# Minutu

Yekaterina, Nurzhan, Noé


with their
learning concerns

# Problem and Identified Tasks

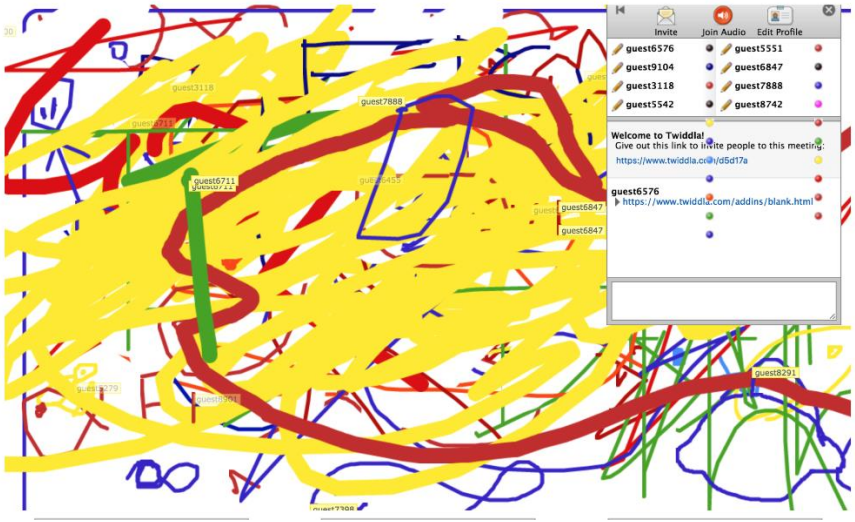
# Problem & motivations

**Students** don’t feel confident when asking due to several reasons.

Providing fine-grained **feedback** on topics.

**One-Minute** Paper technique.

It is **emotion** driven evaluation.



