CASE STUDY · C DREAMS · MOBILE-FORWARD WEB

A learner dashboard designed before the courses existed

How I designed one dashboard that works for any course, phone first.

Role · UX intern, dashboard owner

Duration · 6 months

Team · 5 UX/UI designers

Platforms · Mobile forward, then desktop

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CONTEXT

C Dreams trains people for green-collar careers through online courses

THE PROGRAM

Online courses like Energy Auditing that lead to green-collar jobs.

THE TEAM

5 UX/UI designers, each owning a part of the platform.

MY PART

The learner dashboard: the first screen learners see every time.

Month 1
Research

Month 2
Site map and flows

Month 3
Lo-fi concepts

Months 4–5
Hi-fi: mobile, then desktop

Month 6
Review and handoff

so what was the problem?

Career changers are often working or raising kids too. They study in short bursts, mostly on phones. If the app doesn't show what's next, they close it and don't come back.

The twist: **the courses didn't exist yet.** We only knew they'd have readings, quizzes and maybe live classes. So the dashboard had to work for any course.

WHAT LEARNERS NEED

Four questions the dashboard must answer

Where am I?

Course and module progress

What's next?

One task, one tap away

What's coming up?

Live classes and exams

How do I get help?

Messages and resources

give learners one place to see where they are, what's next and what's coming up, however the course is built?

SUCCESS METRICS

I set targets first, so every decision had a yardstick

≤ 2 taps
from opening the app to back inside the current task

90%
find their next task in under 10 seconds

70%
of learners who start a module finish it

75%
of registered learners join live classes

Also tracked: weekly active learners (60%), mobile share of sessions (over half), ease of use (SUS 75+).

RESEARCH · COMPETITIVE ANALYSIS

What we borrowed from platforms learners already know

COURSERA

A "resume" that returns you to the exact spot you left.

GOOGLE COURSES

Bite-sized lessons and visible milestones.

CANVAS

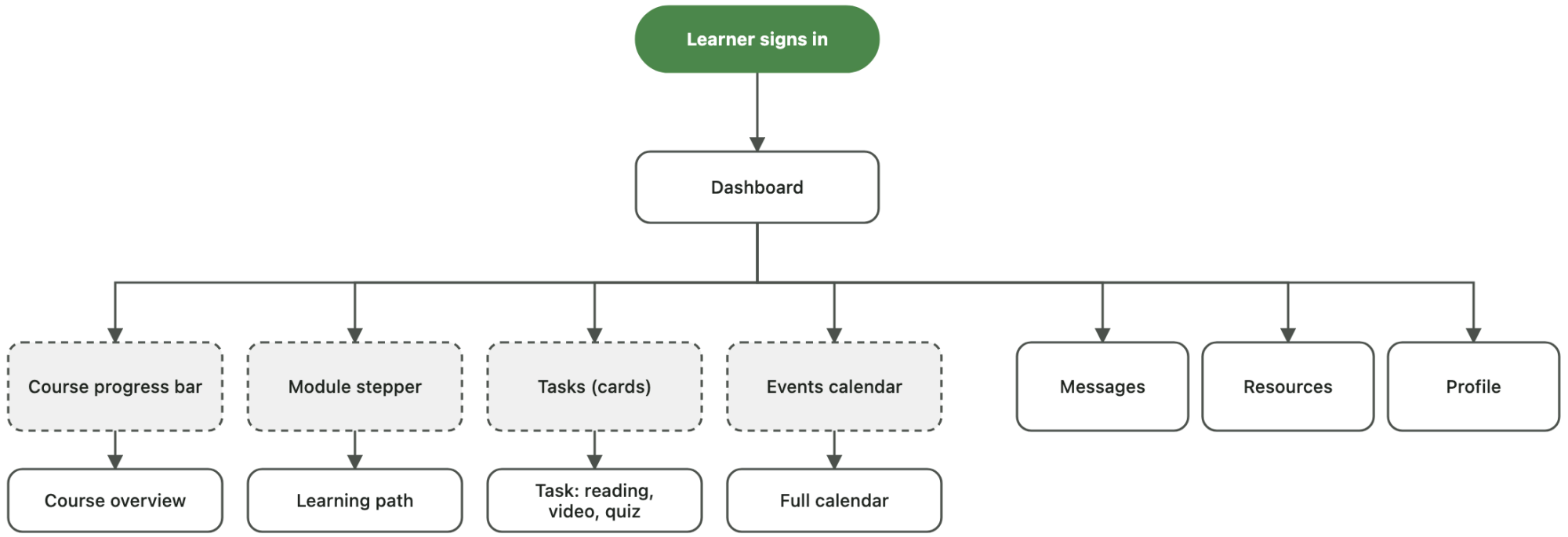
A to-do list and calendar side by side.

