ImagineX Racer App

https://imaginexracer.com - v0.9.5

User Journey – All

Initial View / Login

Location: https://imaginexracer.com

Description:

- All users start from this initial screen. It allows both teachers and students to take separate paths. Depending on how the user chooses to use the app.



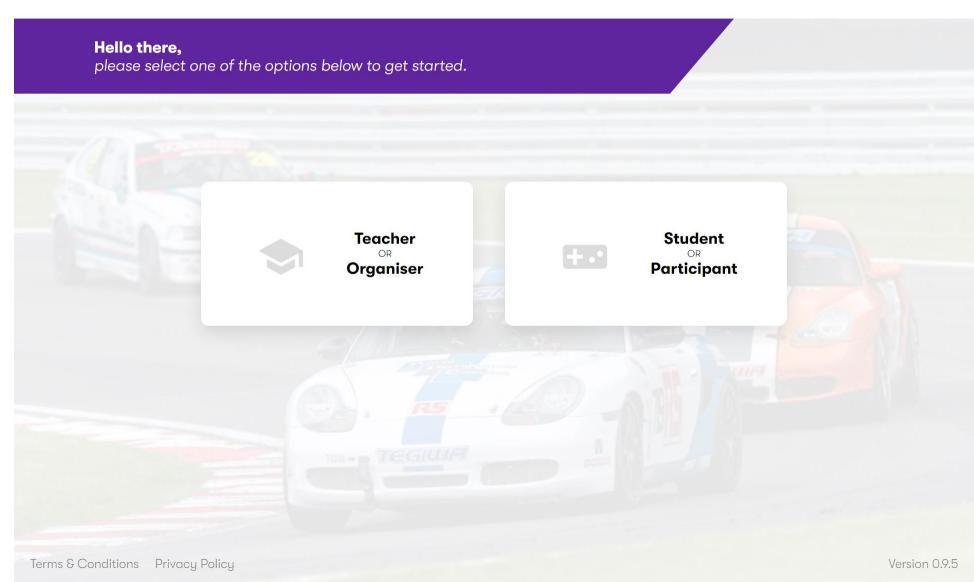


In association with









User Journey - Teacher

https://imaginexracer.com/t/signup

Description:

- Teachers & Organisers have a bespoke account creation page separate to that of the students.
- From here we capture some data while also getting consent for the technologies used.
- We also ask if this information is to be shared with RS & PDC.



Ple	ase fill in the details below
irstname	Surname
Joe	Bloggs
mail	
haydn.comley@versionmaybe.com	
Password	Verify Password
•••••	****
Location	School / Organisation
By creating an account you have to agree to ou	r Terms & Conditions
Yes, I Agree https://www.versionmaybe.com/terms	s-and-conditions
Would you like to receive information from the fo	ollowing:
RS Components	PDC Racing https://www.pdcracing.com/
A	Iready have an account?

