



Family Tales

Group Assignment 1

Greining og Hönnun Hugbúnaðar

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By GHOH-group projects 17

Members

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Introduction

This assignment is a group assignment, in our case the group consists of four members. The assignment is about using the results from the individual project which was mainly about conducting interviews, making a group analysis and UX goals for the same software project we are working with now.

The software revolves around recreating the voices of parents using artificial intelligence to read to their children. The main purpose of the program is for providing their children the option to hear them read to them in the case that they are not able to do it themselves.

This assignment extends upon the individual project in the way that we share our results, compare and combine them for this assignment, first we Share and discuss the interview results then we compare UX goals and decide on what UX goals we feel apply the most for this app. We also explored existing good designs that we felt matched what the project owner wanted. Additionally, we defined tasks for user stories and from that we could make happy paths for each task. Then we made low-fi prototypes and conducted low-fi prototype testing and each member chose one participant that they would interview and conduct the low-fi prototype testing on.

1. Share and discuss the interview results

User Story	Our results from the interviews
As a child that can read, I want to be able to select a story to listen to from a list of stories with my parents' voice.	Although our interview questions did not cover this topic, we evaluate that this is a feature that the children will enjoy.
As a child that can read, I want to be able to listen to a story with my parents voice.	Most of the children we interviewed showed interest in the idea and want to try it out.
As a child that can read, I want to be able to set time boundaries and pause the reading at any time.	We did not go deep into this subject, but the children did mention that they wanted to listen to a book for a certain amount of time.
As a parent I want to be able to record my voice	Parents were concerned about the use of their voice, but liked the idea as long as their voice was only used to read to their children.
As a parent I want to be able to see a list of available books and information on each of them.	Parents wanted a big library of available books and a description of the books before allowing the kids to listen to them.
As a parent I want to be able to choose books that the AI will connect my voice to and make those available for my child.	Parental control was a popular feature that was requested. There was concern about inappropriate content.

(Majority of the group interviewed a child that could read)

2. Deciding on UX goals as a group

Our UX goals:

Nafn	Child	Parent
Bjarni	Nurture	Security
	Desire	Control
	Dreaminess	Kindness
Jón	No UX Goals provided	
Viktor	Nurture	Relaxation
	Captivation	Security
	Sensation	Love
Þóra	Amusement	Security
	Comfort	Control
	Exploration	Satisfaction

UX goals for the child:

For the child we chose the UX goals, nurture as it implies taking care of oneself and/or other and we think that makes a lot of sense for a UX goal when it comes to a child, we also chose amusement as it is important that the child enjoys the app and that it is entertaining for the child, and finally we chose captivation as the app should captivate the child and ease their mind and let them forget their surroundings.

Nurture:

Nurture is obvious as the main goal of this app is to help children feel at ease and hearing their parents voice read to them is a form of taking care of your child.

Amusement:

The child should be entertained and enjoy the app, that applies to both that the app should be designed to be entertaining and also that the experience as a whole should be fun for the child.

Captivation:

The child should be captivated by the stories and be invested in the reading from their parent, the app and the experience as a whole should captivate the child.

UX goals for the parent:

For the parent we chose the UX goals, security as it implies having control and no uncertainty as you can be certain that the child will feel safe hearing the parents voice and the parent should feel a sense of security knowing that their child can feel safe and feel their presence even though they cannot be there in person, also security implies that the child is safe using the app and that parents can be certain that the app is family friendly . We also chose control as the parent will be able to regulate and control what their child will be able to listen to and set time boundaries, and finally we chose love as this app allows the parent to show their child love.

Security:

It makes the parent feel secure and in control because they can provide their child with a feeling of comfort and know that they don't feel alone, also that parents can be certain that the app is made for children, so there will be no inappropriate content on the app.

Control:

We chose control as it is important for the parent to be able to regulate and control what stories and/or books the child will be able to listen to, and that the parent can regulate and control the experience as a whole for the child.

