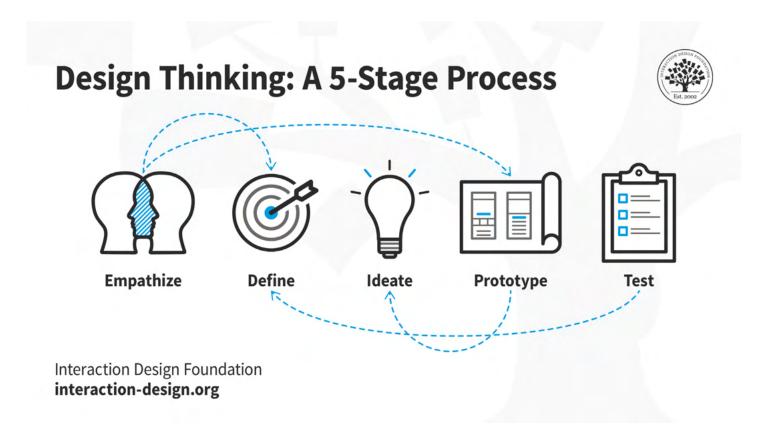
- User-centred design
- Design thinking
- Activity-focused design



User-centred design?

"human-centred design is an approach to interactive systems that aims to make systems **usable and useful** by **focusing on the users**, **their needs and requirements**, and by applying human factors/ergonomics, and usability knowledge and techniques".

Design Thinking







"Activity-focused design centers on the actions people need or want to take in order to reach a goal."

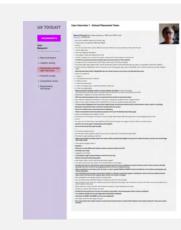
Study

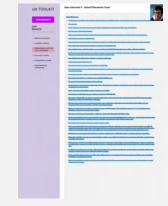


- Five members of each group of adjunct faculty
- 30 min Zoom interview
- Wide experience range
- Demonstrated via screen share
- Recorded for detailed analysis

Interview data













Common issues identified

- Riscounts is solition away provises come in trappering —Can's increment as the?
 Observat From where its get in their own air the Carmar stage.
 In insucific notified when a student field a programs report.
 The Head Book is the most important document, but it it difference trends in MRDP coloring.

- Max "Maybe have a seb form there you can small directly???! (No record in your celbox with this method).
- Research supervisor is a common area so don't split them up.



- Idea: this touse can be fixed by having direct links to submission sneas in hibernia home

- Liss did download the cohort app but she hasn't used it and she didn't get any training on it
- Lisa wasn't sure if the days included in the code PMEPPSPR21 is the date that students start or the date they graduate. At the moment, Lisa is unsure about this?





- 1. Navigation paths in Moodle for teachers were long and difficult to remember ¹
 - Presented with 85 options
 - Paths are 6-7 steps long
- 2. Inconsistent breadcrumbs and language ¹



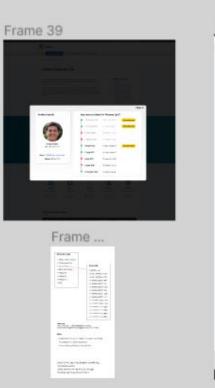
1. John Lenehan, PMEPP Academic Tutor User Experience Study, 2023

Effects of poor UI/UX

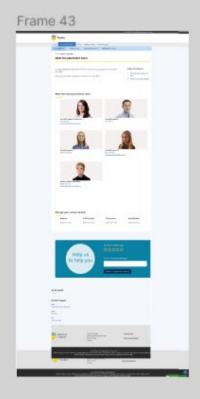
- Slow task processing
- Increased errors
- Slower onboarding
- Higher training costs
- Excessive help desk queries
- Low morale
- High staff turnover