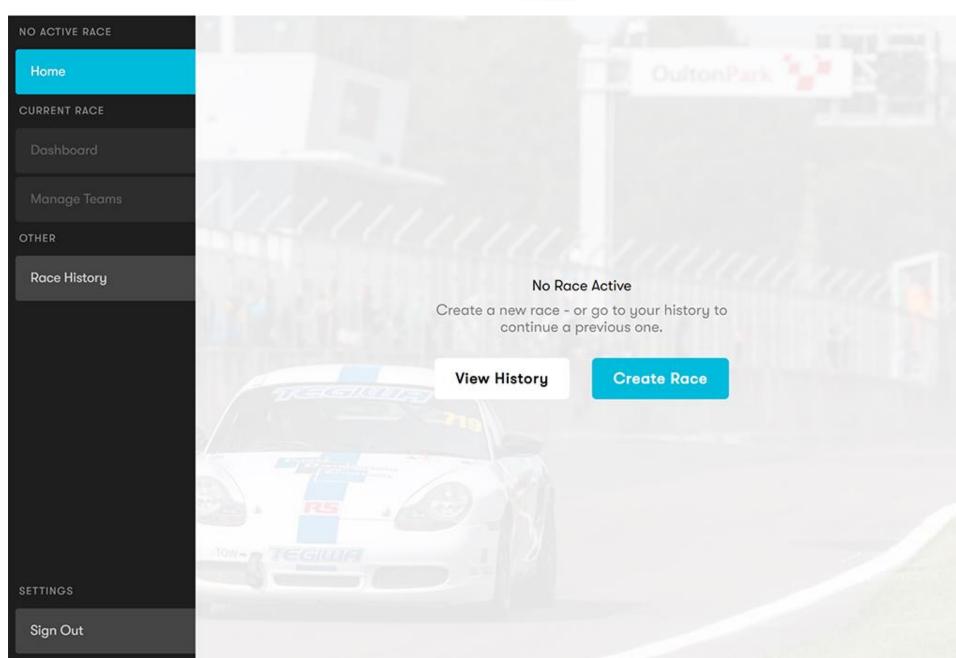
Login Now

https://imaginexracer.com/t/dashboard/new

Description:

- If the teacher has just logged in, they are shown a page like the following.
- At the moment when a race is created it is pre-populated with a template, this has plans to allow teachers to create their own custom races for students to join but has been simplified to begin with.



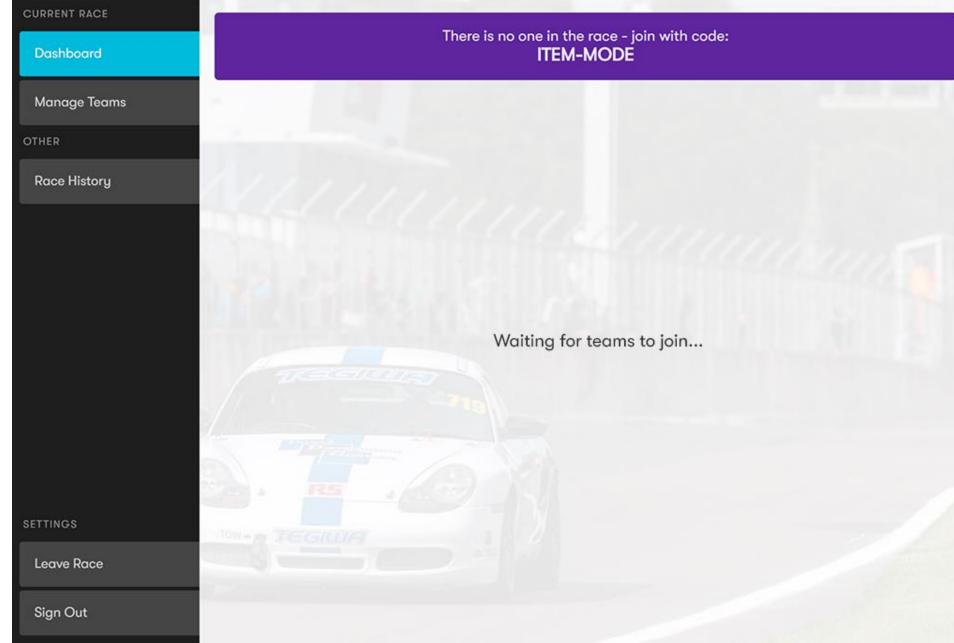


https://imaginexracer.com/t/dashboard/ove <u>rview</u> Description:

- When a teacher has a race selected, they get shown a dashboard of options
- This is where they will be for the most part – at this point they are waiting for students to join in using the code that is in the top right.
- This green box with the race code will always show for the teachers when they are in an active race.



