# **Context and Reason:**

Since most of the demographic of students that go to universities are all from the Gen Z generation like me, I believe it is only right to provide them a solution that they can relate to and get behind with. Furthermore, school should be progressing forward, so the solutions we make should pave way for more technological advancement to be incorporated to schools. Other than that, school should be fun and interactive so that students can easily digest and learn the concepts we teach them, and one way to do it is by incorporating technological based solutions that both fun and interactive.

# **Process for Empathy:**

For me since I was a previous student of the program that I teach in myself, I can empathize easier with my students. So, when the history classes of the program were assigned to me, I identified what me and my classmates before were having trouble with the course. So, basically, I tailored the course in a way that I wanted it to be thought and digestible to me and my peers before.

### Learners Challenge:

Normally, most students lack the motivation to learn or get enthusiastic about history. This is especially true when they have trouble connecting it to their program, which in turn caused them to lack the motivation to do well in them or the eagerness to learn them. Whenever a learner gets to this mindset, they rarely put an effort to learn the class. They would just do the bare minimum and not really pick up anything from the course.

# **Steps in Ideating and Prototyping:**

- **Conceptualization:** After looking at some of the technology available to me, I thought of an activity would peak students intrigue and curiosity in history after taking in consideration my experiences from the course before and after listening to feedback from my classmates who took the course with me.
- **Structure:** After getting the initial idea, I aligned it to the course learning outcome and incorporated elements that would help achieve the said outcomes while making use of the technology.
- **Research:** When everything was aligned, I have checked the science and psychology behind the concept that I though of to ensure that elements of learning and excitement are induced. Afterwards, I have done some research on the general history around my area to anticipate and easily identify some of the student's submission.
- **Content Development:** Through backward design, I created the assessment instruction from the learning outcomes and lecture I have made. Moreover, I tested the technology to check for any potential issues that my students may encounter.
- Accessibility Considerations: When everything was set, I examined the whole assessment and the technology that will be used on how I can make it more accessible and implemented them.

#### **Planned Implementation:**

- **Primer:** Before giving out the assessment that would make use of the technology, I will first give a lecture that ties with the said assessment.
- **Tutorial:** To ensure everyone is on the same page, I will give the students a tutorial on how to access and use the Padlet.
- **Guidance:** After giving a tutorial, I will simply provide the students the rationale of the assessment and the instructions.
- **Feedback:** Learning can be obtained form the professors' comments and also from their peers after they successfully completed the assessment.

#### Assessment:

To learn more about Kingston and Canada's rich history, students are tasked to explore the city of Kingston to find a monument, landmark or item with historical significance and take a selfie with it. The student should share the picture that they have taken through a Padlet post. In the Padlet post, a short description of the item must be given along with its connection to history.

#### Sample:

