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UX SENSEI : PERSONALIZED LEARNING APP

PRODUCT DESCRIPTION

UX Sensei : Personalized Learning App is an innovative project designed for the User Experience topic within the Politeknik syllabus. Tailored for Information Technology students, this application uses Android Studio for software development, Figma for application layouts and Canva for creating topic notes. It offers an engaging approach to learn User Experience, featuring modules like quizzes, live leaderboard ranking and performance analysis to enrich the educational experience.

PROBLEM AND CAUSES

Nature of the topic is theoretical-based

Teaching materials are not centralized

No personalized learning system

SIGNIFICANTS AND BENEFITS

Engages students.

UX Sensei makes learning User Experience more interactive and fun.

Deeper understanding

UX Sensei helps students understand the UX fundamentals.

Learning performance

UX Sensei helps students know which chapter they are weak.

OBJECTIVES

To develop a gamified mobile application of User Experience topic.

To monitor student performance achievement

To enable personalized learning paths based on user performance.

COMMERCIALIZATION POTENTIAL

EDUCATIONAL ENHANCEMENT

Engages students with gamified application that uses elements like daily streak and leaderboard to enhance the experience.

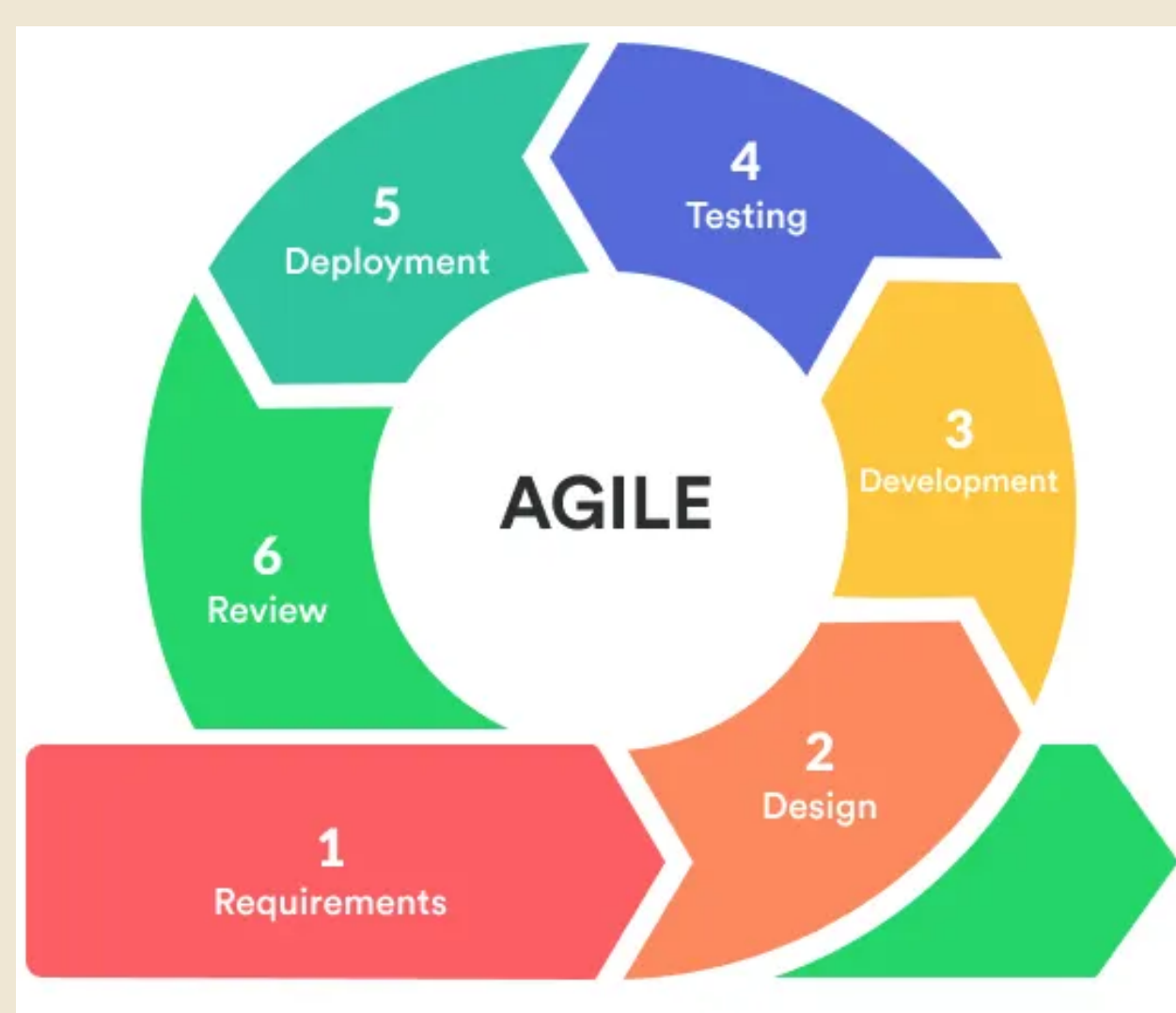
CURRICULUM INTEGRATION

Gathers User Experience notes to compile and upload inside the application

PERSONALIZED PERFORMANCE

Utilizes student performance to advise which topic they may be weak

METHODOLOGY AND MATERIAL



Our team chose Agile methodology to develop our project as this method offers the flexibility and responsiveness between developers and clients. This enables our team to iterate quickly to deliver a refined educational product that meets user expectations.

CONCLUSION

UX Sensei transforms politeknik User Experience education by using gamification elements to offer more engaging learning experience. This encourages students to use the app daily while providing lecturers as additional learning tool. UX Sensei strives to make User Experience more engaging and fun to learn.

SURVEY

A survey has been conducted on 30 on our users regarding the effectiveness of gamified learning method using UX Sensei: Personalized Learning App. The survey results are as follows:

Majority of users agree that the application is easy to navigate between pages within the app.

Majority of users agree that the application is fun and has user friendly interface.

Majority of users agree that the notes and video tutorials are understandable and easy to access.

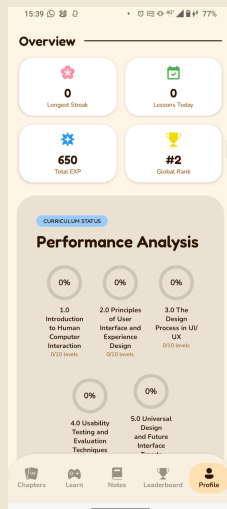
Majority of users agree that users can know which topic they are weak.

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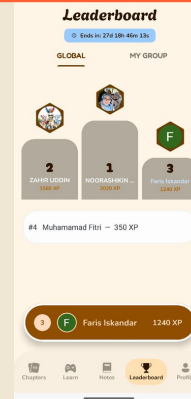
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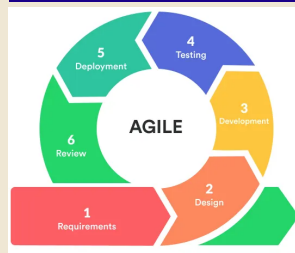
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