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Gyrus Higher Learning Management System

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Gyrus Higher Learning Management System

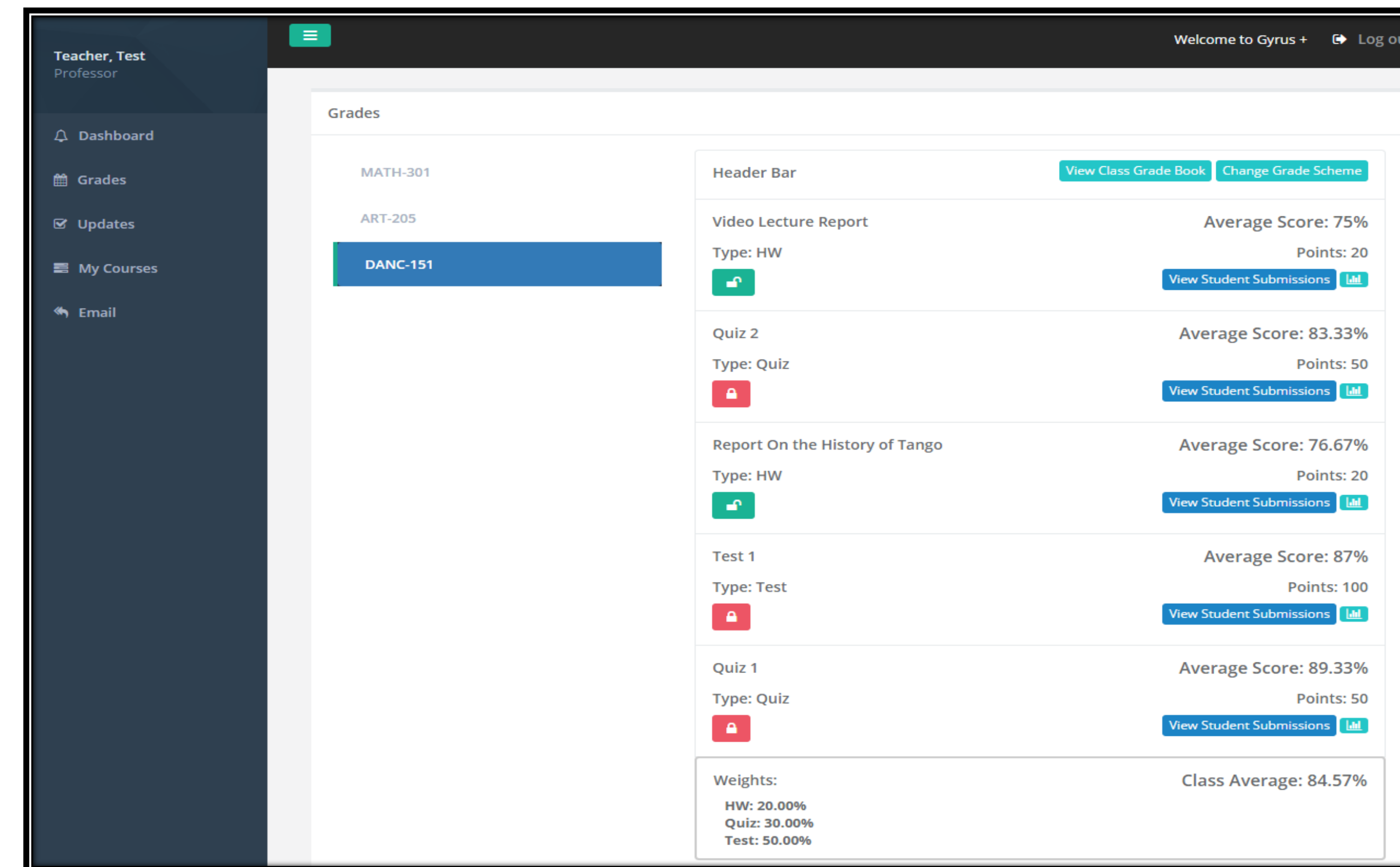
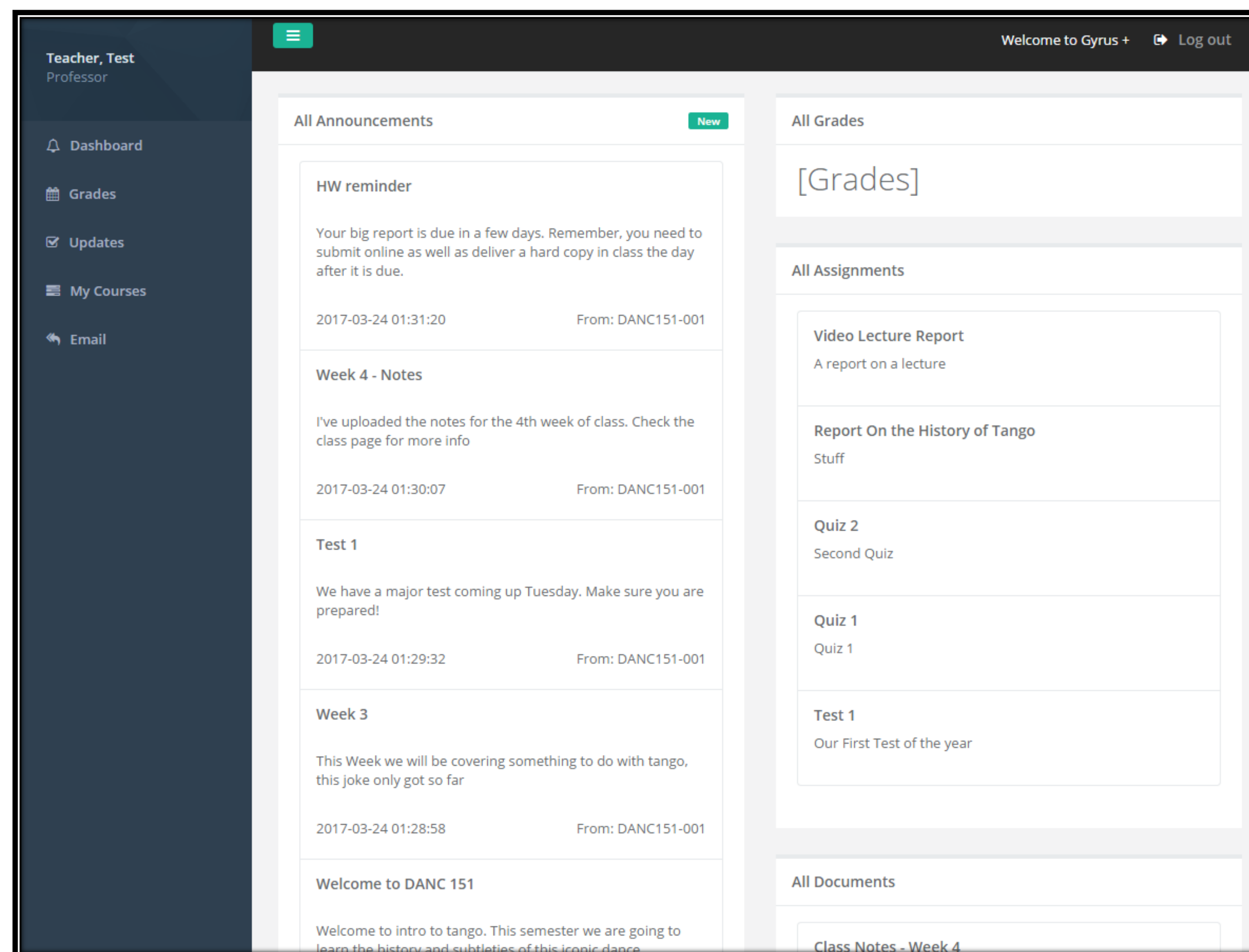
CS310 | **Team members:** Nicholas Turnquist, Bailey Kingsley, Ryan Schnarre | **Faculty adviser:** Dr. Dahlberg | **Sponsor:** Gyrus Learning Management Systems | **Sponsor adviser:** Viren Kapadia

Project:

We developed a prototype **learning management system** targeted towards institutes of **higher learning**. The goal of these system are to facilitate learning and ease interaction between student and instructor.

Our Design Focus:

- Developing a user interface that would be easy to use and understandable at glance.
- Providing tools for instructors and students to better help the learning process
- Creating a comfortable and practical user experience



Functions:

For this prototype we limited the scope of the application's functions in order to better design a more complete proof of concept. Functions had two users in mind.

➤ Student

- Read **updates** from classes.
- Read **material** from classes.
- Submit **assignments** and receive a grade from the instructor.
- Review **grades** from their classes

➤ Professor

- **Notify** students of news about the class.
- **Post material** for their students to review.
- Review student submissions and **grade** them quickly and easily.
- Ability to quickly **review** student grades for a course and use generated **statistics** to better teach their classes.

Constraints:

➤ International Audience

- Gyrus is aiming for the international market therefore the design had to accommodate **multiple languages**.

➤ University Focused

- The design had to keep in mind the unique problems facing **higher learning** institution users.

➤ User based design

- Gyrus places a lot of importance on **customer service and usability**. As such, our design needed to as well.