THE INSIGHT

Learners don't need the whole course on screen. They need the next step, and proof they're making progress.

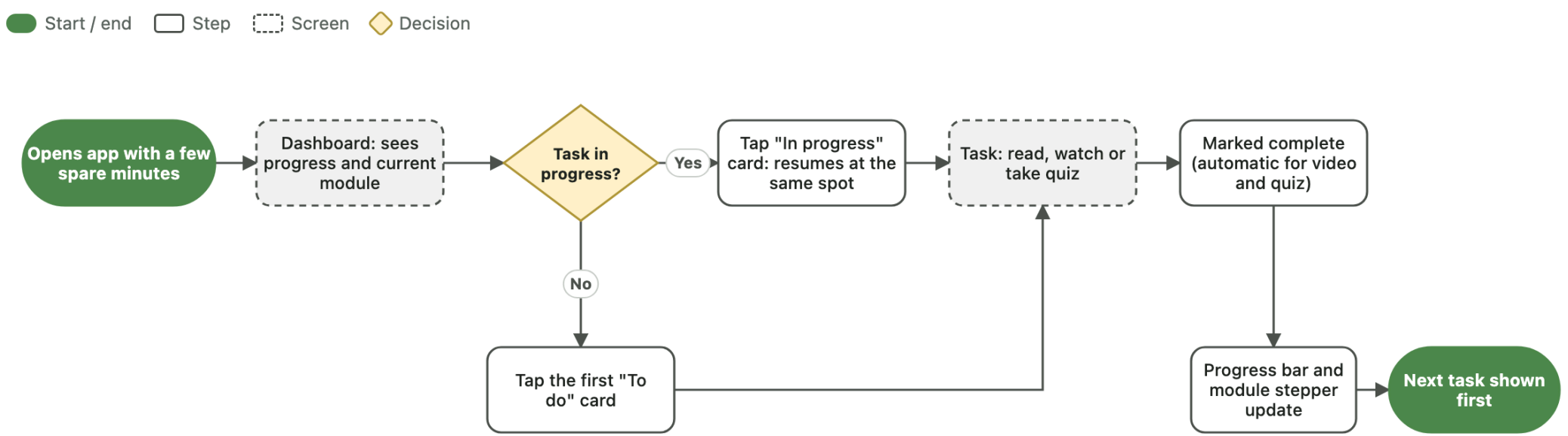
MAPPING IT OUT · SITE MAP

The dashboard is a summary: each section links to a full page, so it fits any course length



MAPPING IT OUT · TASK FLOW

The main job: pick up where I left off. It only needs a "next task", never a module count



LO-FI CONCEPTS · MOBILE FIRST

Five directions, each leading with a different question

None answered all four questions, so the final design combines the best parts: a progress bar, module stepper, task cards and an events calendar.

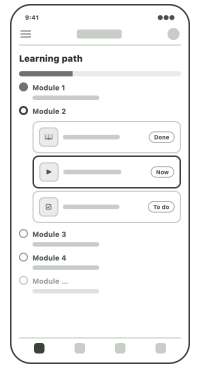


A "Next up" focus

One big Resume card, with a short queue of what comes after it.

PROS
- Fastest way back into learning
- Doesn't depend on the course structure

CONS
- No sense of overall progress
- Live classes are easy to miss

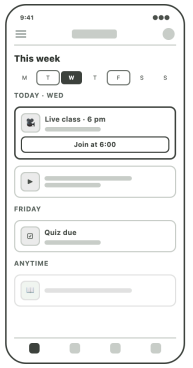


B Learning path timeline

A vertical list of modules, with the current one opened up to show its tasks.

PROS
- Shows the whole course at a glance
- Stretches to any number of modules

CONS
- Long scroll on a phone
- No obvious place for events

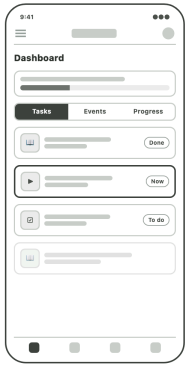


C Weekly agenda

Tasks and live classes together in one schedule, by day.