Race Code ITEM-MODE



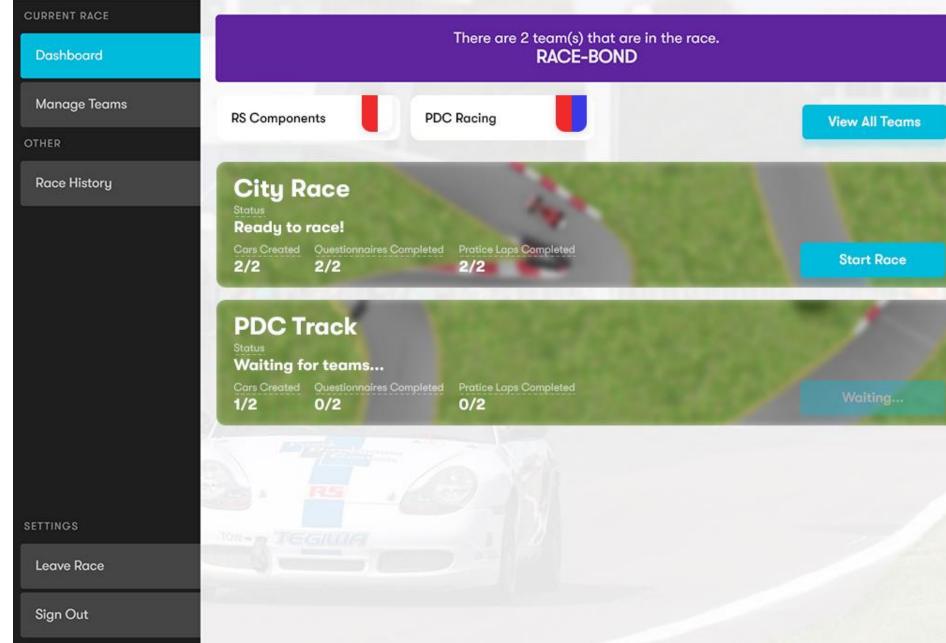
https://imaginexracer.com/t/dashboard/overview **Description**:

- When users start to complete tasks, join, complete work etc the teacher can see these update in real-time (they don't need to refresh the page)
- This gives them a quick overview of what is going on, and where students may be stuck or need help.



Race Code

RACE-BOND



 $\frac{https://imaginexracer.com/t/dashboard/tea}{ms}$

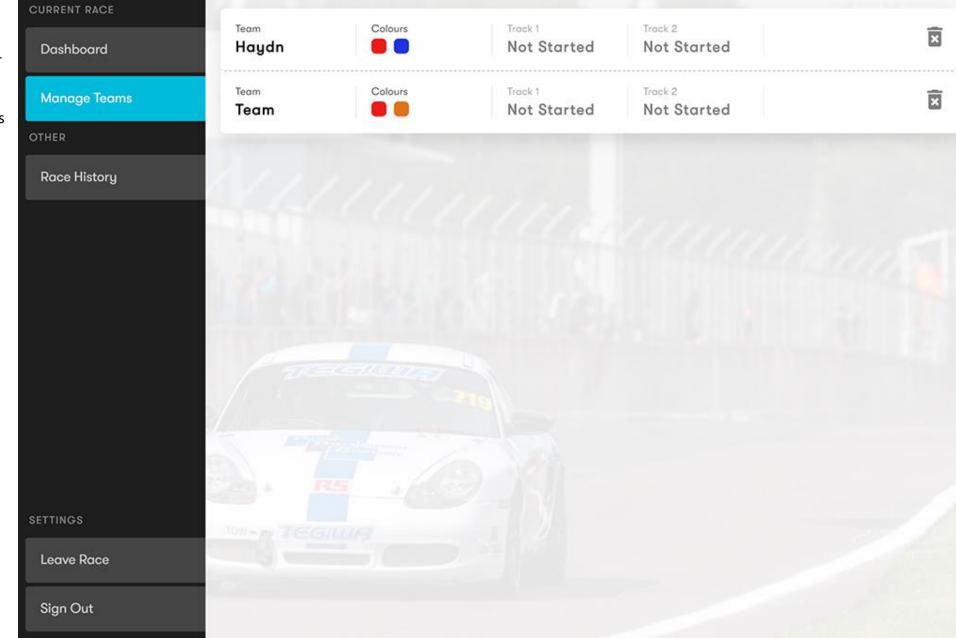
Description:

- Teachers can also manage teams from this sub-menu
- If they want to kick users out, manage or modify team they can do so from here
- This may be because a student has entered an unreasonable name, students have joined who should not have etc.





