"Visualisers in Operation"
Reflections on AVerMedia Visualisers' User Experiences

School of Engineering & Design
Brunel University – November 2008
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A. Introduction

Aim – Objectives – Key Questions

B. Methodology

Strategy – Methods

C. Findings & Suggestions

Teaching – Learning – Product

A. Introduction

1. Aim – Objectives – Key Questions

- ✓ Understanding how visualisers contribute towards learning and teaching
- ✓ Evaluating the level of success in providing good user experiences
- ✓ Suggesting a better understanding of the interaction between the machine, the user and the audience
- ✓ Recommending some practical ways to enhance the functionality, usability and the pleasurability

A. Introduction

2. Aim – Objectives – Key Questions

- ✓ To observe the users and the audiences
- ✓ To understand the aspects of working with the device
- ✓ To receive feedback from the target audiences
- ✓ To analyse the outcomes of employing visualisers
- ✓ To identify the positive applications and development potentials
- ✓ To discover the possible obstacles in effective integration
- ✓ To redefine the product characteristics based on the outcomes

A. Introduction

3. Aim – Objectives – Key Questions

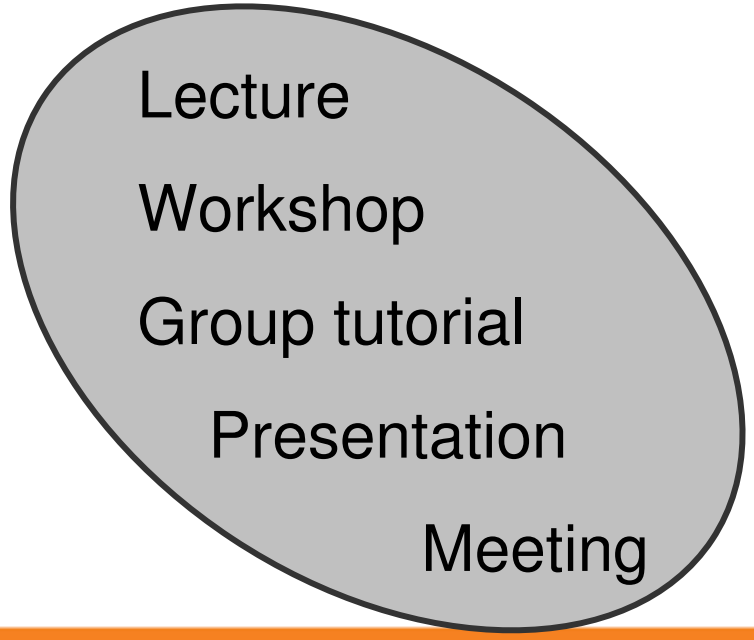
- ✓ What are the impacts and the practical benefits of employing visualiser in an educational process?
- ✓ How could the role a visualiser plays in an educational process be enhanced and refine

B. Methodology

1. Strategy - Methods

Environment

University ---------- School



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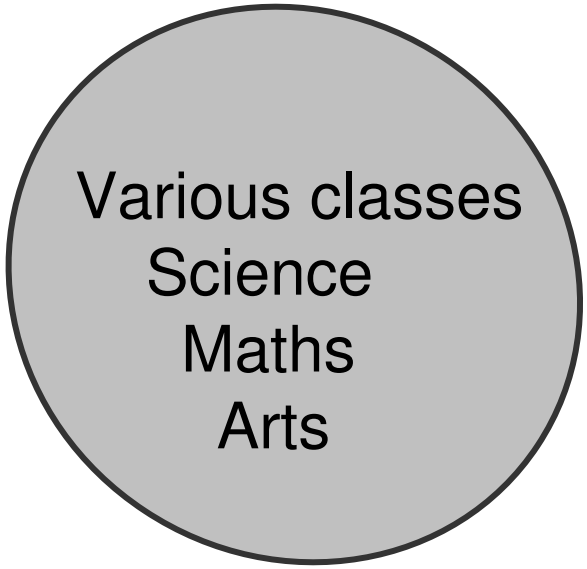
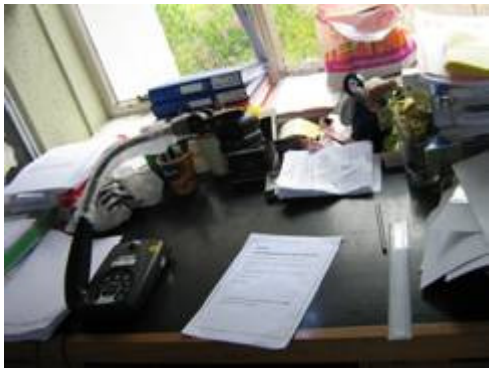