PROS
- Great for live classes and deadlines
- Helps learners plan around work

CONS
- Feels empty if the course is self-paced
- Hides overall course progress

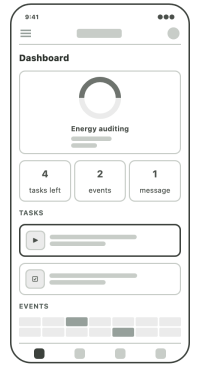


D Tabbed hub

A progress bar, then tabs to switch between Tasks, Events and Progress.

PROS
- Compact and tidy on small screens
- Each tab can grow on its own

CONS
- Events are hidden behind a tab
- One extra tap to see what's coming up

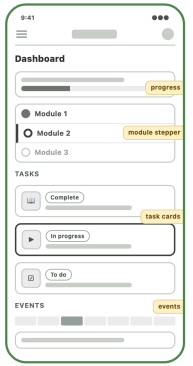


E Stats overview

A progress ring and summary counts at the top, with sections below.

PROS
- Motivating sense of progress
- Familiar dashboard pattern

CONS
- Counts take space before any action
- Ring is vague when module count is unknown



✓ Chosen: hybrid Shipped

Combines the best parts: the progress bar from E, the module stepper from B, the task queue from A and the events calendar from C, all stacked in one scrolling column.

KEPT
- Every question answered on one screen
- Task cards fit any content type

TRADED OFF
- Longer scroll on mobile
- The stepper shows 3 modules at a time

THE DESIGN

Four key decisions

1

Because the content was unknown

One task card for any content

Readings, videos and quizzes share one card. A new content type just needs a new icon.

2

Because learners study in short bursts

The current task is easy to spot

Statuses are spelled out, not just color coded.

3

Borrowed from Canvas

Tasks and events together

The calendar marks event days; the next event sits below it.

4

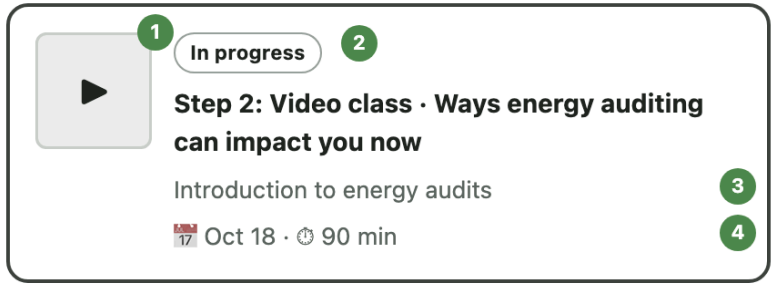
Because it had to be mobile forward

Designed for phones, then widened

Desktop puts the same blocks side by side.

