



# **Microsoft Teams**

More engaging classroom

# **Project Overview**

We want to increase Microsoft Teams presence as a tool used by students. Our design leverages learning engagement and highlights the positive impact of anonymity in online learning environments.

#### Problem

Microsoft Teams streamlines workflows for collaborative teamwork for businesses; however, it isn't adopted as a communication tool among the student community

#### Problem

When in class, students often use many Online communication tools where information isn't centralized and it is generally difficult to engage with the professor in large class sizes.

#### Goals

Reduce the difficulty of absorbing information in lectures

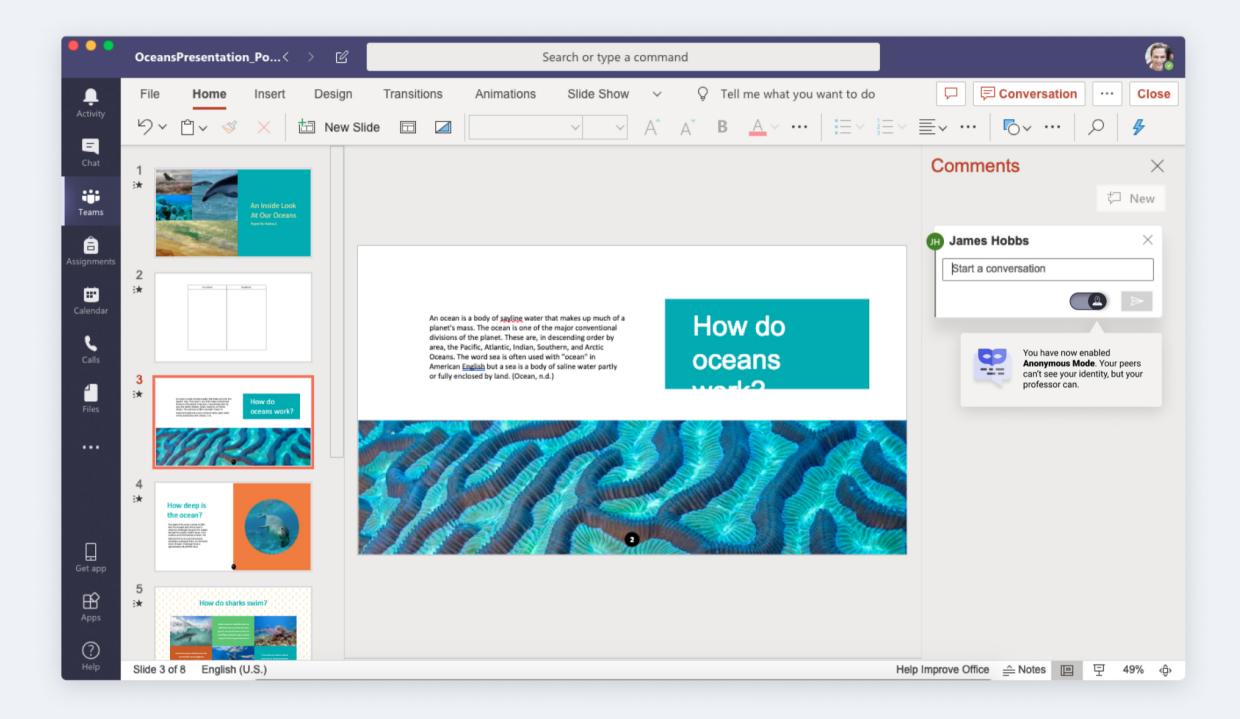
02

To help professors better engage with the students and facilitate better peer-to-peer learning experience

