The Tapestry Tool: A Collaborative, Interactive, and Non-Linear Online Learning Tool

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Introduction

What is The Tapestry Tool?

The Tapestry Tool is a collaborative educational tool that encourages the integration of multimedia content within a non-linear format; we call these collections of content “tapestries.”

The Tool is designed by students, faculty, and staff at UBC, and has been used in postsecondary settings, research settings, and by non-profit organizations.

Methods

Iterative Design Process

- Input from over a thousand UBC students, staff, and faculty.
- Data collection through eye-tracking, focus groups and interviews, usability testing and surveys.

Large Tapestries Study

BACKGROUND

- Users had trouble navigating "large tapestries" (i.e., > 20 nodes)
- Zoomed in: Lose connections/overview
- Zoomed out: Lose node details

PROCEDURE

- Users navigated a large tapestry
- Viewed mockups and videos of proposed features; gave ratings and preferences
- User experience questionnaires

Results

Large Tapestries Study

A future iteration of the Tapestry Tool with dynamic zooming features

BC SUPPORT Unit

- Displays interactive and non-linear educational modules supporting diverse people and communities (e.g., LGBTQ2S+, Rural and Remote, and Deaf communities)
- For more information, see: https://methodsclusters.ca/; https://www.bcahsn.ca/our-units/bc-support-unit

Transitioning Youth With Disabilities and Employment

- The Tapestry Tool has been extensively adapted for use by the TYDE Project, allowing for a completely customized and highly interactive interface.
- For more information, see: https://mytyde.ca

Conclusion

- The Tapestry Tool can be adapted to suit its context.
- Facilitates knowledge exchange and helps advance community-engaged research and researcher collaboration.

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