DECISION 1 · TASK CARD ANATOMY

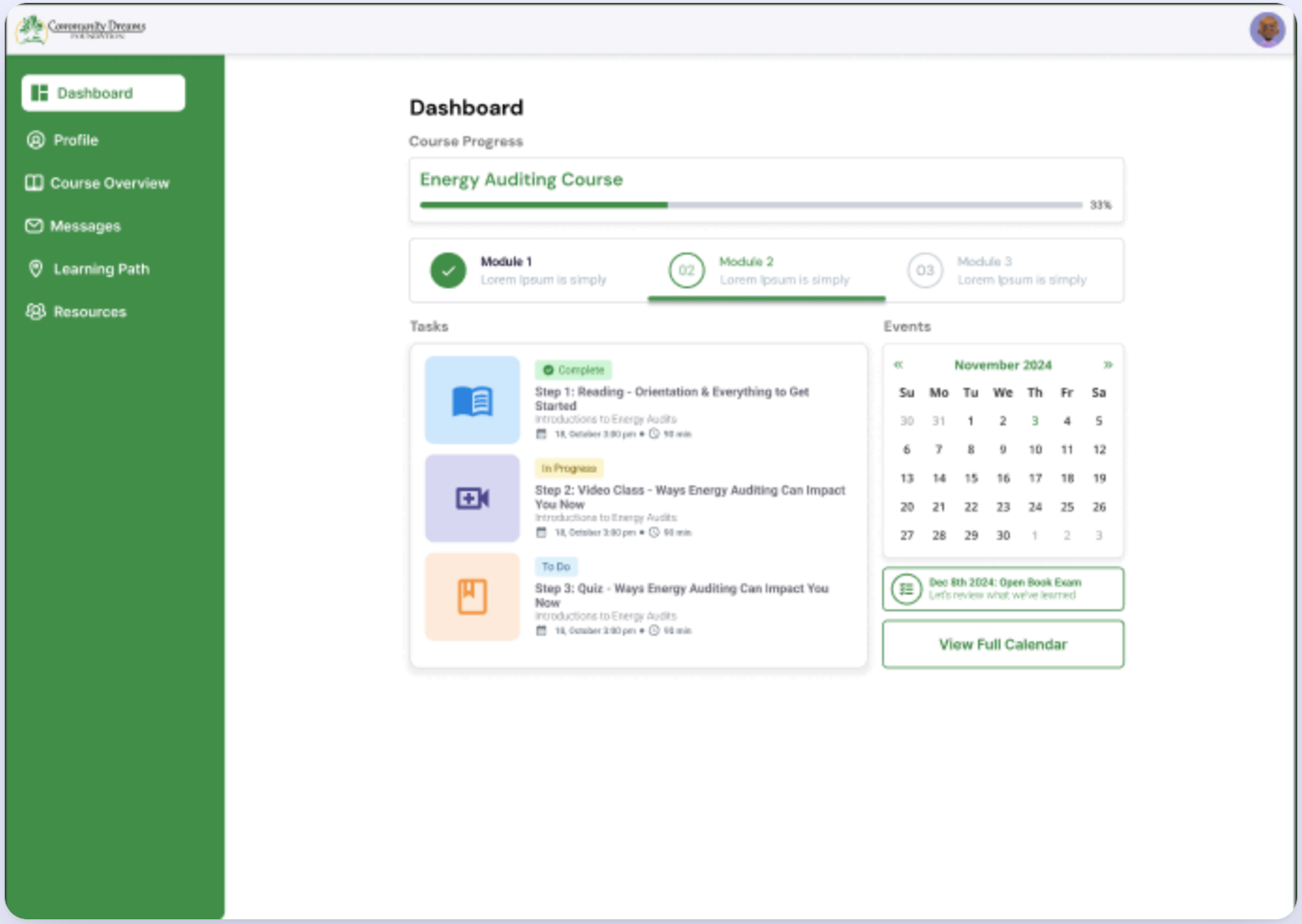
One card, every content type



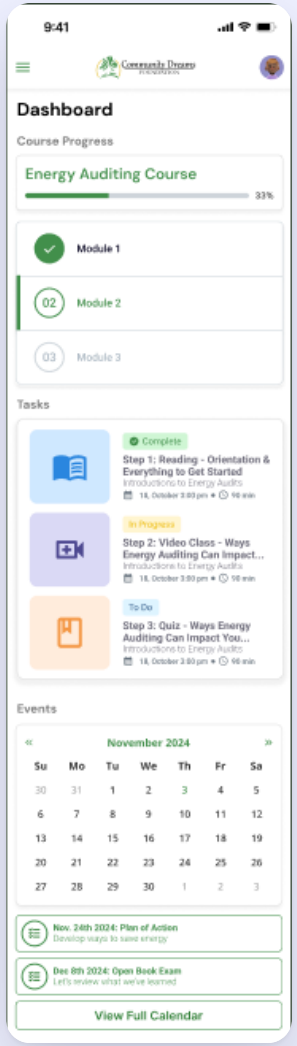
1. **Type icon and color**
   The only part that changes by content type. You can tell what it is without reading.
2. **Status**
   To do, In progress, Complete. Always shown in words as well as color.
3. **Where it belongs**
   Step number and module name, so the card makes sense outside the module page.
4. **When and how long**
   Lets a learner decide whether it fits in the time they have right now.

📖 Reading · ▶ Video class · ☑ Quiz · 📽️ Live class · 📝 Open-book exam · + Future types

FINAL DESIGN · ENERGY AUDITING COURSE



Desktop: Tasks and Events side by side



Mobile: one column, same order

TRY IT · INTERACTIVE PROTOTYPE

Finish the video, pass the quiz, unlock Module 3

Try the live prototype at gabbiehullux.netlify.app/prototype/c-dreams.html

RESULTS

The recap

6 months
from research to handoff

4
key questions answered on one screen

1
task card for every content type

1
layout that works on mobile and desktop

WHAT I LEARNED

When the content is unknown, design the system, not the screen.

THANK YOU

Questions?

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