

Hackathon title: UX Design for BASE application dashboard

Imagine you have been contracted to improve the user experience of the BASE application. In particular, you have to create a dashboard allowing users to easily access to the features actually provided by the application menu (see [attachment 1](#)). In particular, the dashboard should provide users with the following:

- 1) Information about the school students. A user can visualize for all the students, a classroom, or a student:
 - a. A pie chart about the number of Office Discipline Referrals (see [attachment 2](#)) and Positive Office Referrals (see [attachment 3](#)) collected;
 - b. The 3 most frequent Office Discipline Referrals and Positive Office Referrals collected;
 - c. The list of the favorite rewards assigned;
 - d. An area to display a chart with the results of the school “screening tool” (see [attachment 4](#)) in time series. Users has to visualize how the level of adherence to the school expectation values (for instance, the frequency of the values obtained for the expectation “responsibility” in a scale from 1 to 5) change during the scholastic year.
- 2) An easy access to the school tools: expectation matrix, minor and major behaviors, rewards menu, access data generation, list of students.
- 3) An easy access to the features organized according to the 3 tiers defined by the Positive Behavior Intervention Support approach:
 - a. universal primary prevention: School Wide Positive Behavior Support screening tool; Office Discipline Referrals, and Positive Office Referrals.
 - b. secondary prevention: Check-in Check-out;
 - c. tertiary prevention: measures creation; access to the observation area for a student.

Requirements:

One A4 presentation board showing and explaining your design in terms of fulfilling the Seven principles of Universal Design

Marking:

Your submission will be awarded marks for evidence of an iterative, structured and valid design process. Your final design will be marked with reference to how well it adheres to the *Seven Principles of Universal Design*.

1. Problem Definition and Needs Analysis (20%)
2. Concept Generation and Development (20%)
3. Design Recommendations (60%)

Queries: **Prof. Eleni Mangina** (eleni.mangina@ucd.ie)

Hackathon Organizer

BASE Erasmus+ KA2 Action Project Partner

<https://people.ucd.ie/eleni.mangina>