

Target Learners

Underrepresented 6th grade
AVID students



Learning Problem

Lack of strategies to get accepted to and
afford college

Rationale

- ✓ Doubtful about ability to pay
- ✓ Unaware of ways to pay
- ✓ Doubtful about getting accepted

Hypothesis

↑ strategies = ↑ college-going
self-belief

Goal of Learner Testing

To determine whether the **number of strategies** that students say helped them get accepted to college and to pay for college correlates with a **shift in college-going self-belief**.

Participants

- ✓ 3 sixth grader
AVID students
- ✓ Low-income
- ✓ Hispanic
- ✓ Comfortable with
conversation

Data Collection

- ✓ Observation
- ✓ Reflection
- ✓ Video
- ✓ Pre and post-test
- ✓ Interview

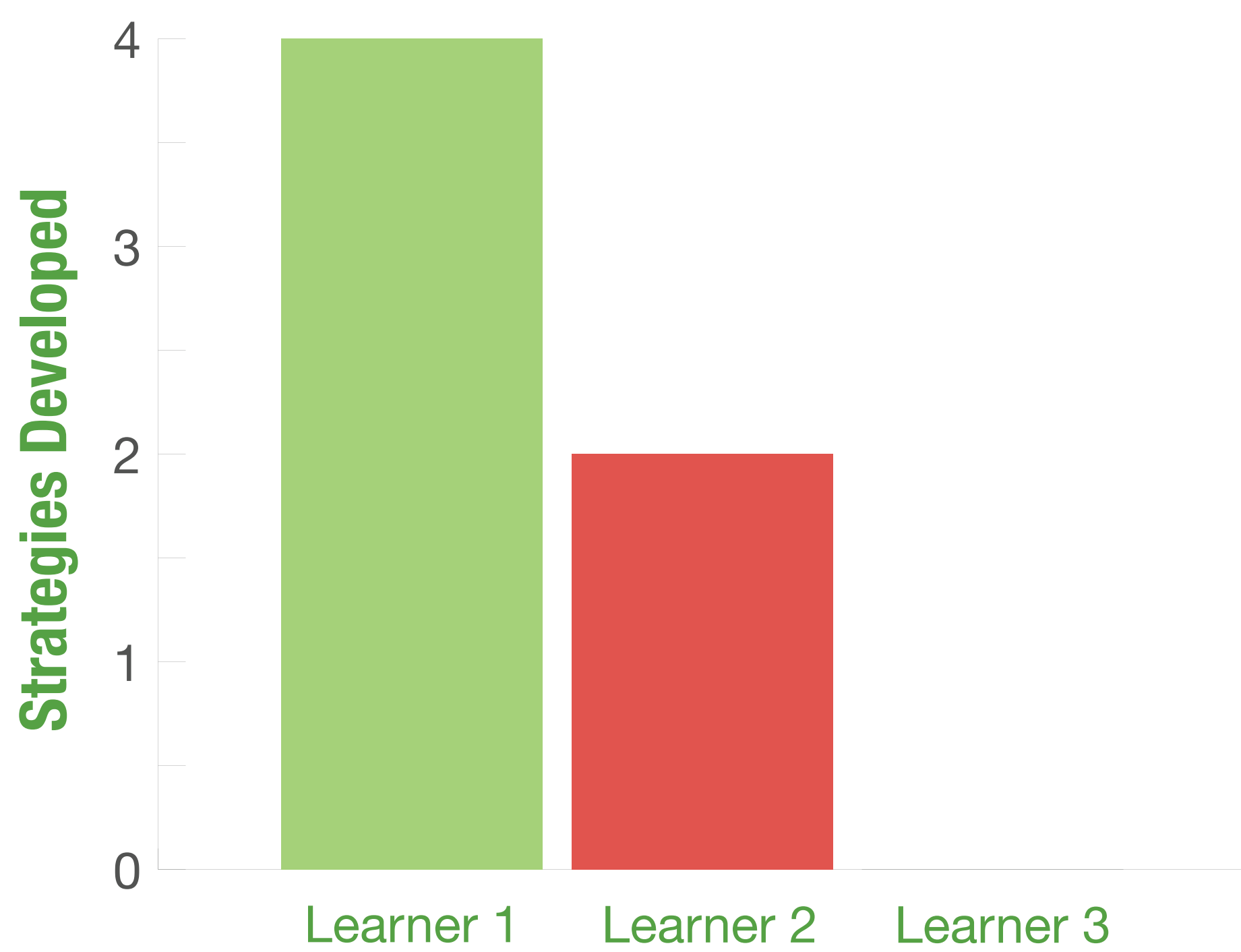
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Quest to College