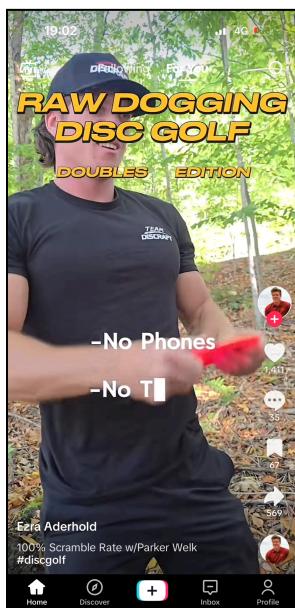
Love:

We think it is kind of obvious as to the reason why we chose love, as it is a loving gesture for a parent to give their child the comfort and warmth of their voice reading to them as they fall asleep.

3. Exploring existing design

Spotify

We took inspiration from Spotify from the lyrics system they use. The system they used will be implemented for the audiobook which will allow the user to read along with the book which can help with learning.

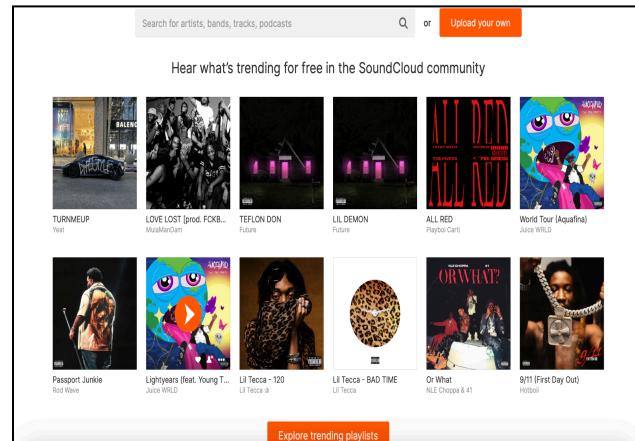


TikTok

After a user picks a book they can scroll up and down to view other books, which is similar to TikTok and see information about them before they confirm which book they want to listen to. For the guardians account we have the same system, in there the parents can scroll through to choose which books to add or remove from their child's library.

Soundcloud

On the menu screen the users see the library of books, which is heavily inspired by soundcloud which has big pictures of the cover that can help the kids to see what the book is about.



Yellow Cake with Chocolate Frosting

This is the yellow cake of dreams. Perfect for celebrating birthdays, graduations, or simply getting through a tough week. The crumb is tender and moist, the chocolate frosting thick, luxurious, and slathered on generously. If you're nostalgic for an updated version of classic yellow cake, this one hits all the right notes.

Baked Ziti

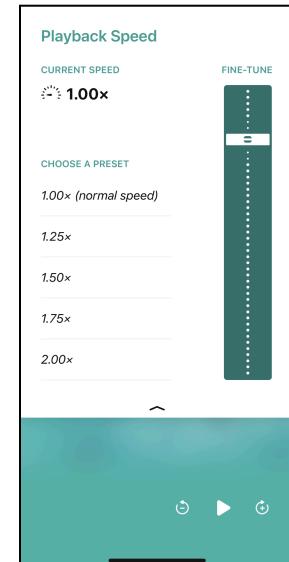
This baked ziti uses ricotta, mozzarella, and creme fraîche to make a bubbly, rich pasta with a hearty, spinach-flecked red sauce loaded with flavor. The creme fraîche keeps things silky, adds dimension, and is a game changer. A family favorite that freezes well and happily feeds a crowd.

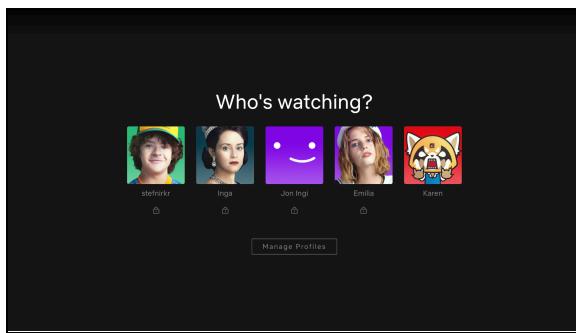
101 cookbook

101 cookbook also has a good scroll menu which shows you a picture of a recipe. On the right side there is a description of the food and if you click on the image you will get the full recipe. We are using a similar menu where when you click a book you can scroll to search for other books and read the descriptions and when you find the book you want to listen to you click on it to start playing.

