Objective & Research question

The goal of this project is to explore and determine important features to prioritize in the design of a new digital platform geared towards supporting ASU’s Employment Assistance & Social Engagement (EASE) program, its students, and their mentors.

Methodology Overview

- Two separate surveys for EASE mentors and mentees, were designed to gain feedback on features perceived to be useful for the proposed platform.
- 3 EASE mentors and 3 EASE mentees completed the survey from February 20 – March 15, 2023. Qualitative analysis was used to discover common themes in free response data while quantitative analysis was used to aggregate features that were most highly ranked.

Results

Emerging Themes

- Communication: Survey data found EASE mentors and mentees valued features that facilitate a quick check-in process using various modalities.
  
  An option to allow your peer mentees to send you quick, multiple-choice check-ins to update you on how they are feeling.

- Executive Function: In both groups time and task management type features were considered priority features to include in the platform.

  An option to allow your peer mentees to send you quick, multiple-choice check-ins to update you on how they are feeling.

Conclusion

- EASE mentors and mentees primarily value communication and time/task management type features, which are incorporated in an early Figma prototype.
- Prototype feedback and early implementation are ongoing.

Survey Design & IRB Approval

Survey Distribution

Data Analysis

Early Prototype Creation

Prototype Refinement

User Feedback

Early Implementation

Figure 1: Results for EASE Peer Mentor Survey Question evaluating perceived usefulness of a multi-modal (text, email, call) check-in feature

Figure 2: Results for EASE Peer Mentee Survey Question evaluating perceived usefulness of a multi-modal (text, email, call) check-in feature

Figure 3: Results for EASE Peer Mentor Survey Question evaluating perceived usefulness of a time planner type feature

Figure 4: Results for EASE Peer Mentee Survey Question evaluating perceived usefulness of a time planner type feature

Figure 5: Early platform prototype created in Figma based on emerging themes