How to Make a "Most Suitable" Courseware for Students? Let Them Design!

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Teacher-Student Co-Design Approach

New Phase Design?
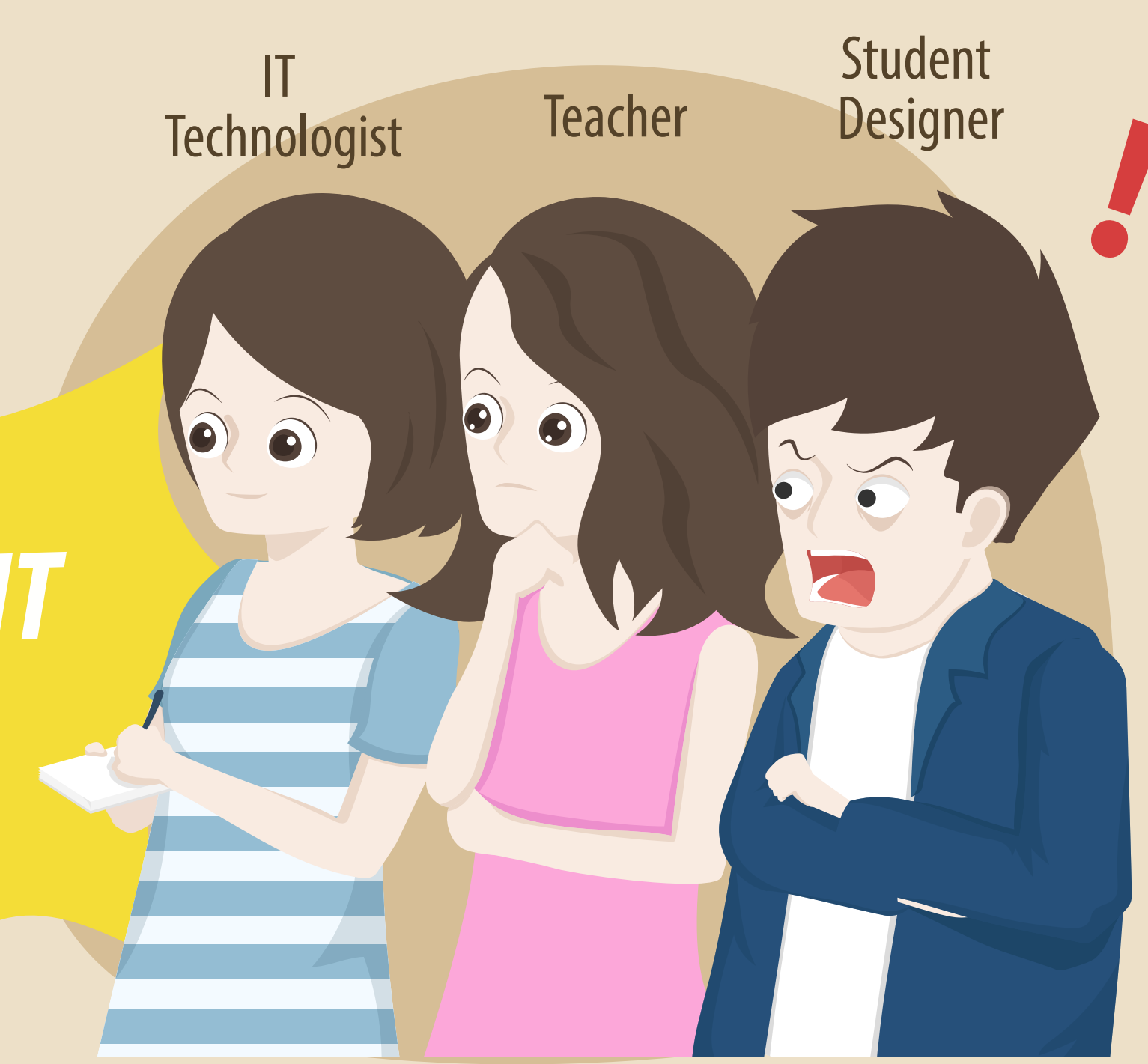

Students' feedback

- **Include an overview map**
  Include a map of the train station to provide an overview. (2015-16)