Libby

We will use a playback menu like libby where you can choose the playback speed of the book. This can help the child with reading and comprehending the book whilst reading.



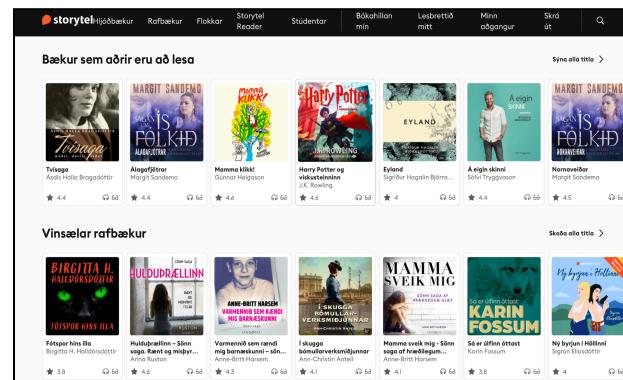


Netflix/Disney+

We are using an account system and login that is similar to netflix and disney plus where you have accounts both for the child to listen, and for the guardian to administer their child's account. The library screen also has some inspiration from netflix and disney's selection menu.

Storytel

Storytel has a great menu which we took inspiration from for the selection of books. We also took some inspiration from the reading screen with the playback settings.



Duolingo

For recording the voice we implemented a system similar to duolingo, in duolingo when you are reading along in foreign languages there is a text box highlighting what you are reading/saying. When the user records for their voice to be implemented, the user will get a text to read along with. This will help the AI to add their voice into the system.

4. Defining tasks

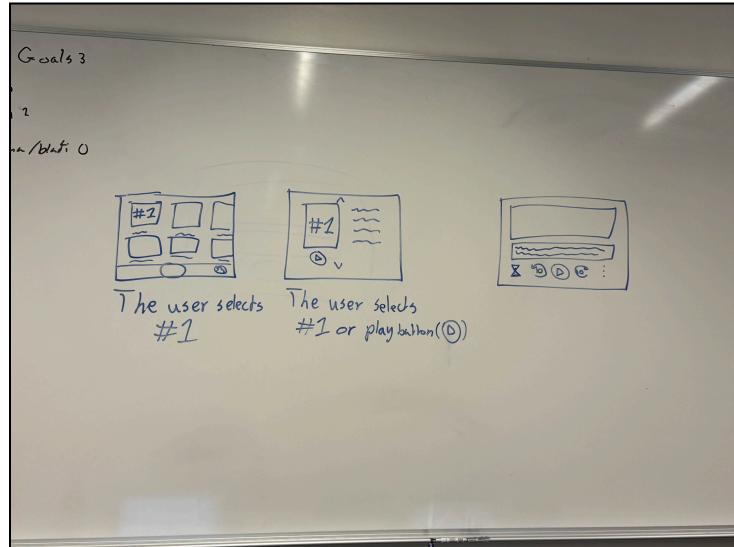
User Story	Defined task
As a child that can read, I want to be able to select a story to listen to from a list of stories with my parents' voice.	On the homepage look at the selection of books and select one you want to listen to. Select the play button to listen to the book.
As a child that can read, I want to be able to listen to a story with my parents voice.	Select your desired book from the homepage, and click again on the overview to confirm. Then your story will start playing, click on the more icon and then select voice, and choose your desired voice.
As a child that can read, I want to be able to set time boundaries and pause the reading at any time.	From the play screen press the three dot settings and press the hourglass logo. From there you can choose how long you want the audio to play until it stops. You can see the timer in the top left corner of the screen.
As a parent I want to be able to record my voice	Log in-to the guardian account. In there you click the settings button and in settings there is a button that lets you record your voice.
As a parent I want to be able to see a list of available books and information on each of them.	From the guardian account menu select a book. After you select a book you can see the information for that book. Swipe up to view the next book and swipe down to see the previous book.
As a parent I want to be able to choose books that the AI will connect my voice to and make those available for my child.	In the guardian account menu, choose a book and from there, you press add and select which child can listen to the book.