Race Code
RACE-BOND



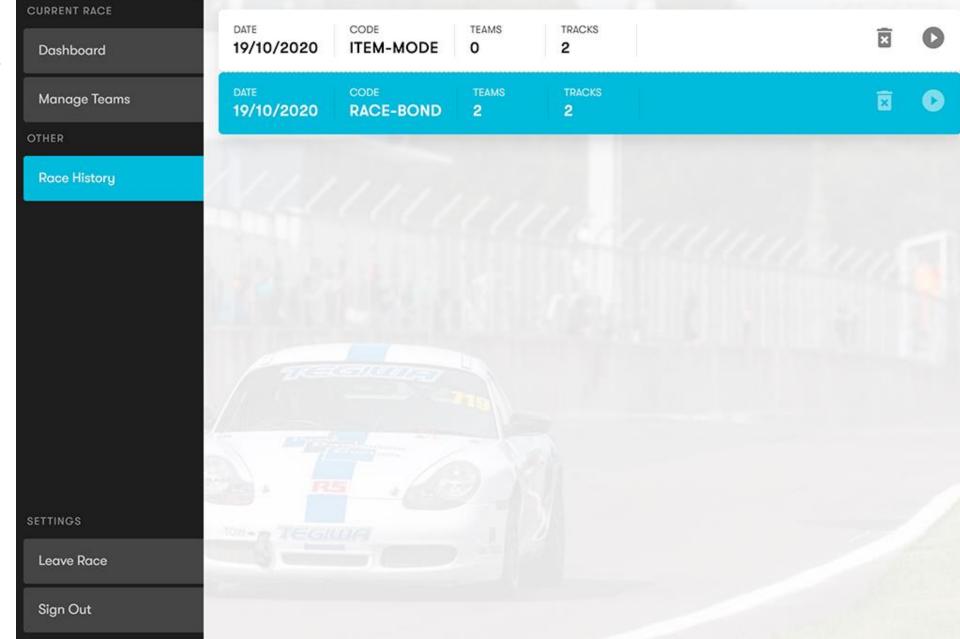
https://imaginexracer.com/t/dashboard/hist ory

Description:

 Teachers can also view the history of all their races, the means they can quickly switch between and continue old lessons if need be



Race Code
RACE-BOND

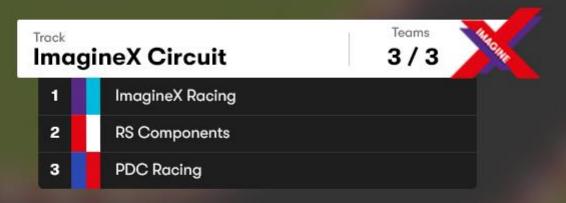


https://imaginexracer.com/t/race

Description:

- When a teacher decides to do a group race, they are then brought to this page.
- They can see which students have loaded into the race on their own devices
- Once every student is in, the can then start the race – this shows on their screen, as well as having a strippeddown view for the students on their own devices.

(the race art is subject to change however the functionality is not)



Waiting for teams to ready up...

https://imaginexracer.com/t/race

Description:

- During a race everything is automated.
- The cars will do their laps, and the camera will pan around to try and show relevant actions such as takeovers, corners etc.

This does try to balance to show all students cars.

(the race art is subject to change however the functionality is not)



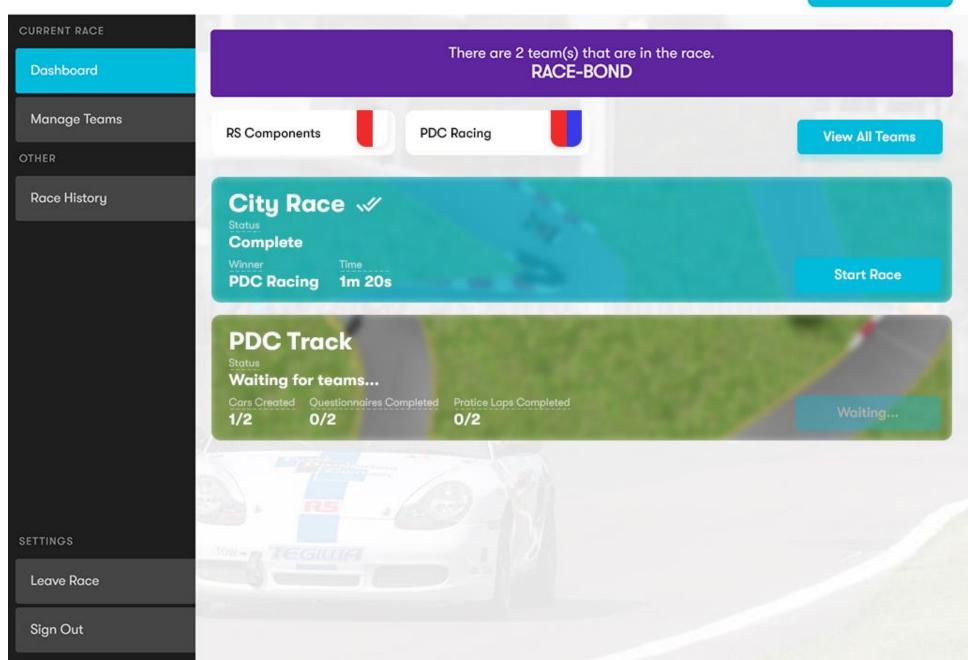
https://imaginexracer.com/t/dashboard/overview