- **Subtitles, UI/UX**
  Subtitles should be added to the animation. (2016-17)
  Better to add a "fast-forward" or "skip" function. (2015-16)
  The animation is a bit too slow. Students may grow impatient. (2015-16)
- **Interactive exercises**
  Better if it can be more interactive (2016-17)
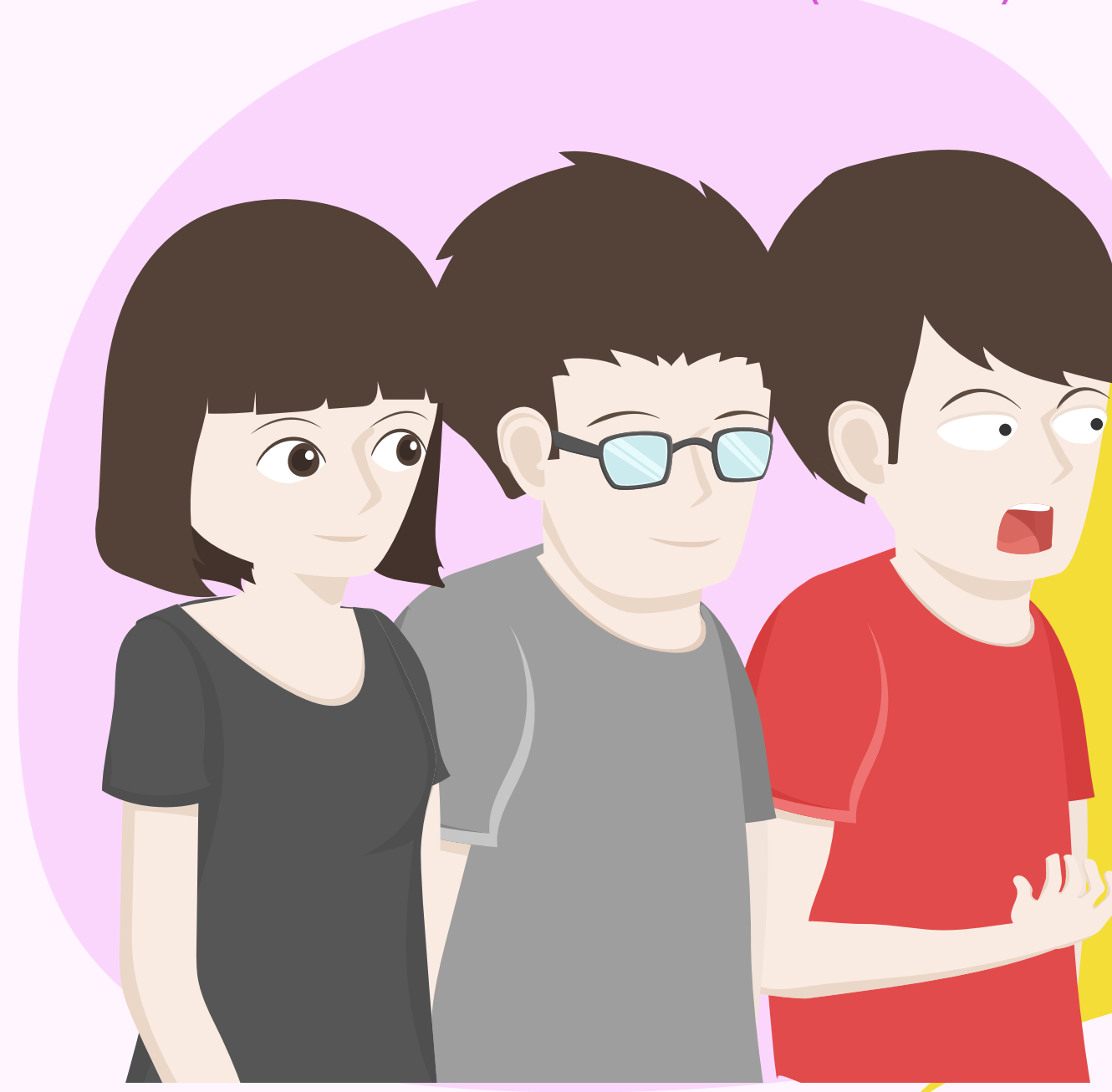
TEACHER & STUDENT CO-DESIGN!