5. Happy Paths

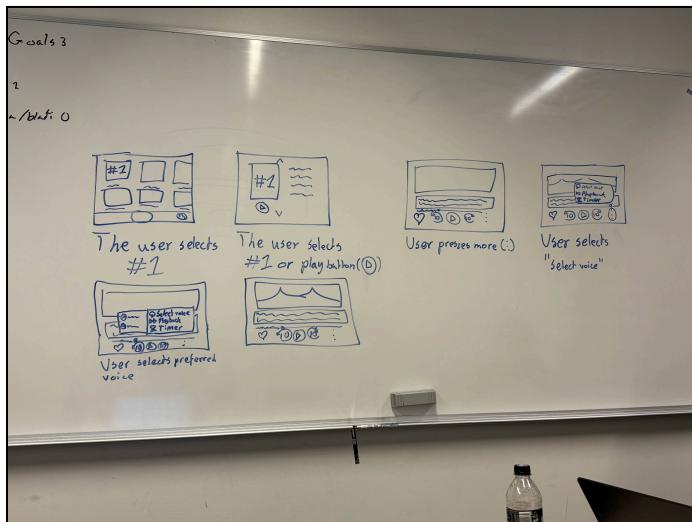
Task 1

On the homepage look at the selection of books and select one you want to listen to. Select the play button to listen to the book.

We used inspiration from SoundCloud and Storytel to make the home screen, then we used the overview from 101 Cookbooks and a scrolling feature from TikTok if you want to scroll to another book. On the play screen, we used the read along feature from Spotify.



Here the child is choosing a book to listen to, so amusement was the UX goal we decided to fixate on for this happy path



Task 2

Select your desired book from the homepage, and click again on the overview to confirm. Then your story will start playing, click on the more icon and then select voice, and choose your desired voice.

There were no additional screens, so no further inspiration was taken for these pages.

The reason for wanting to have your parents' voice is to feel safe and nurtured, so we felt that nurture was the ideal UX goal for this happy path.

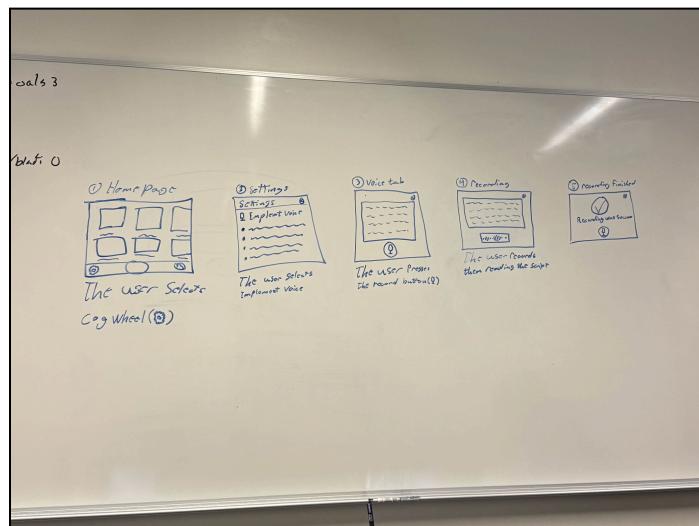
Task 3

From the play screen press the three dot settings and press the hourglass logo. From there you can choose how long you want the audio to play until it stops. You can see the timer in the top left corner of the screen.

There were no additional screens, so no further inspiration was taken for these pages.



Although not a UX goal for the children, we decided to focus on control for the child in the 3. task.



Task 4

Log in to the guardian account. In there you click the settings button and in settings there is a button that lets you record your voice.

In the voice tab, we took inspiration from duolingo while reading out the script.

