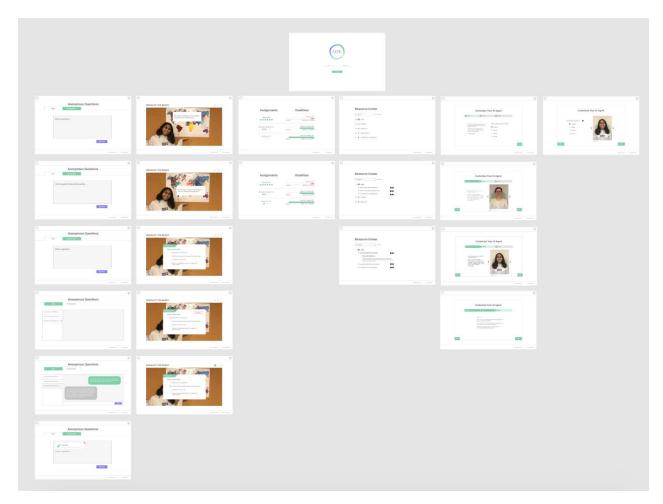
Mockup Overview



Includes all pages in our digital mockup, segmented into various features of our application.

- Top page: Log-In
- 1st column: Anonymous Question Tool
- 2nd column: Video Assignment
- 3rd column: Assignments (Home Page)
- 4th column: Resource Center
- 5th column: Initial Al Agent Customization Pop-Up
- 6th column: General Al Agent Customization Pop-Up

Task Walkthroughs

Task 1: Engaging with tailored content

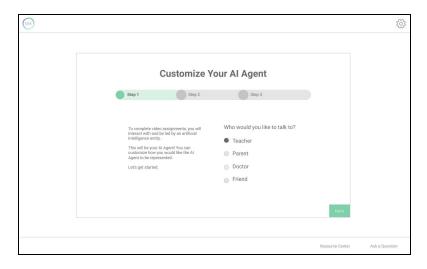
The following images and descriptions demonstrate how the course can be tailored to individual students through a personalizable AI agent. This enables students to complete homework and learn material relevant to them without judgment from an actual person, and they can customize the look and personality of their agent in a way that makes them most comfortable interacting with it.

Log-In



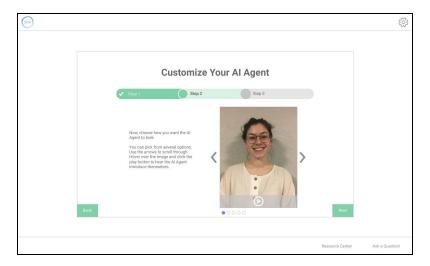
Students will log into the SEEK application the first time they use it.

Initial Al Agent Customization Pop-Up

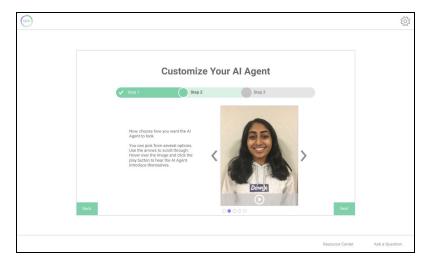


Since this is the student's first time using the application, the AI agent customization page will pop up. Step 1 explains that the AI agent will lead students through video assignments and that the AI agent is customizable. The customization process begins by asking the user who they would like to talk to as their AI agent.

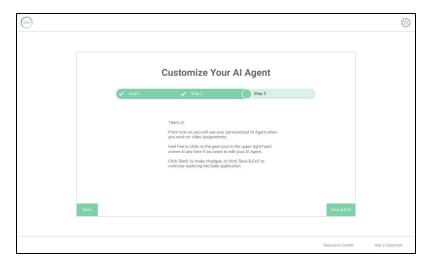
Initial Al Agent Customization Pop-Up (cont.)



After the student selects an option and presses next, 'Step 1' on the progress bar will fill to show that it is complete. Now 'Step 2' is displayed, prompting the student to explore various visual representations of the AI agent using the navigation arrows. The student can also go back to 'Step 1' using the back button.

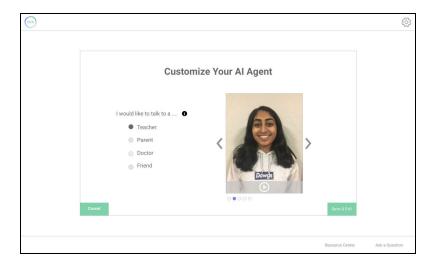


As the student scrolls through different AI agent options, the instructions also explain that they can press the play button to hear each agent speak. Once the student has found a representation that they like, they can click 'Next' to go to the final step.