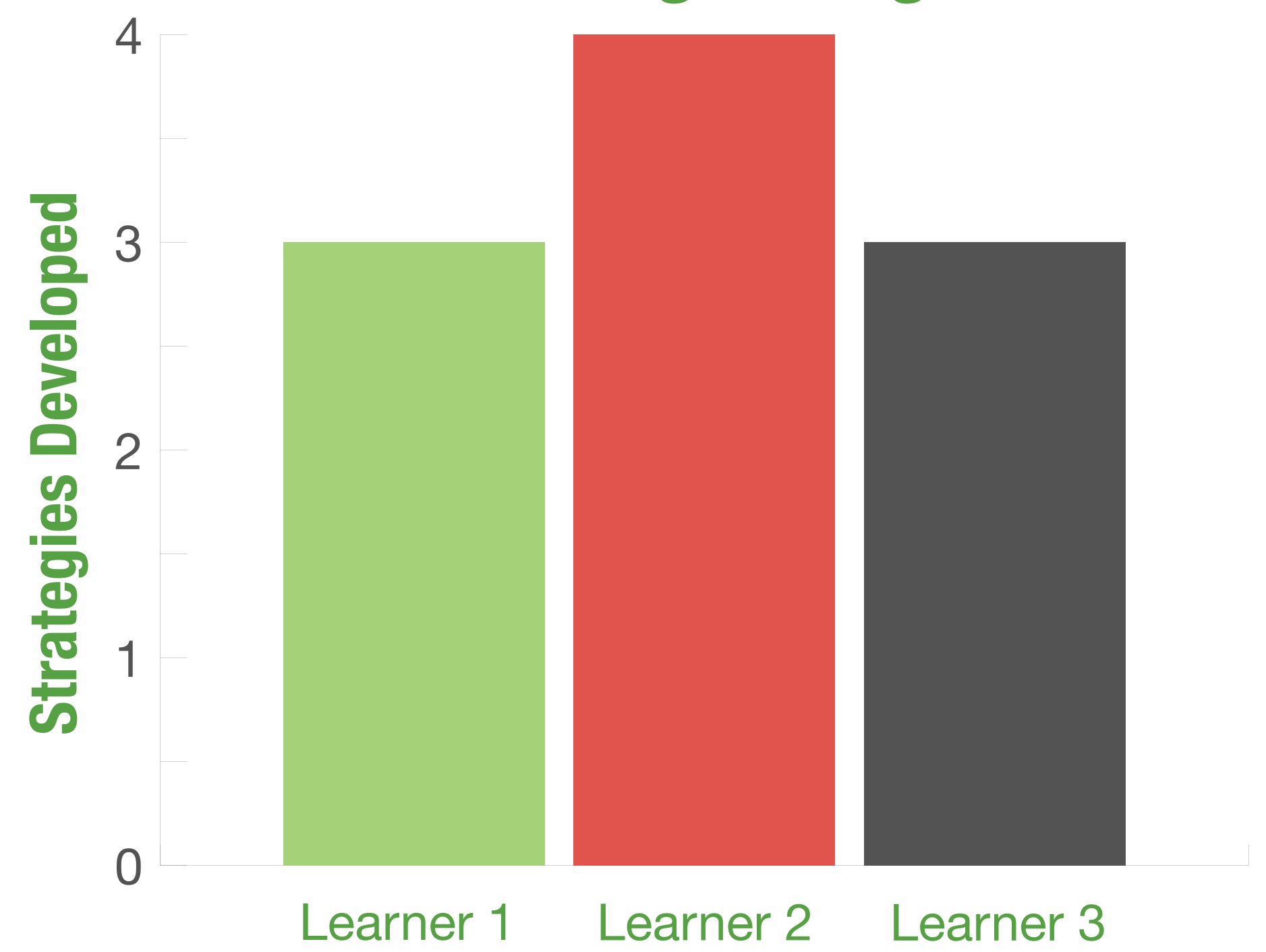
Target Learner Testings

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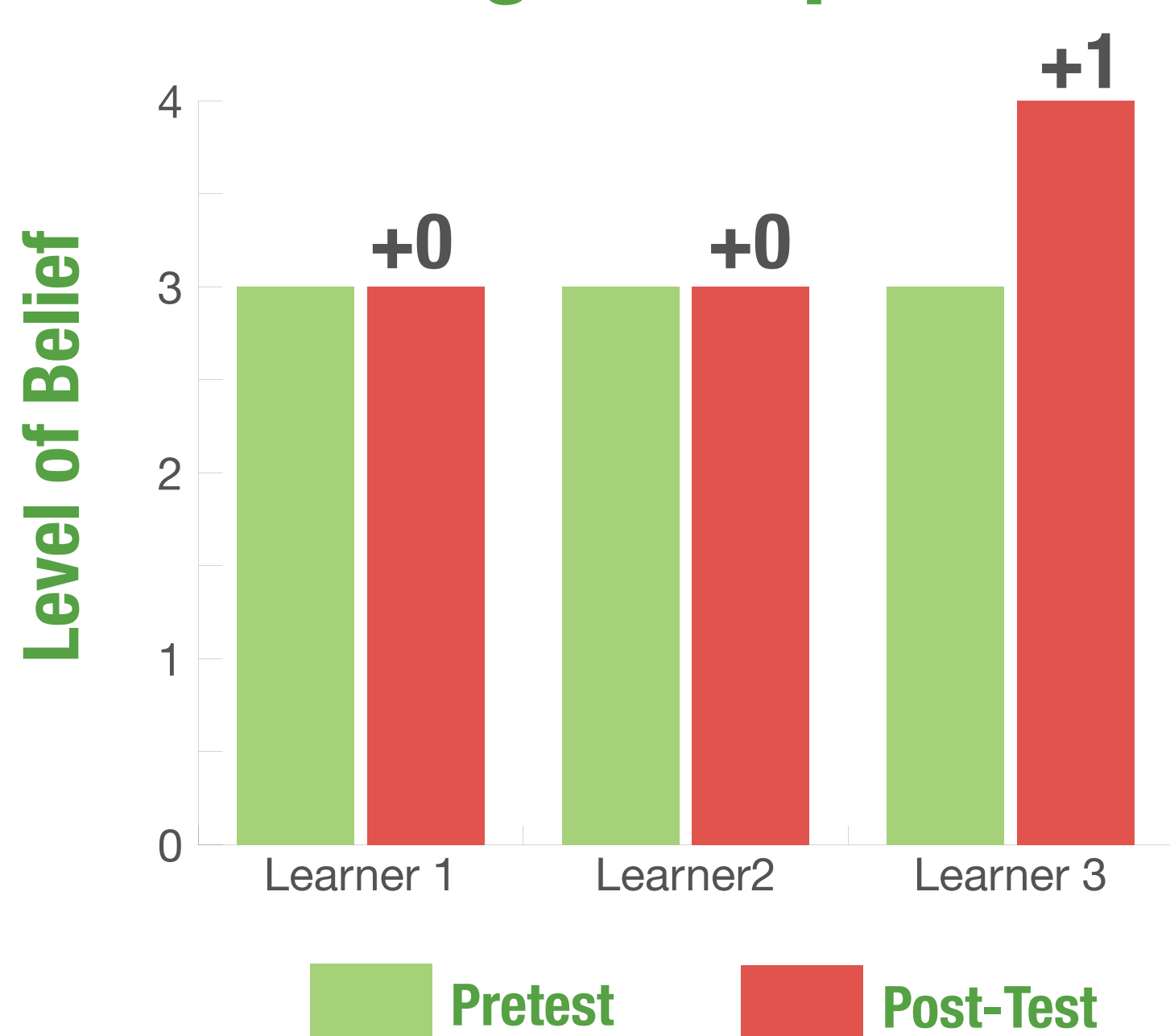
College Acceptance



Affording College



College Acceptance



Affording College



Key Findings

Observation

Learners did not click on "key words."

Finding

Confused about words throughout mission.

Redesign

Made "key words" a requirement of the mission.

Learners did not read each page carefully.