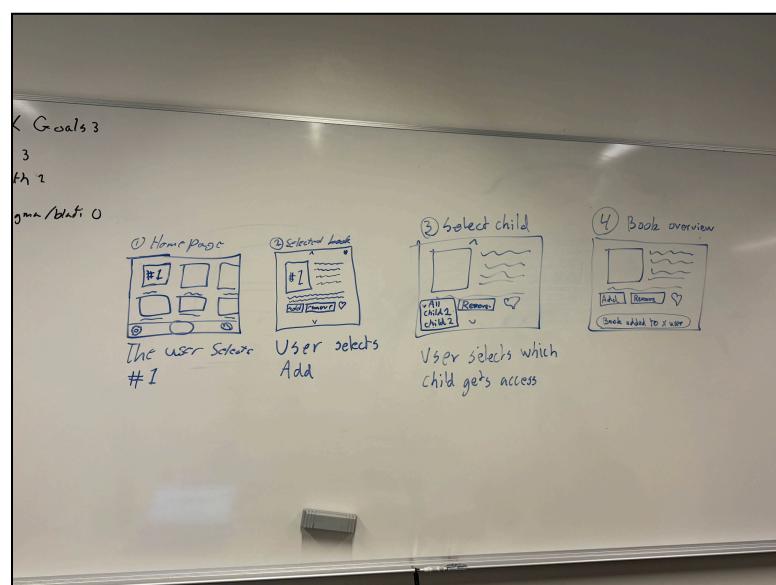
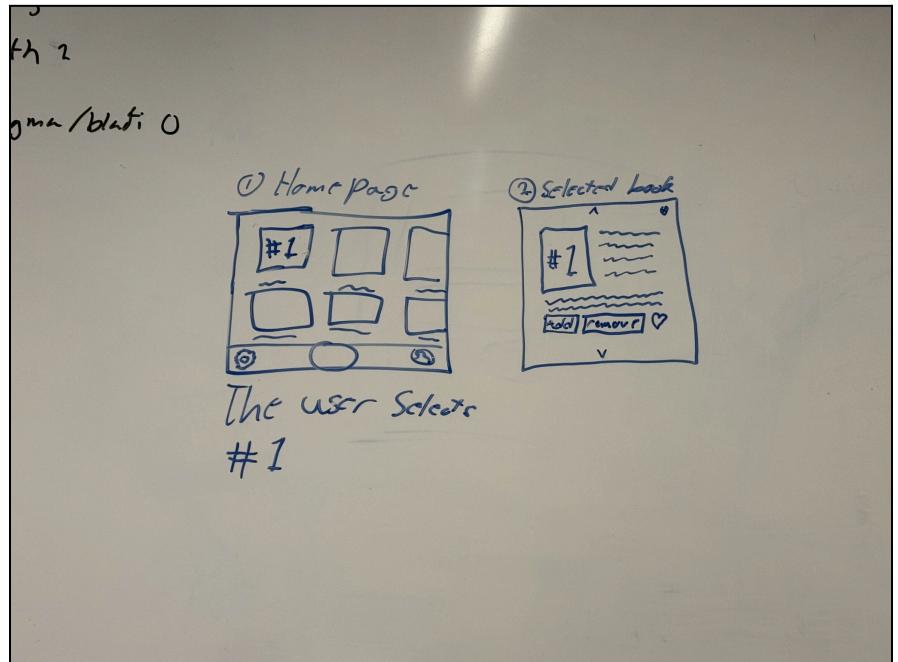
Setting up your voice for your children is in our opinion, only for the child. We wanted to make sure that while parents are using the app, they feel appreciated for what they're doing. You can see that better in the settings tab on the figma sketches we made, where we implemented liked books.

Task 5

From the guardian account menu select a book. After you select a book you can see the information for that book. Swipe up to view the next book and swipe down to see the previous book.

There were no additional screens, so no further inspiration was taken for these pages.

Seeing the overview of the book and its category can reassure parents of the safety of the app. Not having any inappropriate content and if it slips through, the parents choose which books the children get access to. That is why we chose to focus on security for task 5.



Task 6

In the guardian account menu, choose a book and from there, you press add and select which child can listen to the book.

There were no additional screens, so no further inspiration was taken for these pages.

Controlling which books are accessible to your children will make the parents feel in control and therefore, at ease.