Gatekeepers

- Decide **content to be included**
  (important concepts, frequently asked questions...)
- Review content **accuracy**
- Review **students' feedback**
- **Design** & apply available **technologies** accordingly

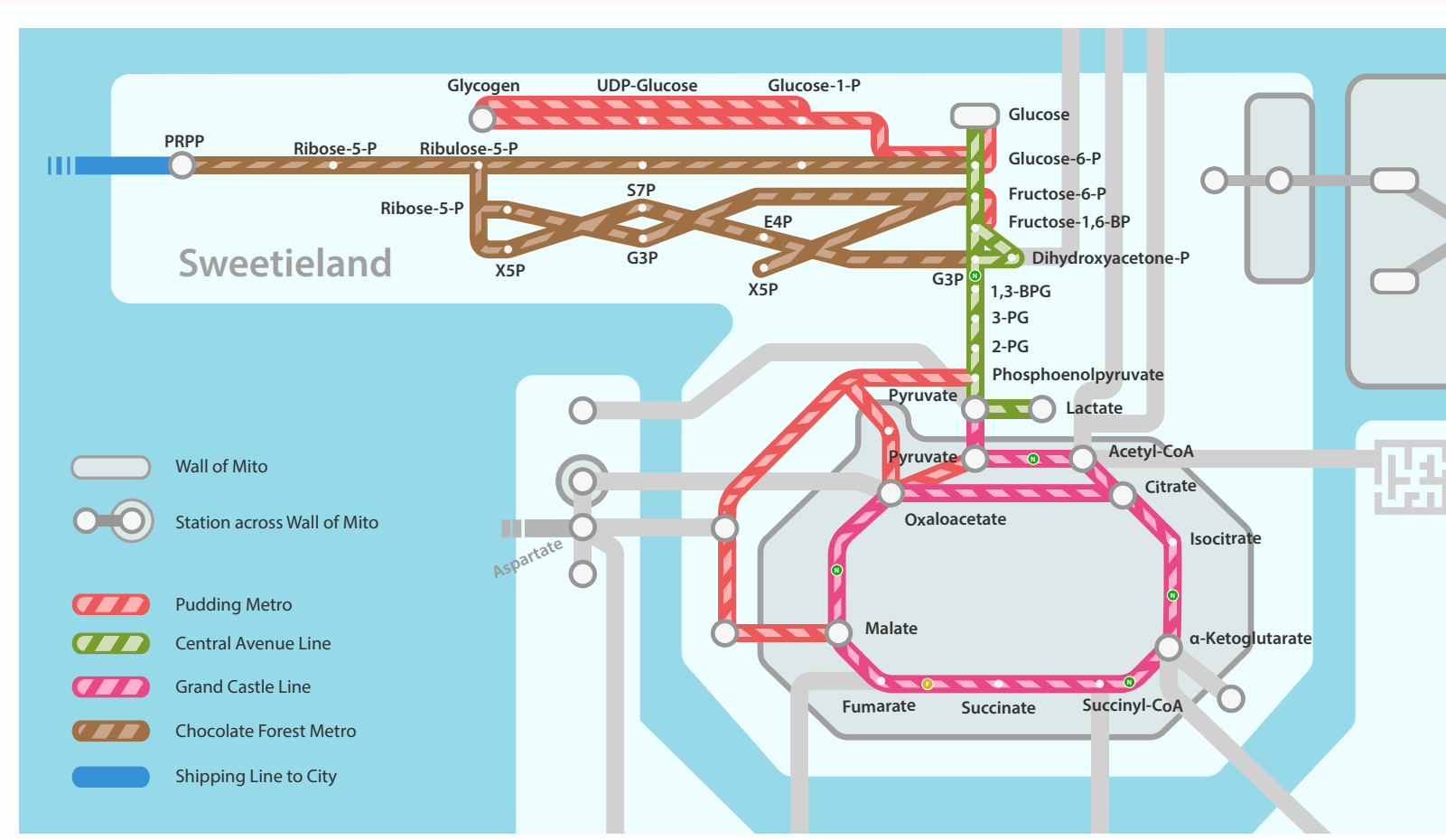IT Technologist   Teacher   Student Designer