Prototypes designed in Figma





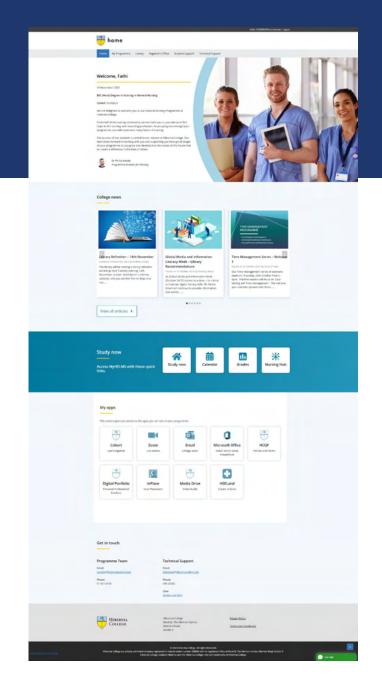






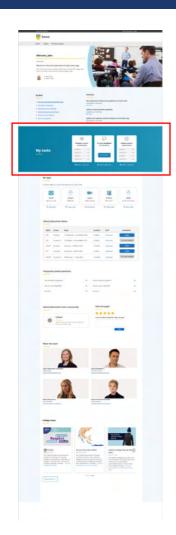
Figma to the web

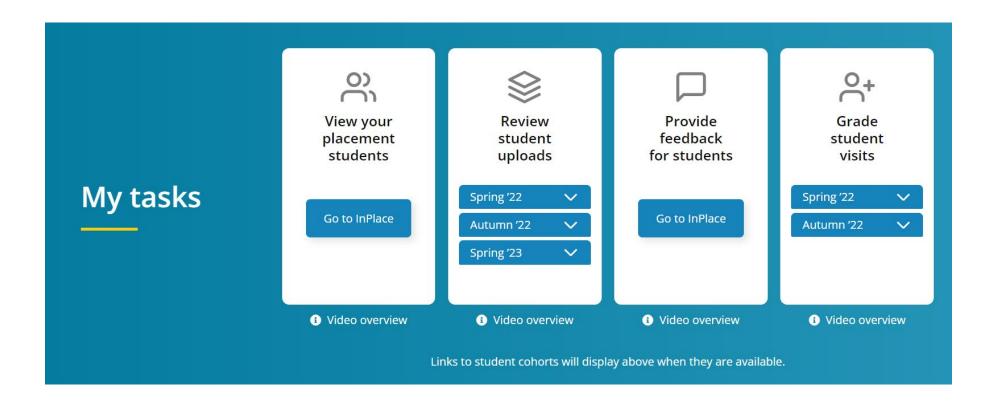
- Open source, it does not look modern
- Expensive to customise
- WordPress home.hiberniacollege.com
 - Gutenberg UI editor
 - Single-sign-on



Task-based solution 1



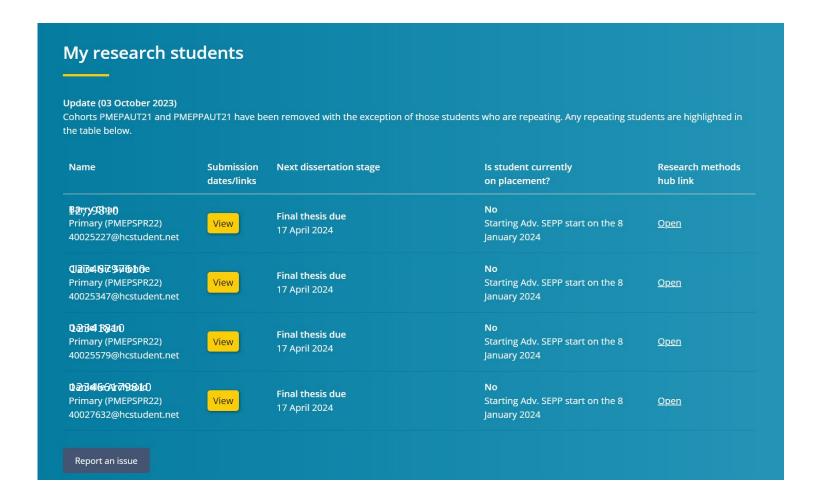




Task-based solution 2

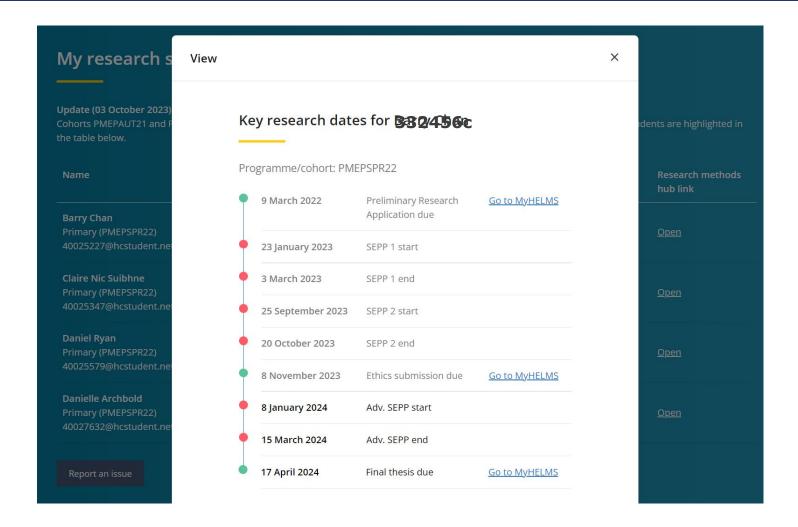






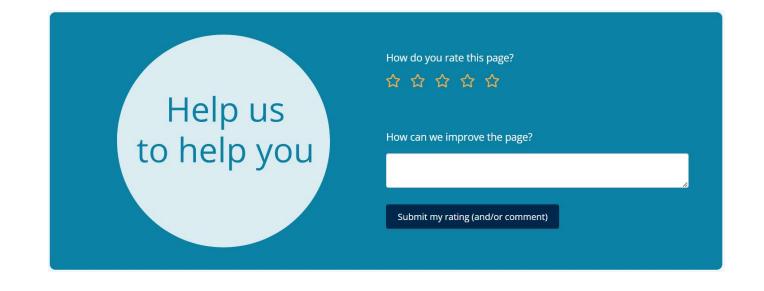
Task-based solution 2.1





Initial user feedback

- 32 entries
- Average rating of 5 stars



Feedback comments

"Truly bravo – this is great, so userfriendly and accessible – THANKYOU"

> "Simply excellent and so easy to follow and find what I am looking for!"

"Very clear and neat workflow – thank you. Aoife"

Reflection

A user-centred design approach makes systems easier to use because they are focused on the needs of the end-users and not the systems team.

Benefits of good UI/UX¹

- Increased and faster user adoption
- Fewer errors
- Accelerated ROI
- A more engaged, satisfied workforce
- Lower costs

Contact me

John Lenehan

Research and Technology Lead Hibernia College Digital Learning Department Hibernia College



https://www.linkedin.com/in/johnlenehan42/