# Motivation

**“I think it would be useful for korean students, they are shy.”**

- anonymous korean student-

**“Sometimes, we are behind the topic schedule, it is waste of time.”**

- anonymous KAIST student-

**“Any questions?, No questions for the exam?”**

- anonymous KAIST professor

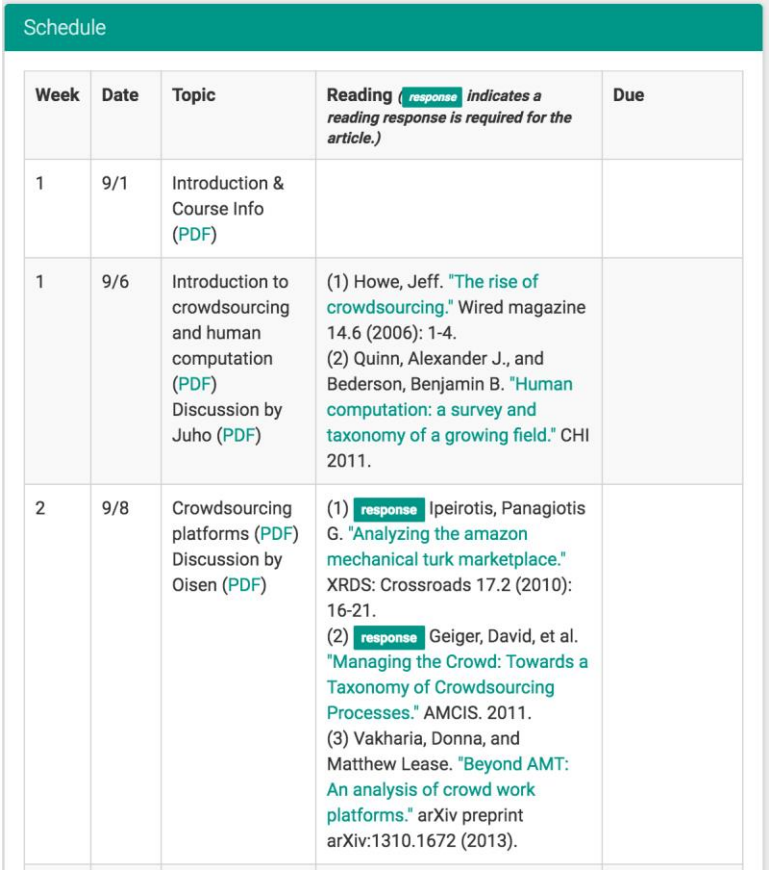
# Topic reference

**Automatically** reference today.

**Set a topic** in a comment.

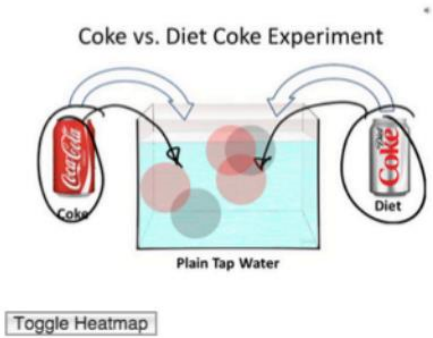
What if we could **reference a presentation**?

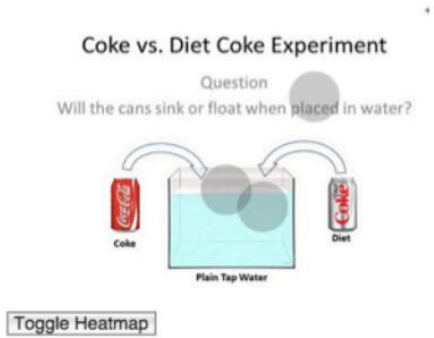
Or **upload an image**.

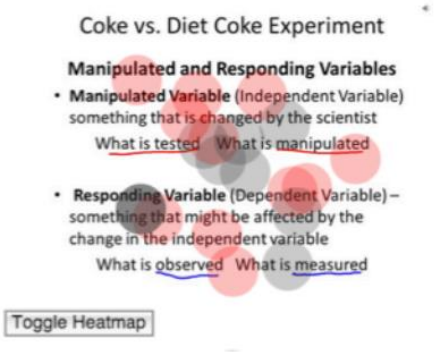


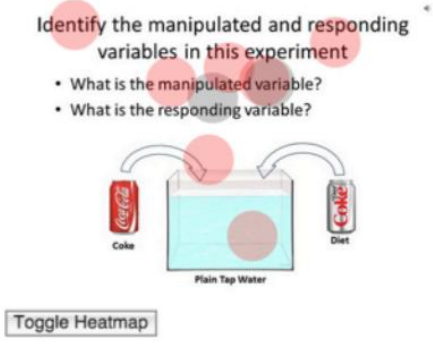
Schedule

| Week | Date | Topic | Reading (response indicates a reading response is required for the article.) | Due |
|---|---|---|---|---|
| 1 | 9/1 | Introduction & Course Info (PDF) | | |
| 1 | 9/6 | Introduction to crowdsourcing and human computation (PDF) Discussion by Juho (PDF) | (1) Howe, Jeff. "The rise of crowdsourcing." Wired magazine 14.6 (2006): 1-4. (2) Quinn, Alexander J., and Bederson, Benjamin B. "Human computation: a survey and taxonomy of a growing field." CHI 2011. | |
| 2 | 9/8 | Crowdsourcing platforms (PDF) Discussion by Oisen (PDF) | (1) response Ipeirotis, Panagiotis G. "Analyzing the amazon mechanical turk marketplace." XRDS: Crossroads 17.2 (2010): 16-21. (2) response Geiger, David, et al. "Managing the Crowd: Towards a Taxonomy of Crowdsourcing Processes." AMCIS. 2011. (3) Vakharia, Donna, and Matthew Lease. "Beyond AMT: An analysis of crowd work platforms." arXiv preprint arXiv:1310.1672 (2013). | |



**[0]** Glassman, Elena L., Juho Kim, Andrés Monroy-Hernández, and Meredith Ringel Morris. "Mudslide: A spatially anchored census of student confusion for online lecture videos." In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, pp. 1555-1564. ACM, 2015.