Description:

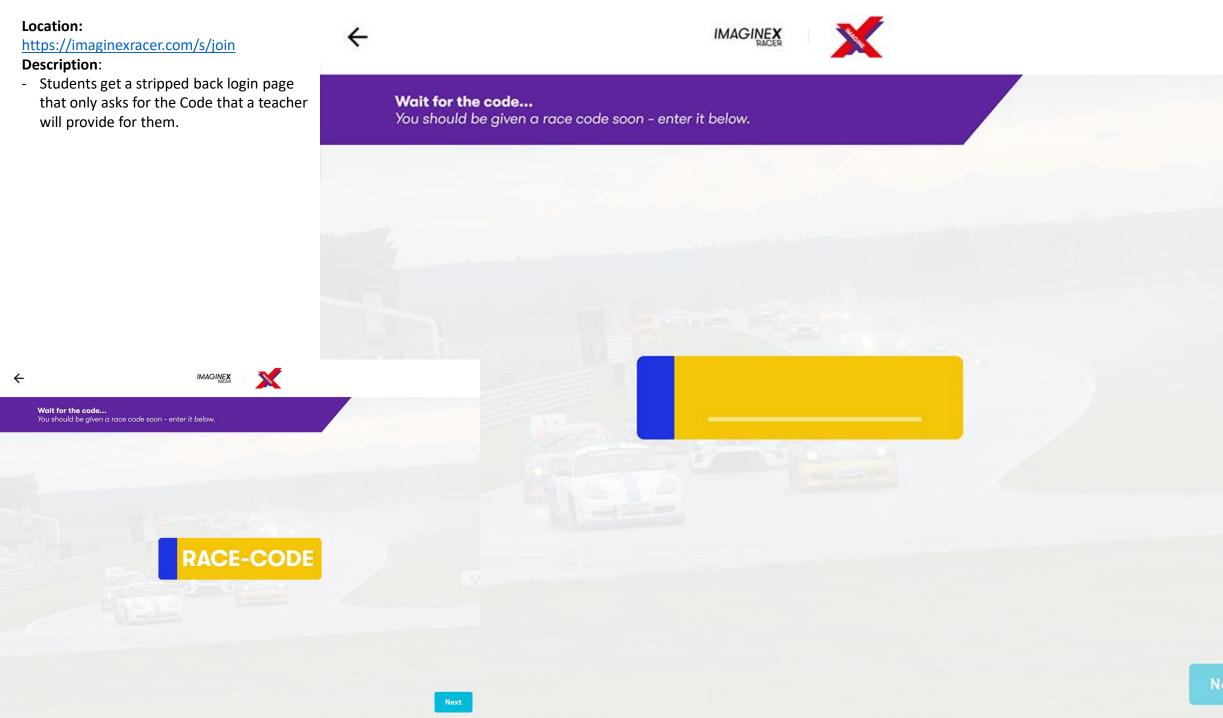
- Teachers are then navigated back to the overview where the will see a little but more information from the race that just happened.
- This marks the end of the first track and is repeated for each track that is in the current group.
- The teacher can do the races as much as they want, there is no "finished" state as per say, but a teacher could assume that once the have complete all the group races that the game can be concluded
- The reason for no specific end-state is so students / teachers can potentially revisit the game later and continue.