University



Schools

B. Methodology

1. Strategy - Methods

Participants

Brunel University

Creative

Engineering

Managerial

Technology

Arts

+

3 schools

Technology college

Primary school

B. Methodology

2. Strategy - Methods

Questionnaire

Preliminary - Transitory - Conclusive

Observation

Photography - Filming - Note taking

Interview & Focus group

C. Findings & Suggestions

Teaching – Learning – Product

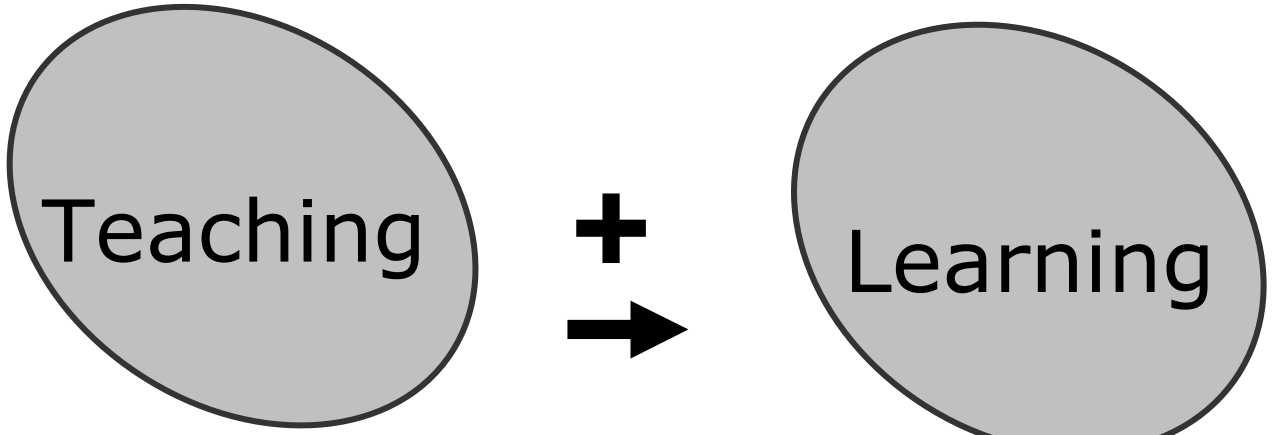
Key questions

- What are the impacts and the practical benefits of employing visualiser in an educational process?
- How could the role a visualiser plays in an educational process be enhanced and refined?

C. Findings & Suggestions

Teaching – Learning – Product

- What are the impacts and the practical benefits of employing visualiser in an educational process?



C. Findings & Suggestions

Teaching – Learning – Product

Practical benefits in educational process

A. Flexibility

Preparation and presentation of materials planned to use at a session

B. Spontaneity

Enabling instant reaching for and showing materials

C. Variety

Efficient connection in terms of switching between sources

"Reasonable experience – good concept; allowed multiple materials."

Senior Lecturer – Brunel University

"Ability to spontaneously show examples from documents as part of lecture and in answer to questions."
Senior Lecturer – Brunel University

"Able to compare several works simultaneously."
Design Management Lecturer – Brunel University

"Intuitive and easy to work with. I found it assistive in connecting to my audience."

Guest speaker – Brunel University

"Easy to switch between PowerPoint presentation & the notes taken during the discussion. Helped the lecture & discussion run smoothly!"

Design Management Lecturer – Brunel University

C. Findings & Suggestions

Teaching – Learning – Product

Practical benefits in educational process

D. Creativity

Facilitating discussion & various types of group work by enabling fast and easy comparison and sharing