Step 3 explains that the student can edit their AI agent at any time in the future. Users can then go 'Back' to edit their preferences or can click 'Save & Exit' to complete the set-up process.

General Al Agent Customization Pop-Up



After setting their initial preferences, users can access the Al Agent customization pop-up again from any page in the app by clicking the gear icon in the upper right corner. Each step in the initial customization process is shown at once for the ability to make quick changes. Users can click 'Cancel' if they decide they don't want to make changes. If they make a change, the 'Save & Exit' button will turn from grey to green.

Assignments (Home Page)



The 'Assignments' page will show up when a returning user first opens the application, or immediately after a first-time user configures their AI agent. From here, students can view their assignment progress and deadlines as well as access assignments. They can also see how many segments each assignment contains, indicated by checkpoint bubbles.

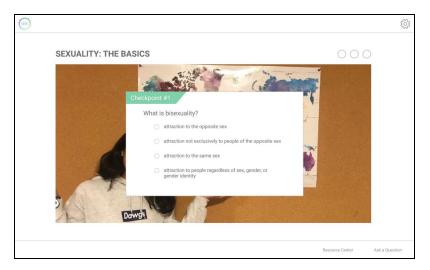
Video Assignment



Once the student selects an assignment they will be taken to the page for that assignment, where they can watch their chosen AI agent discuss the topic. Students can interact with their agent throughout by verbally commenting or asking question, and the agent will be able to respond and tailor later content to the student based on those interactions.

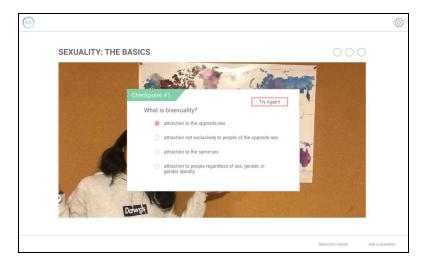


After one segment of an assignment is complete, the AI agent will check in to see if the student has any questions.

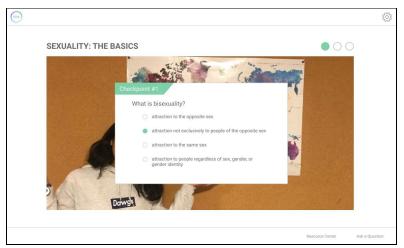


Once any questions have been answered, a checkpoint question will pop up to test the student's mastery of the material presented so far.

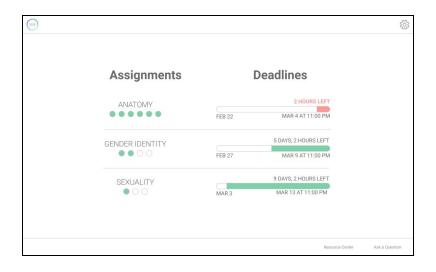
Video Assignment (cont.)



If the student gets the answer wrong, the incorrect answer will be marked and the student will be prompted to try answering the question again.



Once the student answers correctly, one of the bubbles in the top right corner of the screen will become filled in, signifying the completion of a checkpoint. The pop-up will disappear and the AI agent will continue onto the next portion of the assignment. The student can return to the 'Assignments' page at any time by pressing the SEEK logo in the header.



After pressing the logo button and returning to the 'Assignments' page, the student can view that the first checkpoint has been completed on the Sexuality assignment as indicated by the filled checkpoint bubble.

Task 2: Procuring answers to questions anonymously

The following images and descriptions demonstrate how students can discreetly get their questions answered by either submitting anonymous questions to their teacher through a form or by searching through the resource center, which links them to reliable outside resources about several topics.

Anonymous Question Tool

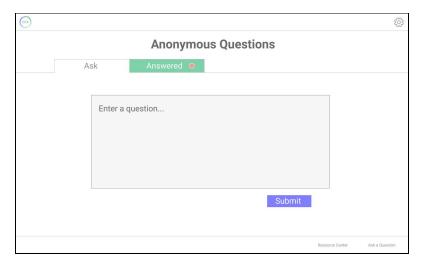


If a student has a question they wish to ask anonymously they navigate to the Anonymous Question window by clicking the "Ask a Question" button on the right side of the footer. Here they find a window through which they can ask anonymous questions.