User Journey - Student





https://imaginexracer.com/s/create-team

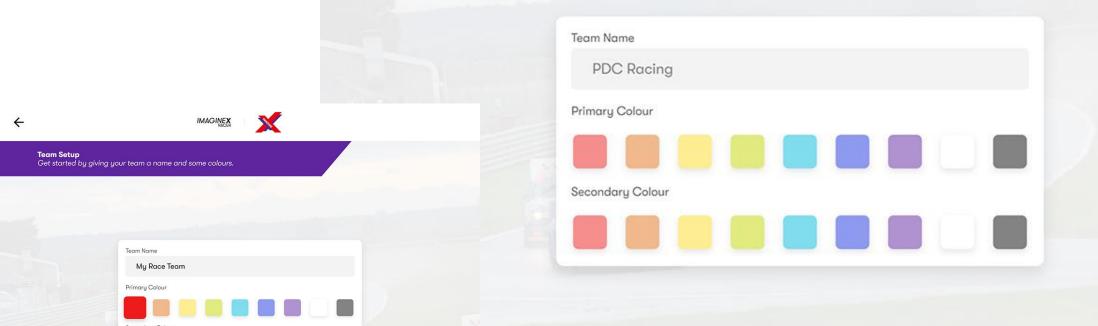
Description:

 Once. The student has. Joined, they must first provide a team name as well as select a primary & secondary colour.



Team Setup

Get started by giving your team a name and some colours.





https://imaginexracer.com/s/dashboard

Description:

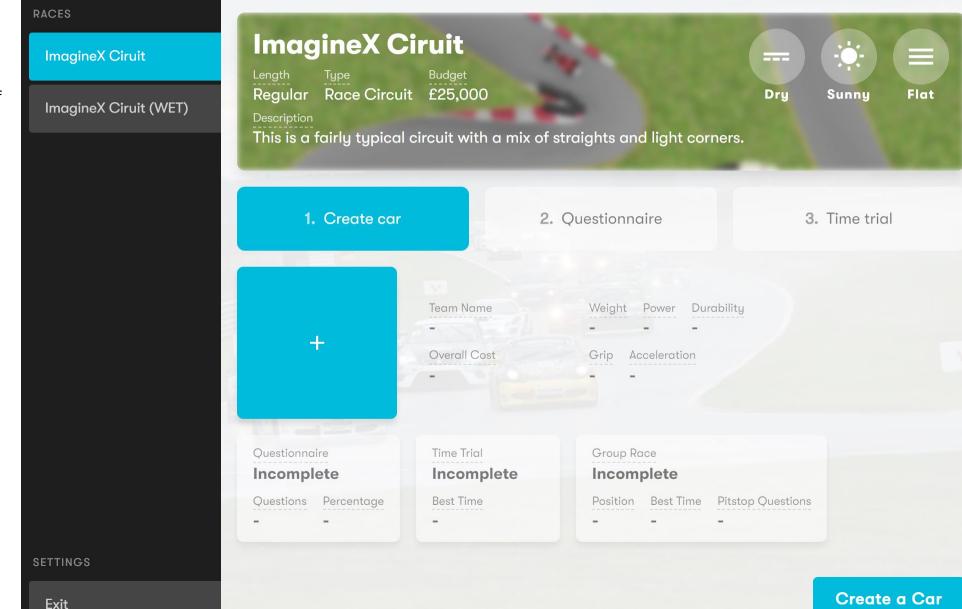
- Students are then provided a dashboard like the teachers, but different in a few ways.
- In the top right is a card that shows the basic info, this can be helpful for a teacher to see which team is logged in if the need help
- Students will have the first track automatically selected – from here they can see an overview of the track details and what tasks must be complete