Metabolism Metro Phase 3: Designed According to Students' Feedback
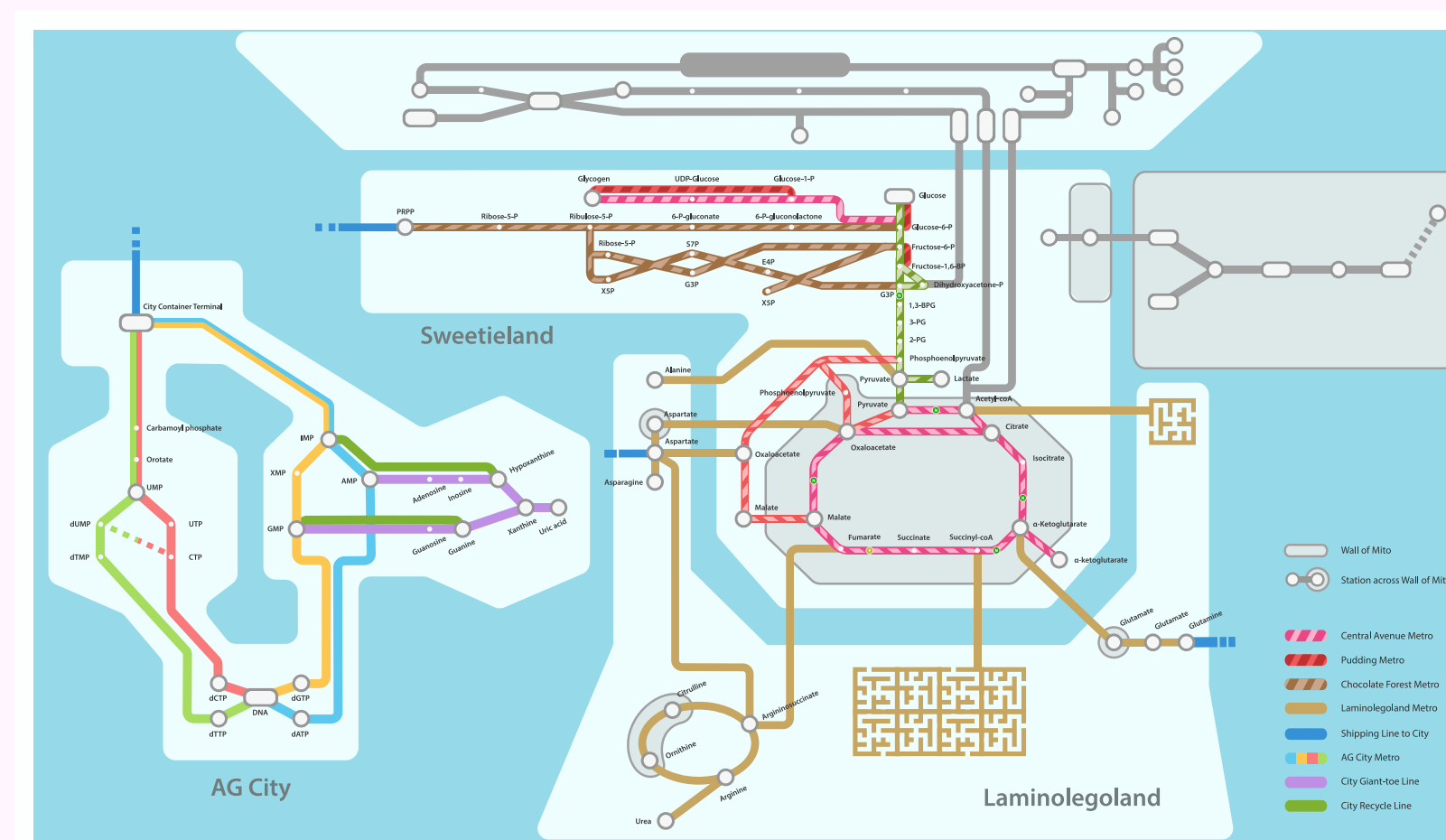
