

Speaker 0:

Hello, everyone. My name is Guadalupe Marin. In this video, I'll be sharing my usability testing reflection for my Canvas course. I conducted a small usability study with 5 participants to see how easily they could navigate the start here section, and they also completed an activity for module 1. This is my Google form.

Speaker 0:

I will be going over my Google form data that I received from my 5 participants, and I will be also showing you, some stuff over here on this side for my course. This process helped me understand what was working well and what needed some adjustment and how I could improve the learner experience before officially launching my course. For this usability test, I invited 5 participants, 3 students for my Spanish 1 course and AP classes, and 2 colleagues. 1 was a head department of the language department and a Spanish 1 teacher. All 5 participants were very familiar with the Canvas course, so their feedback focused specifically on my design choices and not on the learning how to use a platform in future testing.

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I plan to invite someone who is not sim, familiar with Canvas. The first task was locating and exploring the start here overview section. The feedback here was extremely positive. A 100% of the participants said that the findings, finding the start here section was very easy. 4 participants said that the instructions were completely clear, and 1 participant said that they were mostly clear.

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The most helpful items identified were the navigation guide, the learning objectives, the technology requirements, and the instructor, introduction, and lastly, the module overview. My syllabus and my or my overview was found under student resources. 1 participant did mention that they preferred more visuals. So I plan to add additional icons, color coded sections, and maybe a welcome infographic to make the start here page more visually engaging instead of just having black and white text. On section 3, after reviewing the overview participants moved on to module 1 and once again their feedback was very positive.

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All 5 participants said that navigating into module 1 was very easy. Participants completed a range of module 1 activities. 3 of them completed a quizlet. 1 of them completed the Savvas quiz, and another 1 completed the drag and drop

scramble Google slides activity. When reading the clarity of instructions, all participants selected either very clear or mostly clear.

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3 participants finished under 5 minutes. 1 participant finished, in 5 to 10 minutes, and 1 participant took longer due to connection activities with the scavenger hunt. A few technical issues that they reported was that they were having trouble with quizlet, logging in to quizlet, and also connectivity issues due to in the digital learning scavenger hunt, and 1 mislabeled activity that was marked as an assessment instead of a practice in the overview in the syllabus. I have already corrected and labeled the issues, the labeling issues and updated some external links. I added also added troubleshooting tips for activities that require a on student activities.

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I will be adding it here on the student resources so they know how to navigate through those, problems that they have. So I fixed the quizlet. It's linked directly to Canvas now instead of it just being a link. And the 1 thing that I still need to fix is a digital scavenger hunt. It doesn't open automatically.

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You have to click on the link on the top, and it's gonna open it up for them. On section 4, when I asked about all the about the overall ease of navigating the entire course, 4 participants rating it rated it excellent and 1 participant rated it good. Everyone agreed that the design felt consistent between the overview and module 1 and 1 participant reported a minor technical issue while others experienced none. 1 of the strongest points moving on to section 5 of the Google Form. 1 of the strongest points was the feedback, the feedback was alignment.

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Every participant said that the learning outcomes were clearly connected to the module 1 activities. Participants also agreed that the course strongly supported student centered learning experiences, and only 1 participant noted feeling a little overwhelmed because they saw many activities at once. To address this, I'm improving spacing, grouping content by lessons, and I'm gonna add more visuals and simp I'm gonna simplify the layouts that the modules feel calmer and easier to follow. And also, this is due to publishing the whole course instead of the day by day work. Improvements, that I have to make, according to my feedback.

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After reviewing all the feedback, I may I I I need to make several updates to

optimize the course. I'm gonna correct the mislabeled assignments on the syllabus. I'm also began already to adjust the modules into a clearly week weekly layout. And I also started to organize activities into smaller and visual chunks. Technical fixes that I need to make to my modules.

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I need to fix the external links. I also need to add instructions for support for quizlet access and maybe other activities like edpuzzle. And I also need to create alternative formats for activities when internet issues occur. For my design enhancements, I need to add icons, color coding, and more visual structures. To support my learners, I also need to add a help section with troubleshooting tips that I will be adding to my student resources.

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I'm gonna add clarified how to make copies of documents. So when they open a Google doc, how do they make that, how do they make that copy instead of having 6 steps may making it simpler for them. And I'm also gonna provide backup options for students with limited connectivity. Overall, this usability test was extremely valuable. It allowed me to refine navigation, improve, clarity, strengthen my alignment, and create a smoother and more enjoyable learning experience.

Speaker 0:

I'm excited to keep refining future modules and continue using learner feedback to make the course even stronger. Thank you so