My Race Team

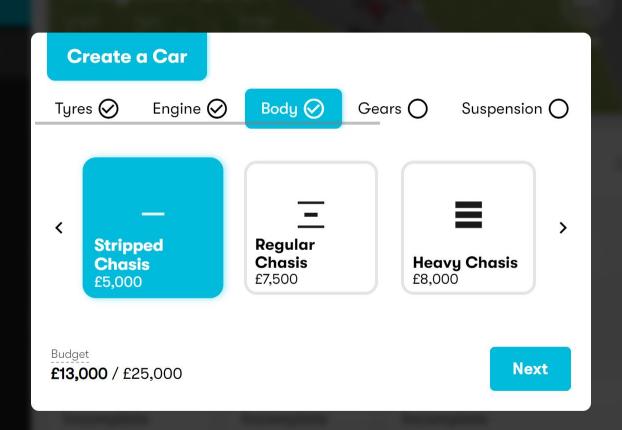




https://imaginexracer.com/s/dashboard

Description:

- The first task a student needs to do is create a car. This can be done b either clicking the task, the associated button in the bottom right, or the empty car showcase
- The modal shown has the overall budget, as well as tabs that go through each important aspect of the car that needs to be chosen.
- Students can tab between these as the are creating their car, when they press finish this is when the car spec is locked in. This can be edited at any point b pressing the edit button that shows once an initial car is created.



https://imaginexracer.com/s/dashboard

Description:

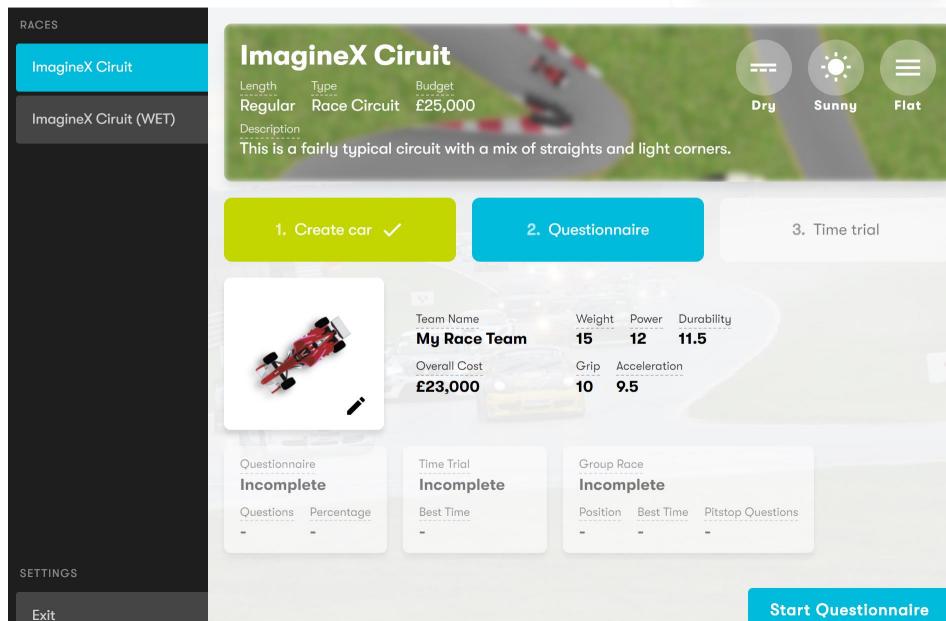
- The next step is to complete the questionnaire for this track
- This reinforces learning and, if completed well, will give the students a slight performance increase in the time trail race they will do next.
- This simply shows a modal with the multiple-choice answers.
- They are scored overall with a percentage at the end
- They can do this questionnaire multiple times, however they are not told which answers they got wrong – just the overall.
- Teachers can see which questions were wrong from their dashboard in order to help if need be.