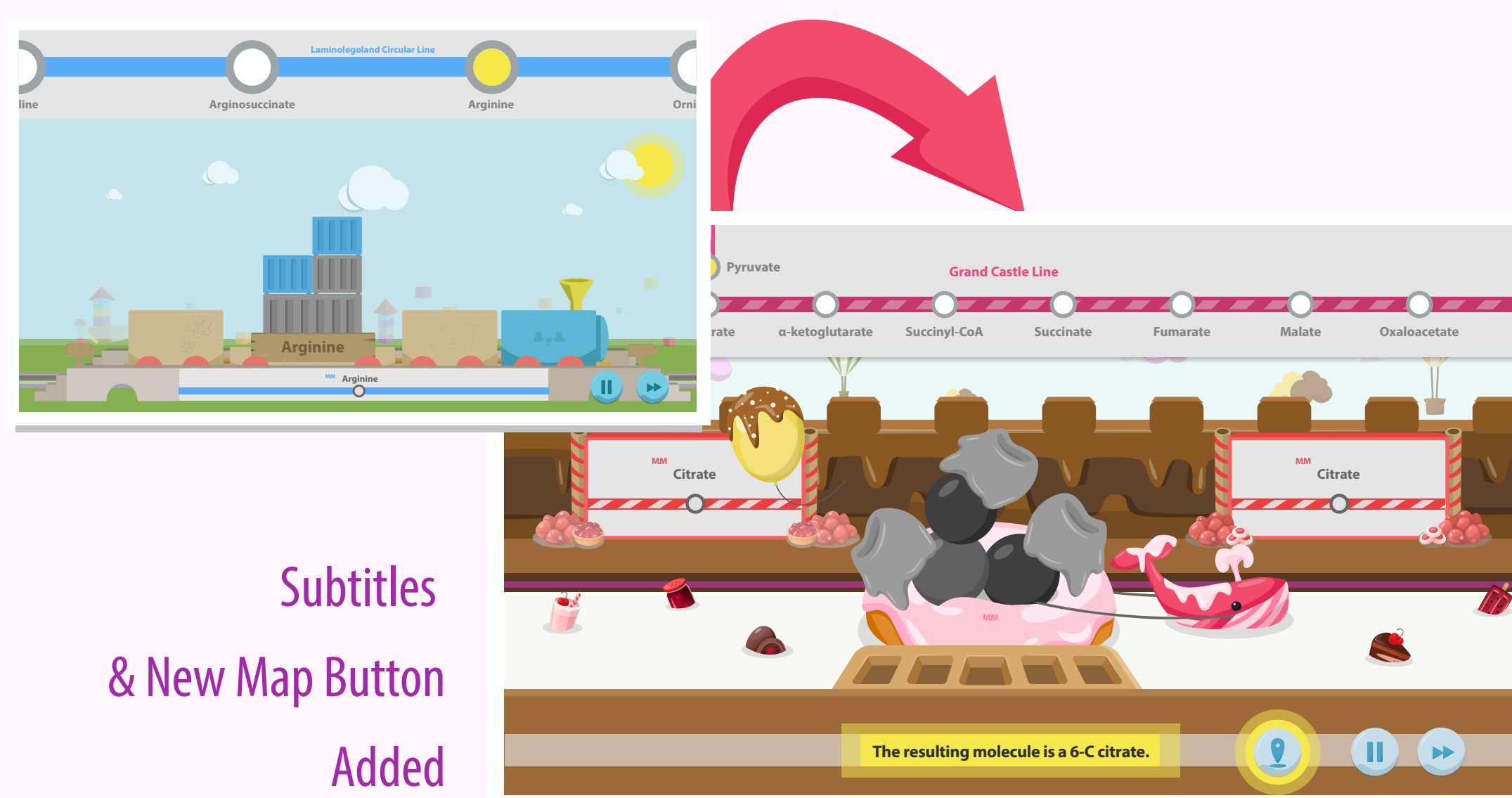### Sweetieland: Integrated Pathways of Carbohydrates