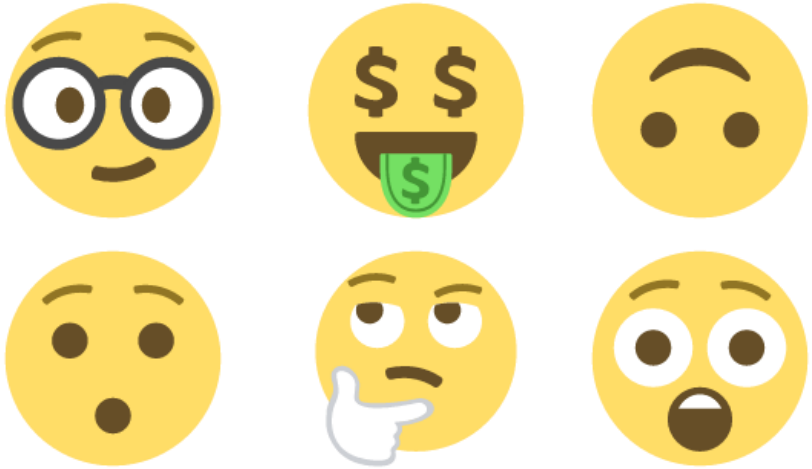
# System Layout

# Feedback Layout

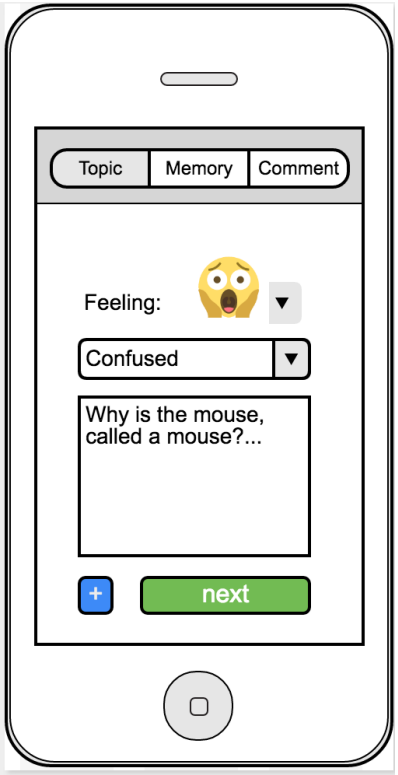
**Minute-paper technique**

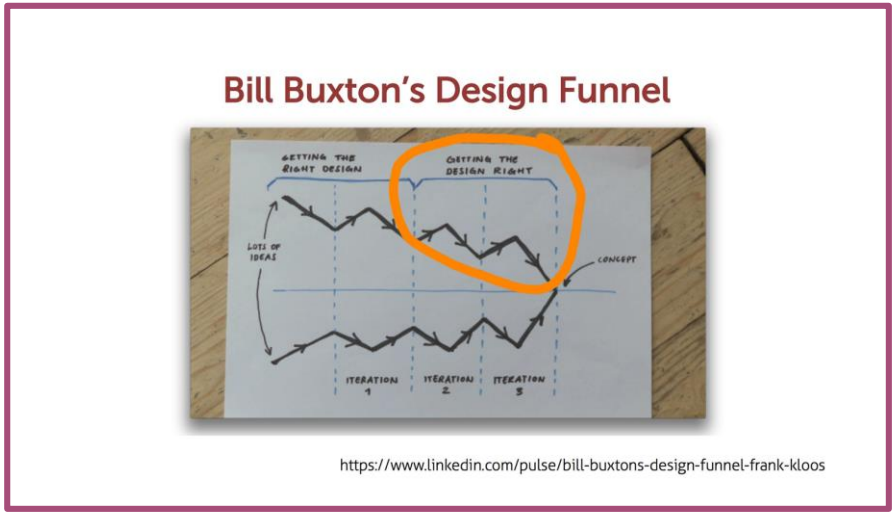
**1.** What are the is the most **[valuable, confusing, curious]** thing you have learned or want to learn from this topic?