My Race Team

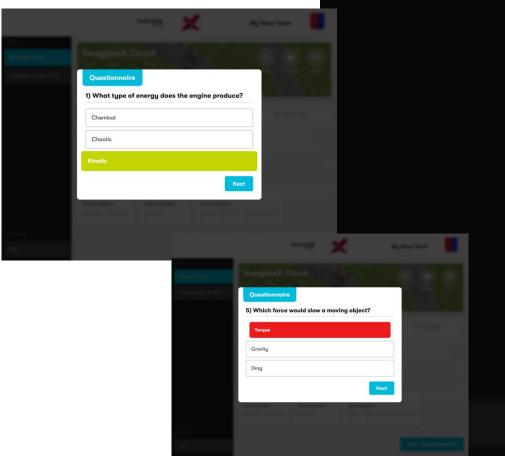


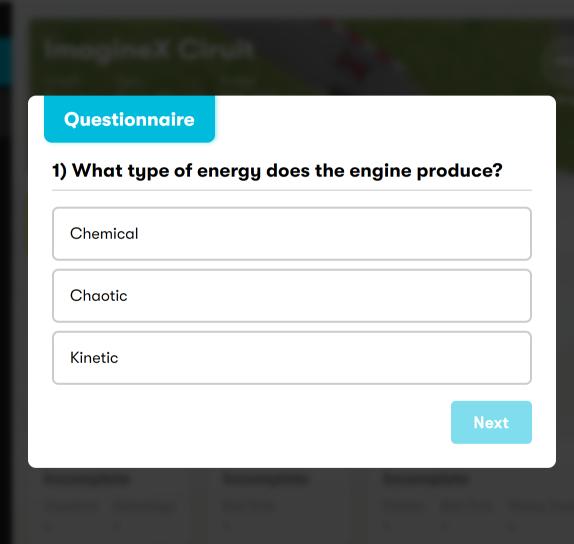


https://imaginexracer.com/s/dashboard

Description:

- Questionnaires have 10 questions for the students to answer
- These effect where they end up on the starting grid during the big race
- They only get once chance for the questionnaire per race
- They are shown if their answer was correct or not, but not shown the value of the other answers





https://imaginexracer.com/s/race-practice

Description:

- When students have completed the last two steps, they can start their practice lap.
- This brings them onto the race screen which is fully automated.
- Their car will complete 2 laps in order to give them an estimate of how optimized their car is for the track.
- Once complete they are navigated back to the overview
- Finishing an initial practice will mark that race as complete for the teacher – once all students have finished a practice lap on a track, the teacher is then able to do a group race.

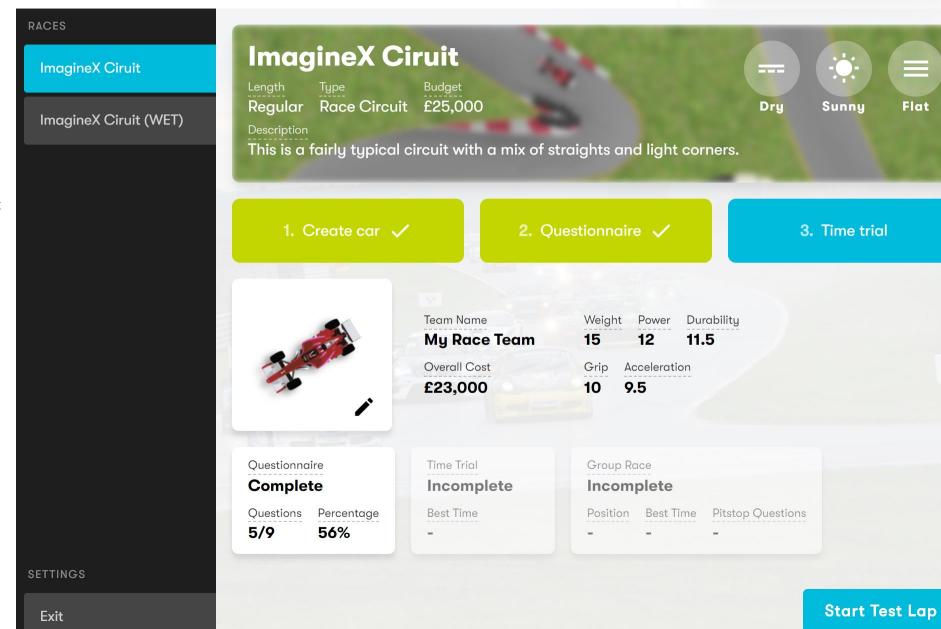




My Race Team



Flat



https://imaginexracer.com/s/dashboard

Description:

- When a teacher starts a group race all students are presented with a short questionnaire.
- This must be completed and will effect where they show up on the starting grid.
- The teacher will be able to see each student's status of this on their screen when they are waiting for students to join in.





My Race Team