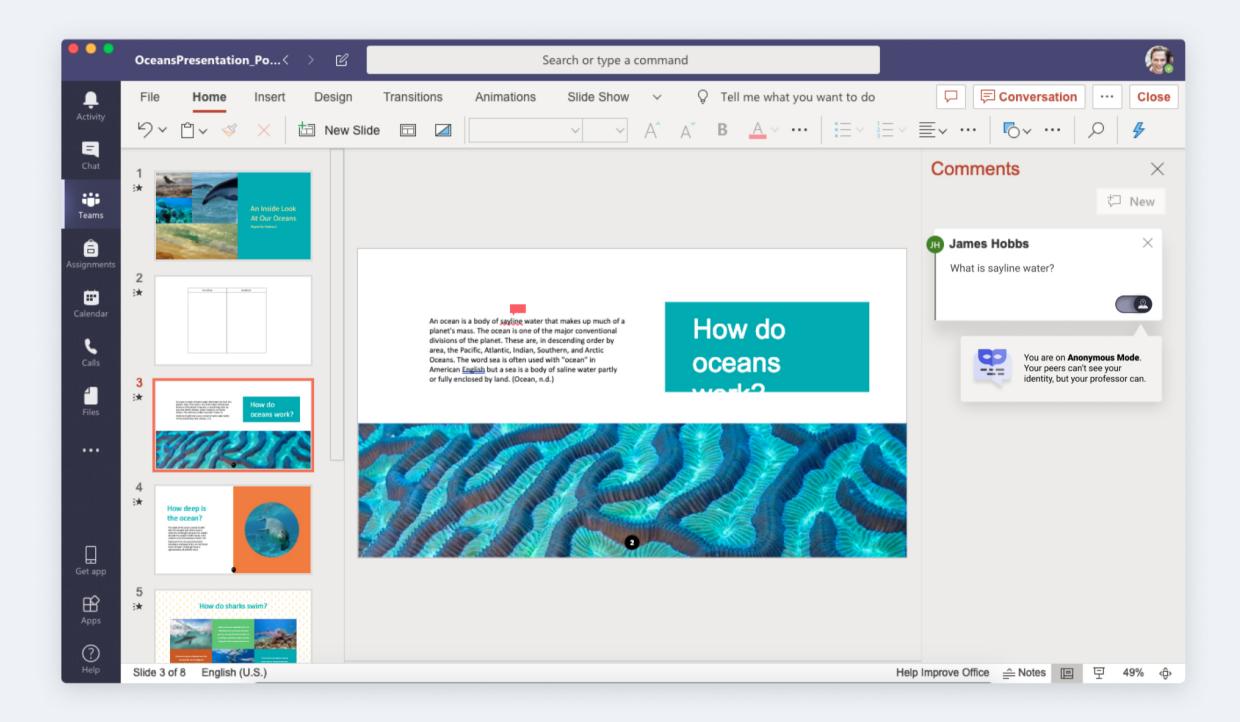
# **Key Interactions**

To ensure that we achieve our goals by the end of our design process, I designed interfaces that work towards each of our goals.