Numbers of strategies developed were low.

Made each page more interactive.

Future Directions:

Learning Analytics

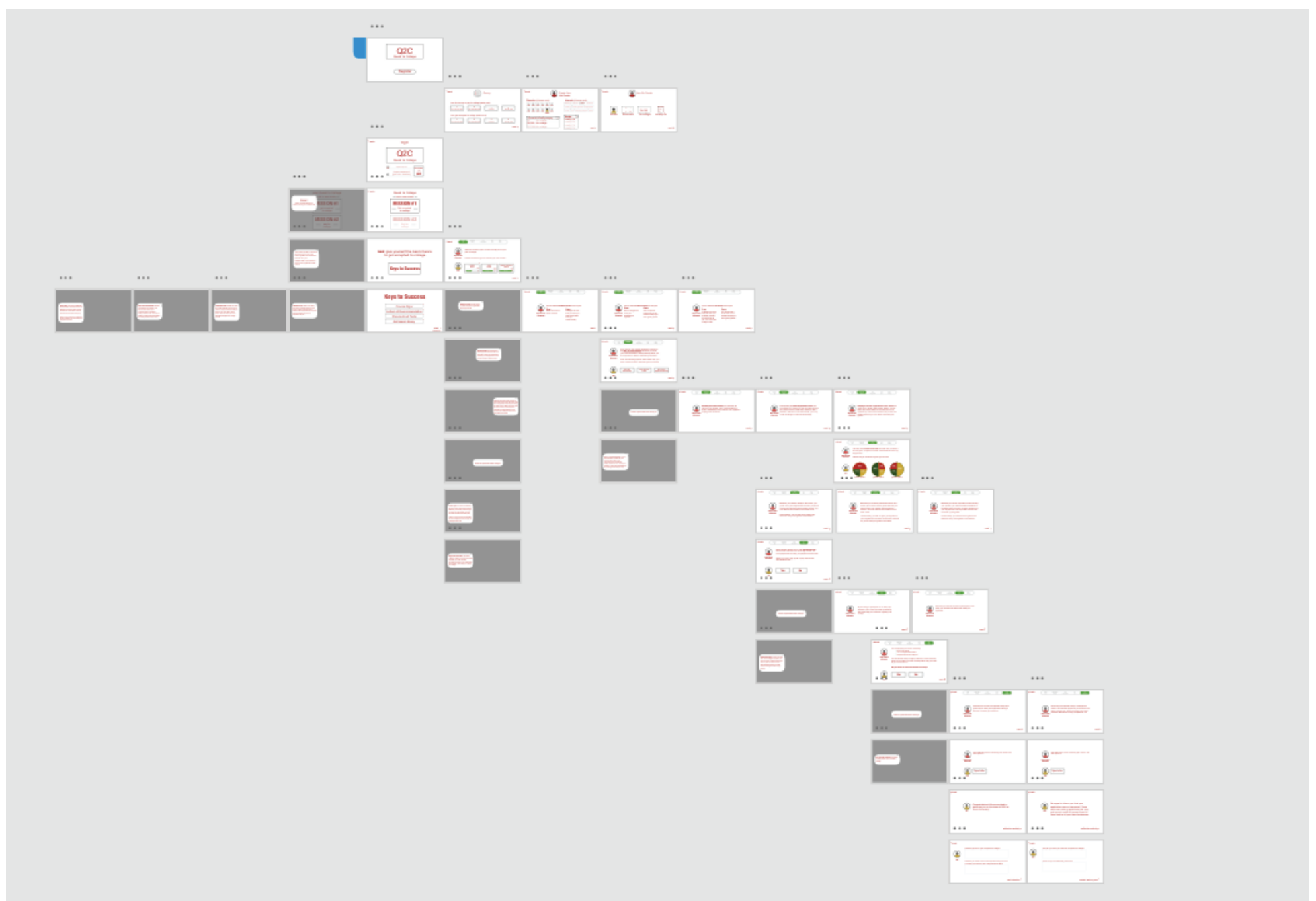
A **dashboard** of each student's interactions and decisions is sent to the teacher and/or guidance counselor, providing them with the topics in which students have low college-going self-belief. The platform **suggests particular interventions** for these students (ex: matching a student with a college mentor who comes from a similar background and/or with similar interests).