Metabolism in Overview Maps
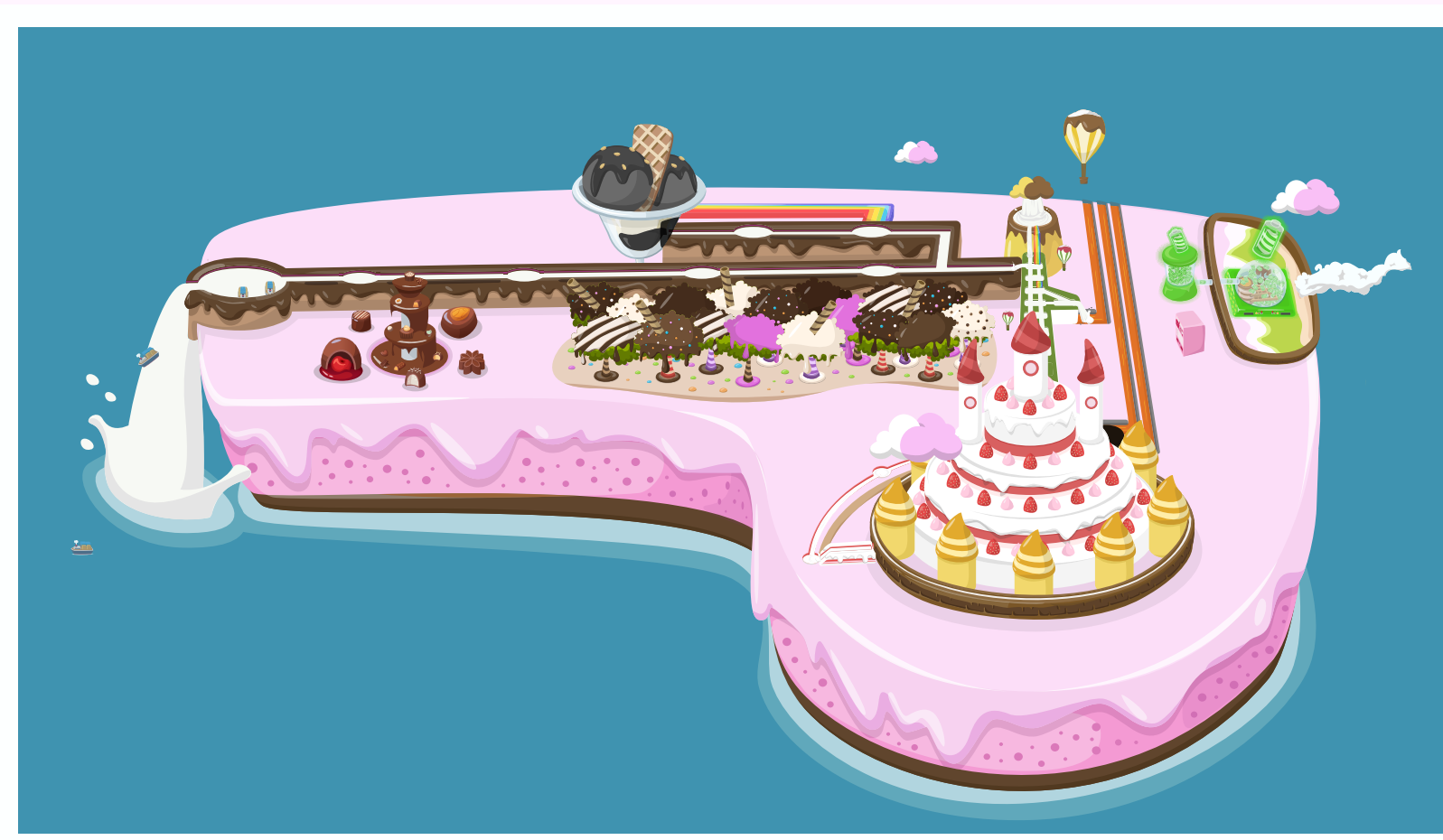
Map of *Sweetieland*