6. Make low-fi prototypes

User story 1:

The image displays four low-fidelity prototypes arranged in a grid, illustrating a user story for a family story application.

- Top Left Prototype:** A landing screen titled "FamilyTales". Below the title are four user icons: Child 1, Child 2, Child 3, and Parent 1.
- Top Right Prototype:** A sidebar with three sections: "Most Recent" (Book 1, Book 2, Book 3, Book 4), "Recommended" (Book 5, Book 6, Book 7, Book 8), and "Favorite" (represented by a circular icon).
- Bottom Left Prototype:** A book detail screen for "Book". It includes a thumbnail, a play button, and an "About" section with placeholder text.
- Bottom Right Prototype:** A video player screen showing a cartoon illustration of two characters and a house. It includes a progress bar (00:00 - 50:14), a play/pause button, and other control icons.

User story 2:

Most Recent

Book 1	Book 2	Book 3	Book 4
--------	--------	--------	--------

Recommended

Book 5	Book 6	Book 7	Book 8
--------	--------	--------	--------

Favorite

Book 1	Book 2	Book 3
--------	--------	--------

Book

Book

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00:00 — 50:14

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00:00 — 50:14

User story 3:

Most Recent

Book 1	Book 2	Book 3	Book 4
--------	--------	--------	--------

Recommended

Book 5	Book 6	Book 7	Book 8
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Favorite

(Icon)
(Icon)
(Icon)

Book

Book

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(Play button)

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About

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00:00 — 50:14

(Heart)
(Rewind 10s)
(Play)
(Forward 10s)
(More options)

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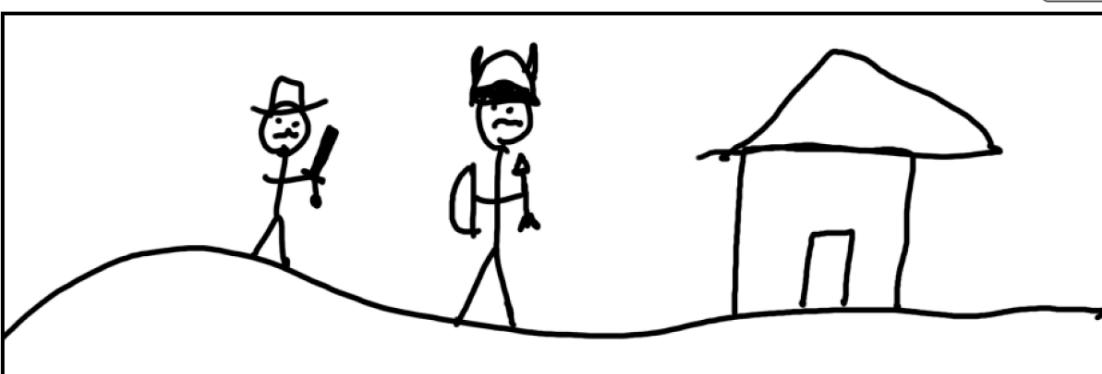
00:00 — 50:14

(Heart)
(Rewind 10s)
(Play)
(Forward 10s)
(More options)

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00:00 — 50:14

(Heart)
(Rewind 10s)
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(More options)



15:00

X

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00:00

50:14



User Story 4:

FamilyTales

Child 1 Child 2 Child 3 Parent 1

Parent 1

Most Recent

Book 1

Book 2

Book 3

Book 4

Recommended

Book 5

Book 6

Book 7

Book 8

Favorite

Settings

- Add Voice**
- Manage Accounts**
- Add Time Limit**
- Manage Subscription**
- Liked Books**
- Report a Problem**

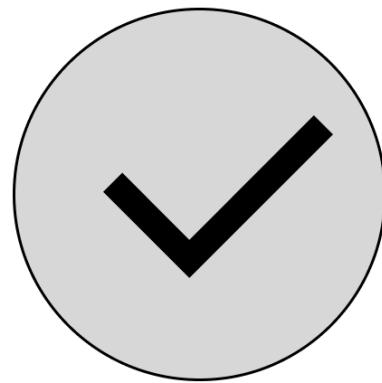
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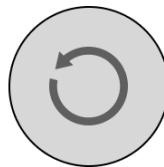
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(X)



