Graphics design of a mobile UI for primary school administration

RESEARCH PROBLEM

- Administration in the classroom and after class hours takes much time.
- Lost class books have to be rewritten – difficult to retrieve old data.
- Copying of data from one form to the next wastes time.
- The goal is to reduce the administrative load of teachers.
- Currently Web applications are available to reduce the administrative load at schools.

OBJECTIVE

- The aim of this project is to reduce the load of daily administration on teachers.
- It is focussed on the UI of mobile devices and touch screen interaction.
- Simple design and ease of learning are the main design considerations.

RESEARCH PROBLEM

- Related Web systems and applications are not easy to use.
- Tablet technology is not commonly used in Czech primary and secondary schools yet.
- Technology is quite cheap.
- A specialized GUI should be easy to learn and use.

METHODOLOGY

- Analysis of existing applications for Czech school administration.
- Analyzing tablet UI needs, advantages and disadvantages.
- Meetings with teachers.
- Identifying daily goals and scenarios.
- Testing new GUI with teachers.

EXPECTED RESULTS

- The goal is to create an interactive UI simulator on a tablet device.
- Videos will be used to show intercation, scenarios and the achievement of selected goals.

References:
Cooper, Allan. 2007. *About face 3*, Wiley Publishing, Inc.
Tidwell, Jenifer. 2005. *Designing Interfaces*, O'Reilly

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