Solution

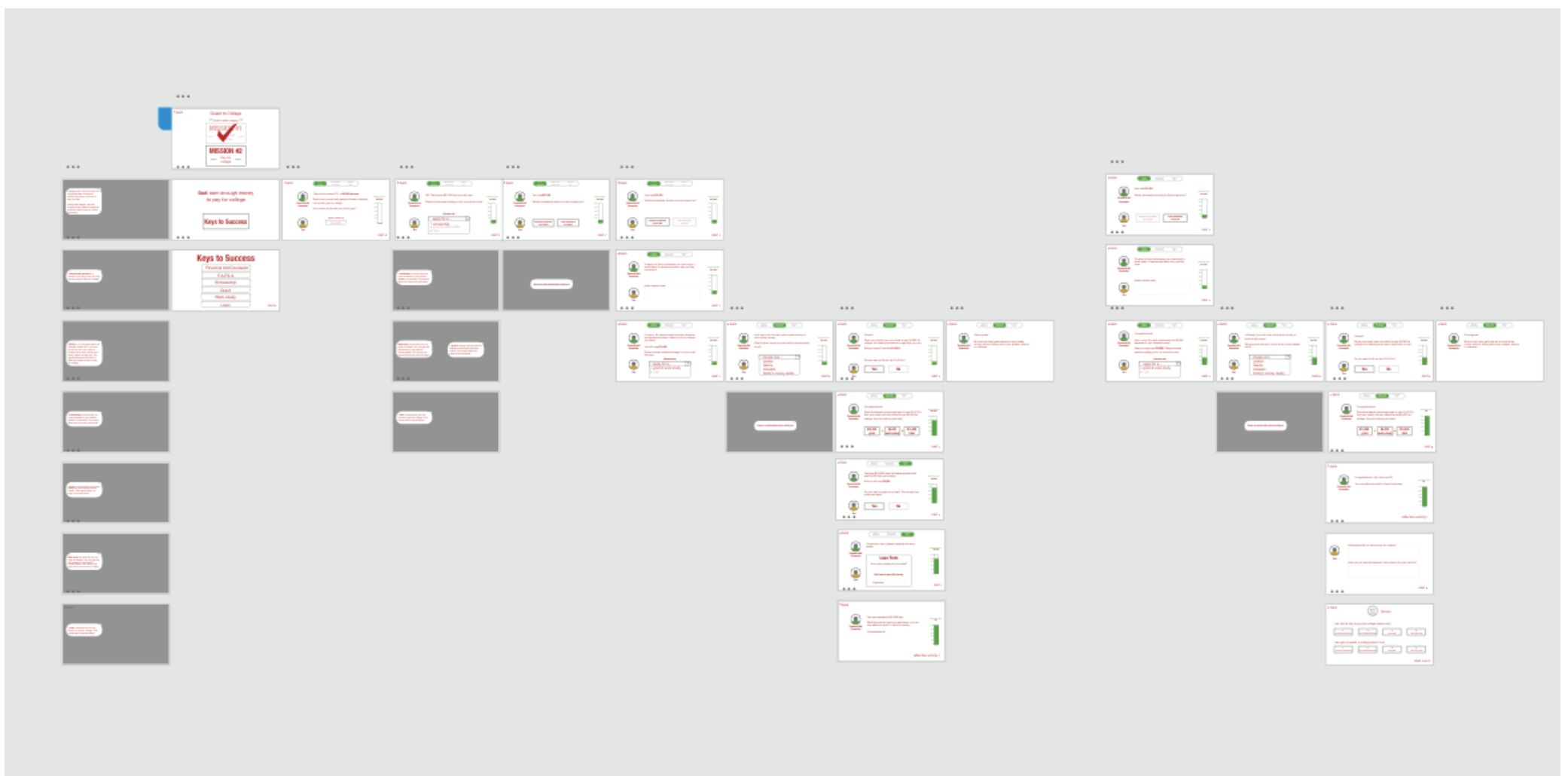
Quest to College (Q2C) is a digital simulation that helps users **develop strategies** to get accepted to and afford college.

- ✓ role-playing missions
- ✓ customized avatars
- ✓ real-life barriers

Mission #1



Mission #2



Want More??

Video



Contact Daniel



Contact Rocky



Website