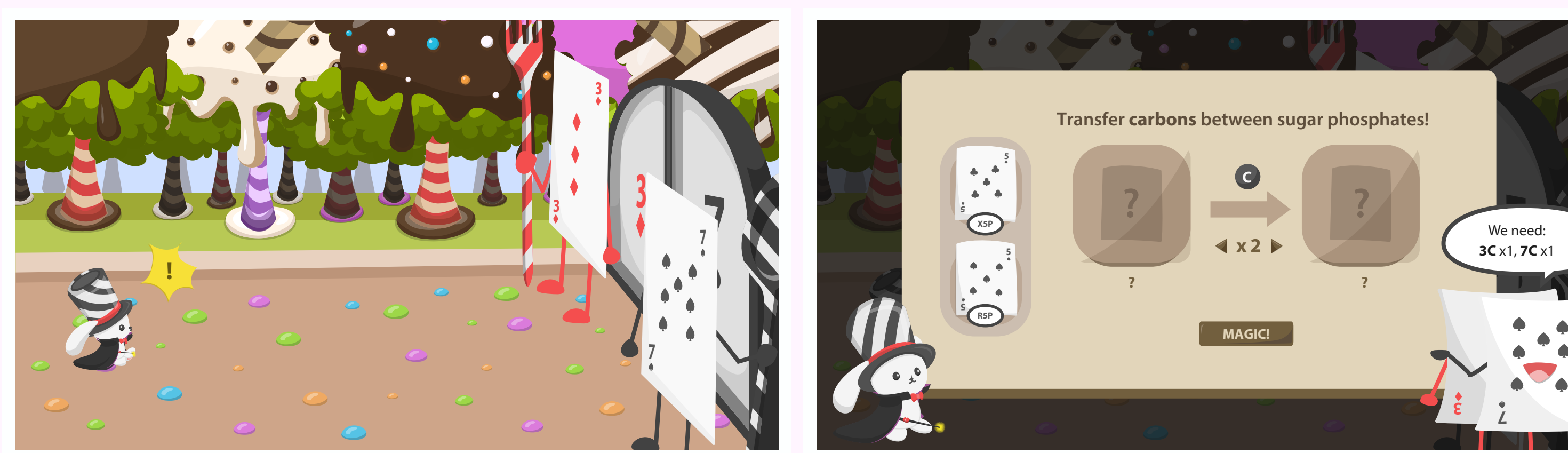Overview Route Maps of *Sweetieland* with connected pathways

Animation with Subtitles & UI/UX Design

Subtitles & New Map Button Added

Interactive Games Requested by Students

Interactive Game: Going through Pentose Phosphate Pathway Step-by-step with Students

Students' Feedback: They Enjoy it!

5% Neutral
67% Agree
28% Strongly Agree
"TThe Sweetieland facilitated my understanding towards the carbohydrate metabolism."

28% Neutral
61% Agree
11% Strongly Agree
"The courseware helped to improve my understanding of difficult concepts."

4% Neutral
41% Agree
55% Strongly Agree
"The courseware is attractive."

4% Neutral
61% Agree
35% Strongly Agree
"In general, I am satisfied with the courseware."