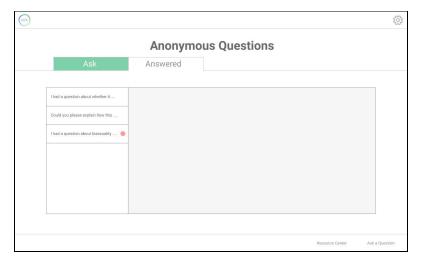


They can then fill in in the window with a question. By clicking submit, they send the question to their teacher, who will be unable to see the sender.

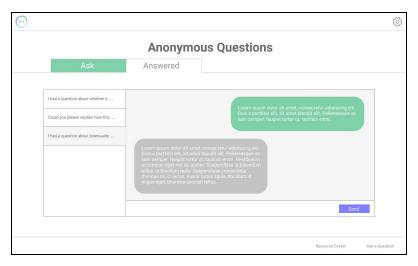
Anonymous Question Tool (cont.)



Once the student's question has been answered, the 'Answered' tab will be highlighted with a notification bubble, indicating they have received a response.



By clicking on the 'Answered' tab the student can navigate to the page containing answered questions. Here they see a listing of all their previous question threads, as well as the recently answered one, which is marked as unread with another notification bubble.



By selecting this thread they can see both their full question, and the teacher's response. They can then continue the conversation anonymously by sending follow up questions in the chat box, or ask a new question by navigating back to the 'Ask' tab.

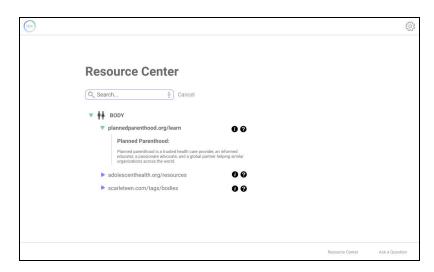
Resource Center



The 'Resource Center' is accessible from the bottom of every page and provides credible resources to help answer a user's questions. The search bar allows users to input certain keywords through typing or speaking. The five categories with descriptive icons represent various topics.

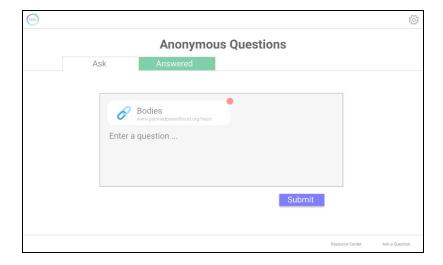


Clicking on a topic, such as 'Body', creates a drop-down list of websites. By clicking on a resource link, they will be redirected to that website. The student can also click the 'i' button next to a link to learn more about that resource, or they can ask their teacher a question about a resource by clicking the '?' button next to its link.



After the 'i' button is clicked, the student can view a brief description of that resource and gain more information about it before navigating to the website itself.

Resource Center (cont.)



After a student has clicked the '?' button next to a website link in the 'Resource' Center, they will be directed to the 'Anonymous Questions' page. Here they can ask their teacher a specific question about something they read about online, and the teacher will have the necessary context of the resource to answer.

Changes to design

'Customize Your Al Agent' Pop-up

We made heavy changes to the design of the AI agent customization pop-up to address confusion participants experienced during usability testing. While participants understood the concept of changing the AI agent's representation, it was unclear that there was an intended progression regarding the options that were presented to them. So, we decided to add a progression bar at the top of the pop-up, which will lead users through the customization process when they first begin using the application. Each step includes a detailed description about the user's options for that step. After they have gone through this process once, they will be able to re-open a simplified version of the pop-up anytime to edit the AI agent.

Another minor change we made is the addition of more clear 'Cancel' and 'Exit & Save' buttons in place of the 'x' button on the top right corner of the pop-up.

'Resource Center'

The changes to the design of the resource center were based on reflections from our usability tests. The Resource Center page was originally meant to be navigated to by pressing the button containing the computer/magnifying glass icon in the bottom right corner. However, test participants noted that this icon, unlike the speech bubble icon for the 'Ask a Question' feature, caused confusion because it did not clearly symbolize a resource center. So, we replaced the icons with text to make it obvious what each button navigates to.

One of the test participants experienced some confusion differentiating between the links that redirect to each resource and the "more info" buttons opening to display descriptions of the resources. To distinguish a resource as a website link, we displayed the actual website url instead of the website name. We also added a new feature by removing the "more info" button and replacing it with two distinct icons. The 'i' icon now displays a resource description when clicked, and the '?' button enables students to ask their teacher questions about a resource or its contents.