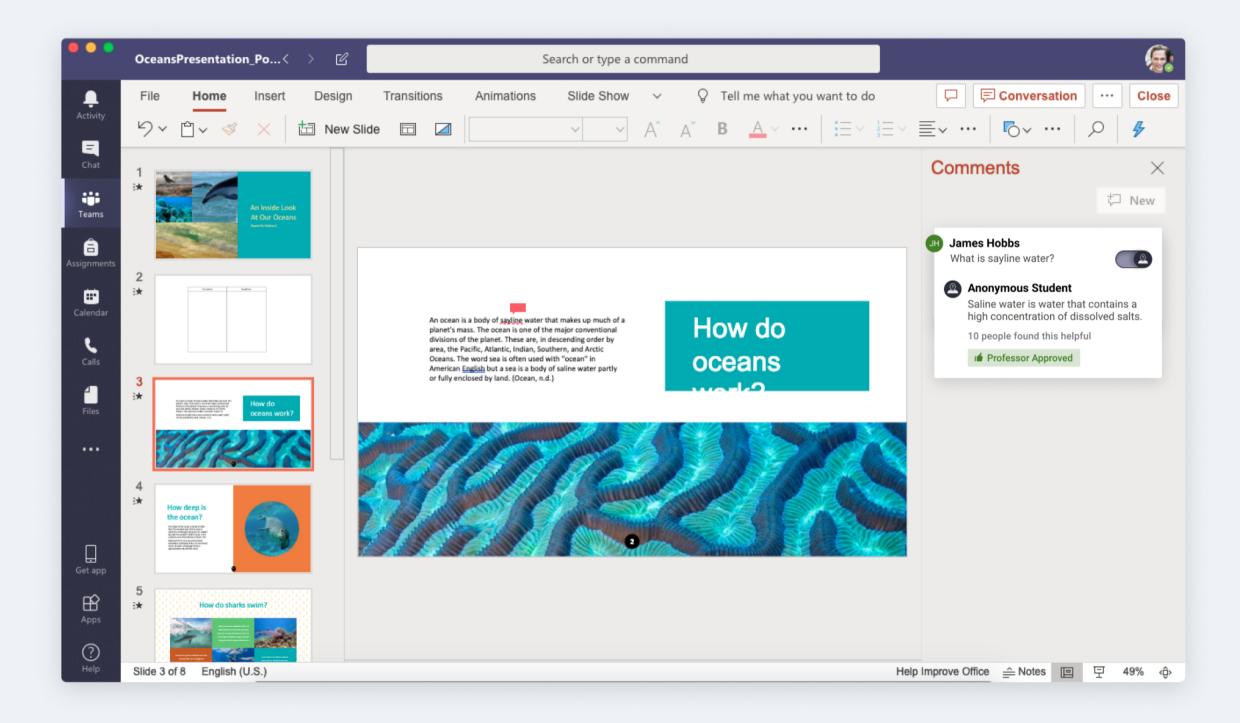
## Goals 1a



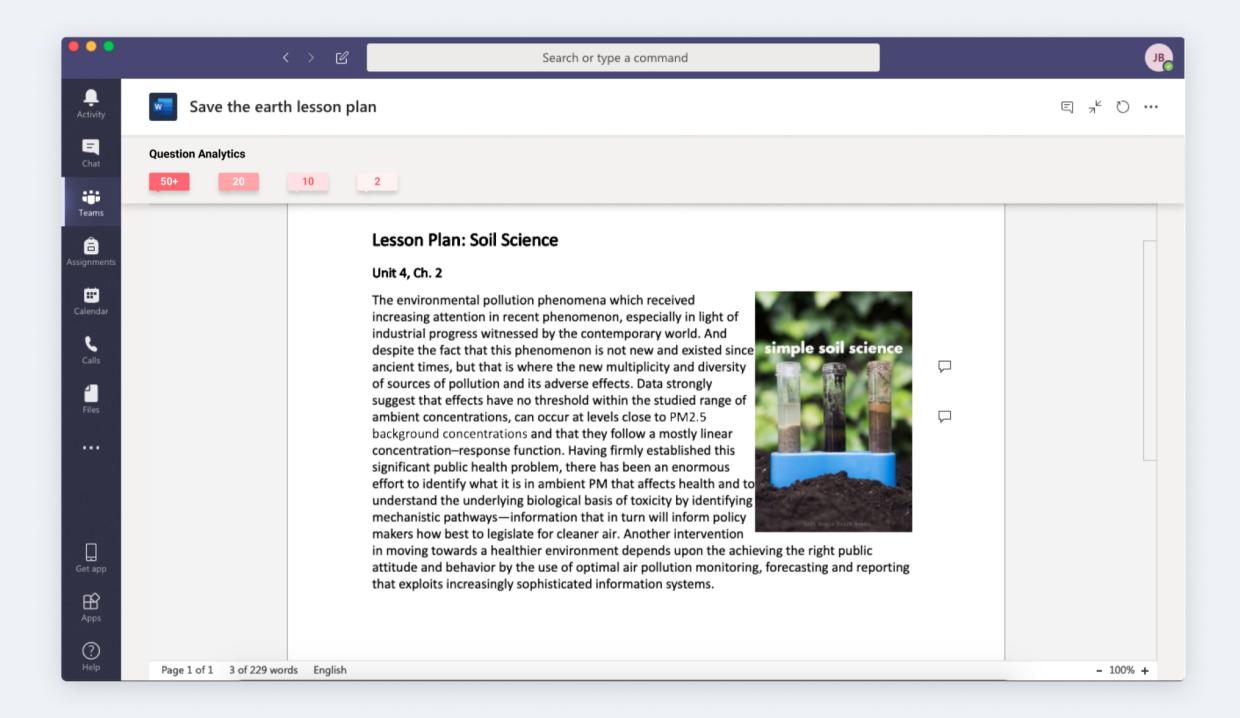
## Goals 1b



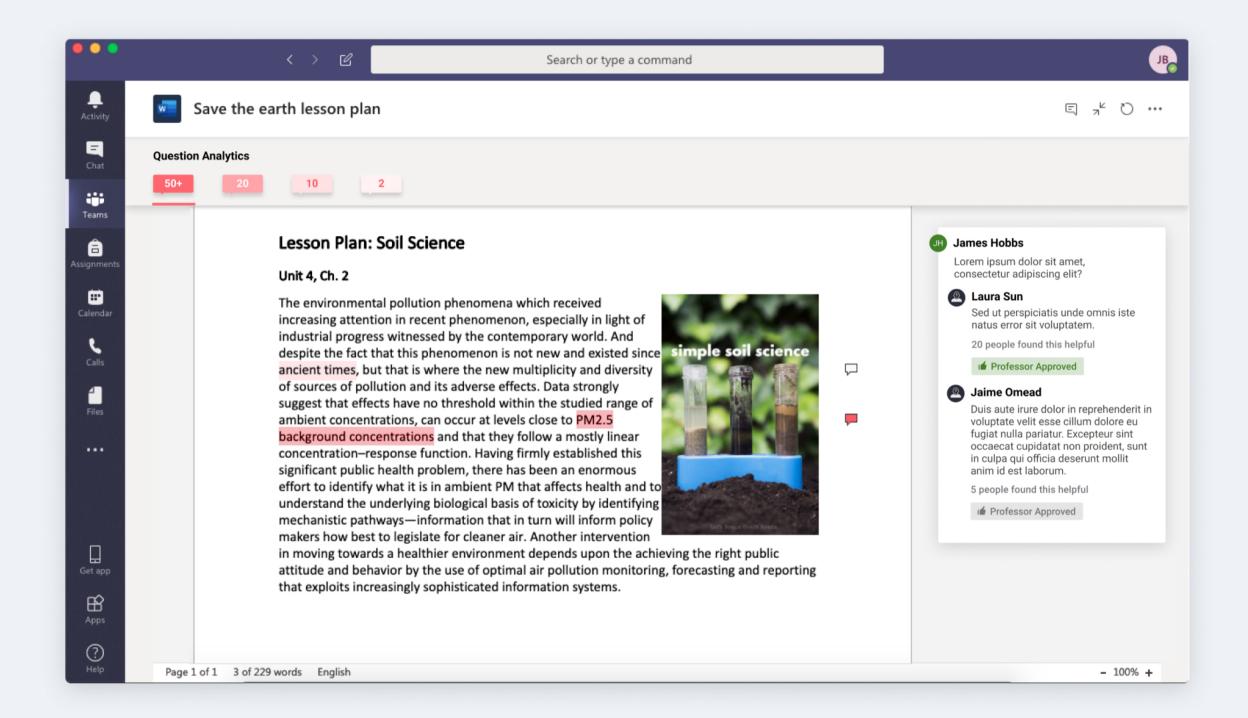
## Goals 1c



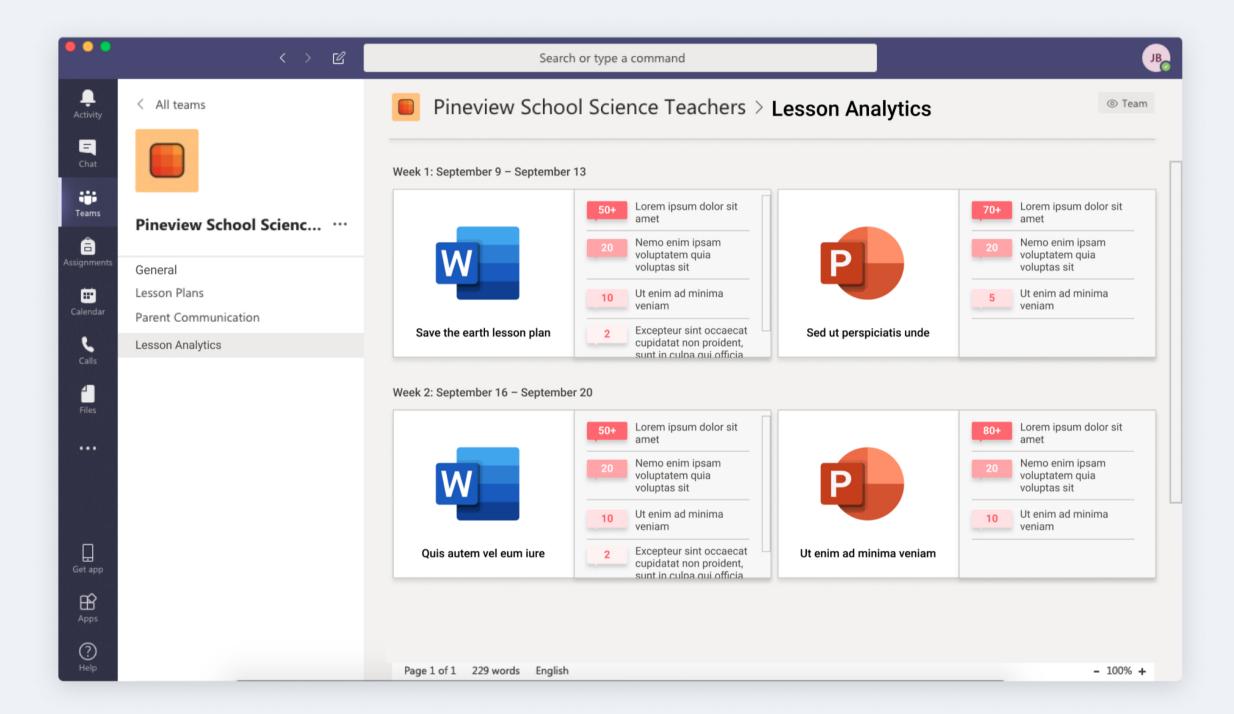
#### Goals 2a



#### Goals 2b



## Goals 2c



# **Measuring Success**

- 1. Overall completion rate % of questions getting posted and answered in the class
- 2. Overall student engagement on discussions on the platform
- 3. Professors' engagement rate on the Learning Analytics dashboard

#### Final Statement

Anonymity removes the perceived risk of unconscious bias from peers and tutors. Enable anonymity feature is what gets students to be more engaged.