E. Reality

Real-time observation of the live modifications made on screen

F. Interaction

Facilitating shared teaching-learning practices & more audience participation

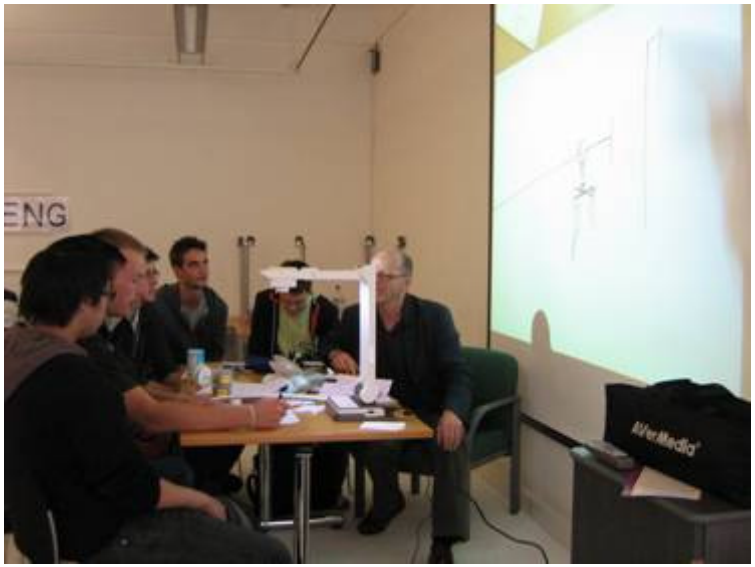
"Novel & successful substitute method from use of flipchart."

"Great way to capture salient points being made by the delegates whilst maintaining the momentum of the presentation."

Senior Lecturer – Brunel University

"Seeing the changes/modifications by the lecturers and copying the changes is a helpful feature."

Design Lecturer – Brunel University



"Simpler and more effective to use than I imagined! Used it interactively with students to look at sketch ideas."

Design Lecturer – Brunel University

C. Findings & suggestions

Teaching – **Learning** – Product

Practical benefits in educational process

A. Attentiveness

Interactivity & more participation through group work

B. Alertness

Instant showing & live modifications

C. Engagement and interest

Changing materials, reality, compare & share

D. Improved understanding

Following live modifications, discussions & group work, comparison & share

"Alertness- the moment the switch from PP to visualiser was made, they (students) came awake/alive!"
Senior Lecturer – Brunel University

"It is a mixed-media approach in the class. You can encourage the students to get more involved and thus they learn better!"

Teacher – Gidea Park primary School

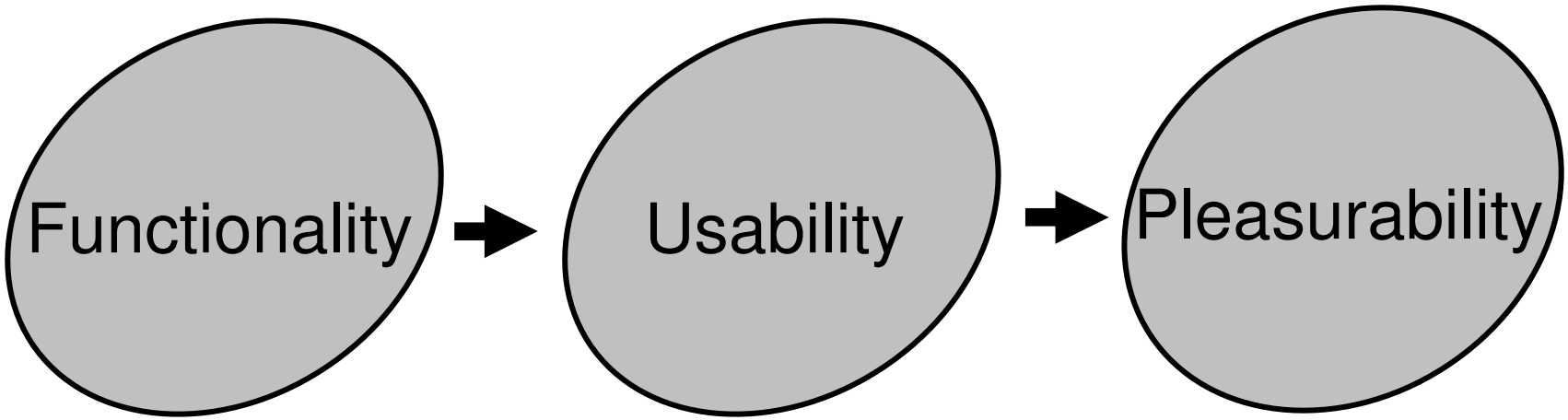
"By changing materials it is easier to maintain students' interest and engagement."

Design strategy lecturer – Brunel University

C. Findings & Suggestions

Teaching – Learning – **Product**

Refine Product Effectiveness
Enhance Product Efficiency



C. Findings & Suggestions

Main Product Advantages– Core Values

- Portable
- Lightweight
- Basic features
- Spontaneous & live
- Adaptable and easy to connect

C. Findings & Suggestions

Teaching – Learning – **Product**

Product Functionality, Usability, Pleasurability

- Providing wire-less connection
- Providing longer colour-coded cables
- Exploring smart auto alerting systems on screen
- Adding elements of fun and playfulness such as providing colour covers, adding sound effects

AVerMedia

The End