**2. What question(s) remain uppermost in your mind?**



# Topic reference

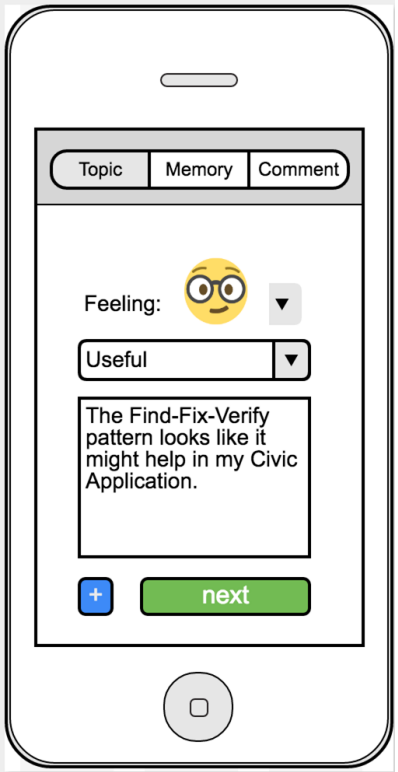


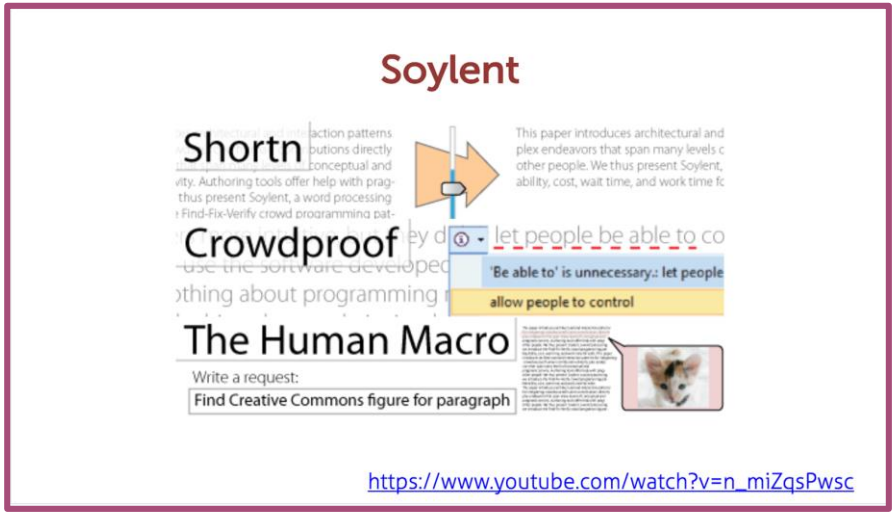




Scratch it

Leave a comment

# Topic reference

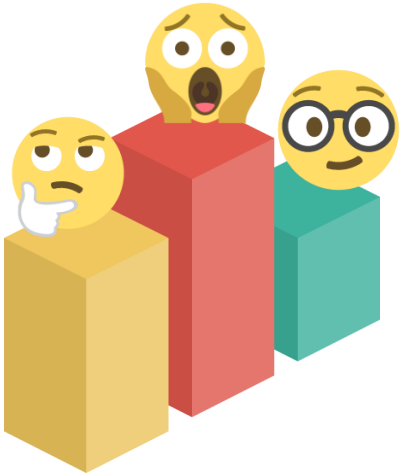



Scratch it

Leave a comment

# Watch the summary, professor.



Bill Buxton's Design Funnel


https://www.linkedin.com/pulse/bill-buxtons-design-funnel-frank-kloos

5 🤔 I didn't understand clearly what is a Funnel?

***Most voted question.**

# Motivation for Students

# Badges for the students

The most voted question

The best answers

Commenting every class

The most deep feedbacks

# In course participation

**Course Outline**

- *Midterm - 30%*
- *Final - 30%*
- *Assignments - 20%*
- *Participation and feedback - 20 %*

# Plan

# Plan: roles

Noe: programming back-end API.

Nurzhan: programming mobile app.

Yekaterina: design & programming.

# Plan: schedule

| Activity | Date |
| --- | --- |
| Prototype | November 16th |
| Feedback from users about process | November 24th |
| Test | 1st & 2nd week December |
| Conclusion | Before last presentation |

**Test crowd:** Meetup for programmers in Mexico, one voluntary group in KAIST for a week, lastly mturk.

# Q&A

# References

**[0]** Glassman, Elena L., Juho Kim, Andrés Monroy-Hernández, and Meredith Ringel Morris. "Mudslide: A spatially anchored census of student confusion for online lecture videos." In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, pp. 1555-1564. ACM, 2015.

**[1]** Emojis: http://emojione.com/

**[2]** Minutu icon. Icon designed by Madebyoliver from www.flaticon.com

**[3]** Badges. Designed by Nick Grasso from https://www.behance.net/