How to design more actionable edtech dashboards: design examples



How to design more actionable edtech dashboards: eleven design principles







Help users quickly understand, interpret, and navigate data by visualizing to:

**1. Tell a story** of the journey of your user to their end goals

2. Strive for the five-second rule for your users to be able to answer their questions

**3.** Reduce noise using calm, consistent design and cues so insights pop

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Help users make high-value decisions by providing and combining metrics to:

4. Create a **360** degree picture of a learner and their learning

**5.** Provide formative insights for tactical decisions at valuable moments

**6. Help strategic planning** with trends for course and class adjustments

7. Ensure insights are <u>appropriate</u> and reliable for the type of decision

Help users take impactful actions with features, content, and messaging that:

8. *Enable efficiency* by ranking issues, and clustering common problems

9. Close the gap by helping instructors see which learners need help, when, and how

**10. Amplify impact** by teeing-up evidence-based interventions

**11. Promote self development** by helping learners see their progress and grow grit

# How to design more actionable edtech dashboards: recommended user-centered, outcome-driven methodology

First, a quick summary about the methodology that I use with product teams and recommend for edtech dashboard design:

- 1. Partner with your target users and customers, and involve them throughout the process.
- 2. Start at the end, by developing a clear understanding of the outcomes they are trying to achieve.
- **3. Understand the decisions they are trying to make** and why, day to day, week to week, month to month.
- **4.** Understand the types of interventions they can or would like to make based on those decisions (these could include deploying materials, meetings, helpers, or communications).
- **5.** Start your designs in black and white, but only after you've nailed 2-4. Designing in black and white forces you to focus on what's most important for your users and visually simplifying it for them. Only re-introduce color when you have a solid set of designs.



## How to design more actionable edtech dashboards: context for these design examples

In the pages that follow are four mockup designs to illustrate the principles of designing more actionable edtech dashboards. For context, a few health warnings:

- 1. These designs are illustrative only. In fact, I've broken my first rule of development and not involved customers to incubate these designs. You should always start by workshopping with your target customers to identify what they are trying to achieve (their "outcomes").
- 2. Good design is unobtrusive. So, if these designs do a good job, they will not be startling. Instead, they will get "out of the way" to enable understanding, decision making, and high-value actions.
- **3.** Courseware for US higher-education instructors. These designs illustrate dashboards for instructors using a fictional courseware product. The insights and actions are therefore geared to adult students and instructional models.

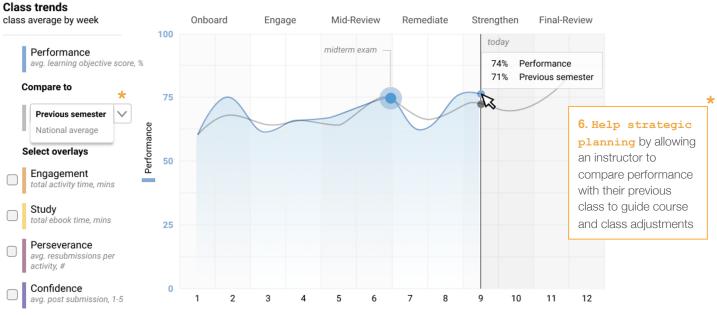
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Enjoy!

Design example 1: class weekly performance trends to help instructors to make course corrections



**1. Tell a story** by helping an instructor to focus on key phases of their journey to achieving their course goals



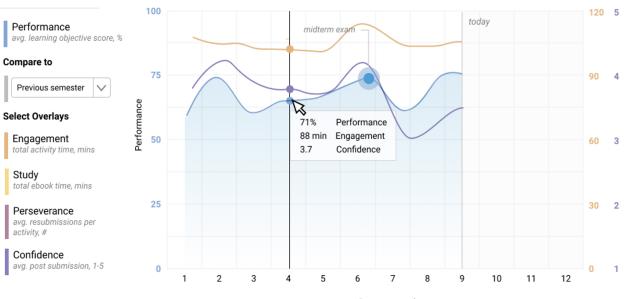
Semester Weeks



Design example 2: class weekly 360-degree view to give instructors a richer context of performance results



**3.** Reduce noise using calm, consistent design and cues (color, visualization, orientation, and sequencing, and wording) so insights pop



Semester weeks

## Class trends class average by week

-

4. Create a 360° picture of learners and their learning to give instructors context for performance and insights into how to help

enablinginsights smart decisions for edtech growth Design example 3: student weekly 360-degree view to help instructors to identify which students to help and how



4. Create a 360° picture of a learner and their learning to give instructors context for performance and insights into how to provide individualized help

# **5.** Provide formative insights for tactical decisions and interventions at valuable moments

#### Behavior Performance Roster Engagement Study Confidence Perseverance avg. learning objective score, % total ebook time, mins avg. resubmissions per avg. post submission, 1-5 total activity time, mins activity, # 72 min 27 min 3.6 3.2 37% Tam Nguyen • **40** 20 min Jane Ruiz • 45% 3.5 2.2 54 min 75 min 9 75% 4.7 4.2 Imani Russell 90% 71 min 42 min 3.1 4.8 Zahra Naser

**9.** Close the gap by helping instructors see which learners need help, when, and how

Student performance: Week 9

dotted lines = class average

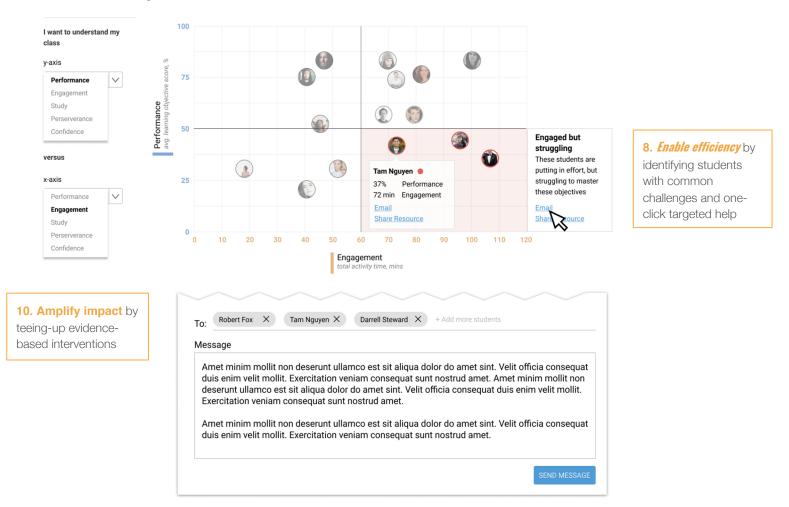
**3.** Reduce noise using calm, consistent design and cues so insights pop



Design example 4: student intervention clusters to enable instructors to efficiently help groups of students



### Student intervention categories: Week 9



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