Recording Successful



User Story 5:

The wireframe illustrates the FamilyTales application interface across five screens:

- Profile Screen:** Shows a header "FamilyTales" and four user icons labeled "Child 1", "Child 2", "Child 3", and "Parent 1". To the right is a numeric keypad from 0 to 9.
- Book List Screen:** Displays three sections: "Most Recent" (Book 1, Book 2, Book 3, Book 4), "Recommended" (Book 5, Book 6, Book 7, Book 8), and "Favorite" (three circular icons). Navigation arrows are at the bottom.
- Book Detail Screen:** Shows a large book thumbnail with the title "Book", an "About" section with placeholder text, and "Add", "Remove", and "Heart" buttons. Navigation arrows are at the bottom.
- Book Detail Screen (Second View):** Shows a large book thumbnail with the title "Book 2", an "About" section with placeholder text, and "Add", "Remove", and "Heart" buttons. Navigation arrows are at the bottom.

User Story 6:

The wireframe illustrates the FamilyTales application interface across four screens:

- Profile Screen:** Shows a header "FamilyTales" and four user icons labeled "Child 1", "Child 2", "Child 3", and "Parent 1". Below the icons is a grid of numbered circles (1-9) with a zero at the bottom.
- Book Catalog Screen:** Displays three sections: "Most Recent" (Book 1, Book 2, Book 3, Book 4), "Recommended" (Book 5, Book 6, Book 7, Book 8), and "Favorite" (three circular icons). A sidebar on the right shows a "Book" card with "Book" text, "Add", "Remove", and a heart icon.
- Book Detail Screen:** Shows a "Book" card with "Book" text, "About" text, and "Add", "Remove", and a heart icon. A sidebar on the left shows a "Book" card with "Book" text, "About" text, and a dropdown menu for "All", "Child 1", "Child 2", and "Child 3".
- Success Message Screen:** Shows a "Book" card with "Book" text, "About" text, and "Add", "Remove", and a heart icon. A sidebar on the left shows a "Book" card with "Book" text, "About" text, and a message "Book added to x User".

7. Conduct low-fidelity prototype testing

Introduction Text:

Thank you for joining our testing session. We're testing a simple prototype of an app designed to let children hear stories in their parents' voices.

Before we begin, I'll ask you a few quick questions about your background and experience with similar apps. Then you'll be asked to complete some tasks, for instance choosing a story or setting time limits. There is no wrong or right way to do this, our goal is just to see how you interact with the design.

After you've completed the tasks I'll ask you some follow up questions about your experience for instance how easy it was to use, if there are any pros or cons and whether the app meets its goals. Feel free to share your thoughts along the way or ask if there is anything unclear. Ready to start?

Interview Questions:

- Gender
- How old are you?
- Are you in school or do you work? If so, what school/do you work with?
- Are you good with technology?
- Do you use or have you ever used an app that uses a similar system?
- How did you like the prototype?
- These are UX goals. Do you agree or disagree with them?
- Did you feel confused, like you didn't know what to do, at any point in the prototype?
- Are there any pros or cons of the prototype you would like to add?
- Was the look of the program pleasing? Why?
- If you had to change one thing, what would you change?
- Would you use this or recommend it to other people? Why, why not?

Tester	1	2	3	4
Gender	Male	Female	Male	Male
Age	20	20	20	23
School/Work	Student in HR	Student in HR	Graduated from Tækniðskólinn and works as an electrician	Employee at Arena Gaming
Experience with Technology	Advanced	Experienced	Above Average	Veteran
Have you used a similar system, which one?	Audible and Storytel	Storytel	Audible	Storytel
How did you like the prototype?	More obvious system usability and overview of currently available books to the kid	Likes it	Likes it says its simple and it has the features of what's necessary	It was very self explanatory and useful. Perfect for children when going to sleep.
Do you feel like the chosen UX goals fit?	Yes	Yes	Agreed for every UX goal except Security. He said when he thought more about apps like Google Authenticator, which protect accounts and sensitive information.	Yes
Did you feel confused, like you didn't know what to do, at any point in the prototype?	He found the layout quite confusing	She found it confusing when she was supposed to insert the parents' voice.	He found that the arrow icon in the book description screen was confusing. Hence he thought about tapping and not that it was a swiping mechanism.	As a tech veteran the system has many frequently used features so he knew how everything worked.

Pros and cons	<p>Pros: Parents were allowed to choose which kid get which books</p> <p>Cons: Confusing, and disliked “Liked Books” in settings.</p>	Nothing to add.	<p>Pros: How simple it was to record the voice.</p> <p>Cons: Nothing to add</p>	<p>Pros: The idea was good and the program was simple to use. Not too many unnecessary features.</p> <p>Cons: The home button served little purpose.</p>
Was the app physically appealing?	Didn't like the layout	Yes and no, very indecisive answer	Yes was simple and easy to understand	Yes it looks good.
If you had to change one thing, what would you change?	Better icons that better showcase what they do.	More pictures in the prototype (The prototype had only pictures where you clicked, other fields were empty)	He would add things like favorite, newly added, recent and recommended options on the bottom of the bar on the menu and book screen despite the options being on the menu.	He would change the select a voice button since it might be confusing for a child.
Would you use this or recommend it to other people?	If we would improve, then yes	Yes, she believes this is a good experience for the children.	He said he would personally not use it since he's 20. But that it would be nice for kids because he believes that the parent wouldn't always have the time to read for their child.	He would use it and recommend it to other people for their children.

(Photos from the interview is in Appendix 1)

Final words

With the combination of all previous assignments, a more precise evaluation of each user story was able to be made. Discussing each and every desire that the interviewees had, better UX goals were able to be formulated. The 6 goals that stuck out were Nurture, Amusement and captivation for the child, and then security, control and love for the parents/guardians.

Determining the best apps to take inspiration from was a task that would make a big difference in the application. The 3 most important inspirations for the overall look and feel of the app were Spotify, Soundcloud and Storytel.

To start developing the look and feeling of the application, we started off by creating tasks for the user stories and drawing out the Happy-Paths on a whiteboard. We then redrew them to use it for the Low-fi prototype testing(Appendix 2). Finally, Figma was used to create the final Lo-fi look of the software.

Results from the interviews were positive. We received a lot of feedback from the design. The ones that stuck out were locating where to upload the parents voice, that the home button served little to no purpose and confusing Lo-fi design.

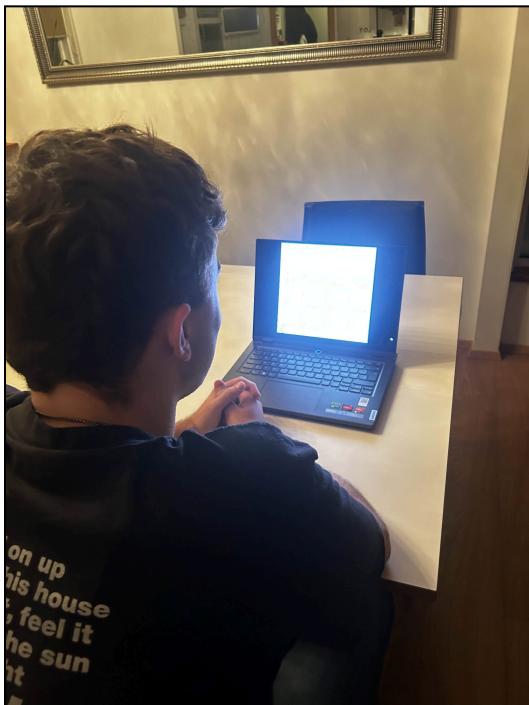
After communicating about the position of recording the voice, the conclusion is that it's not something that should be changed drastically. Setting up the voice is a feature that you don't use frequently, so we found it's not good to have it on the front page, but some experimentation with the location of it, could serve some good.

Purpose of the home button is something that could be improved. Upon further examination, going back to the drawing board for the bottom part of the home screen will improve the website.

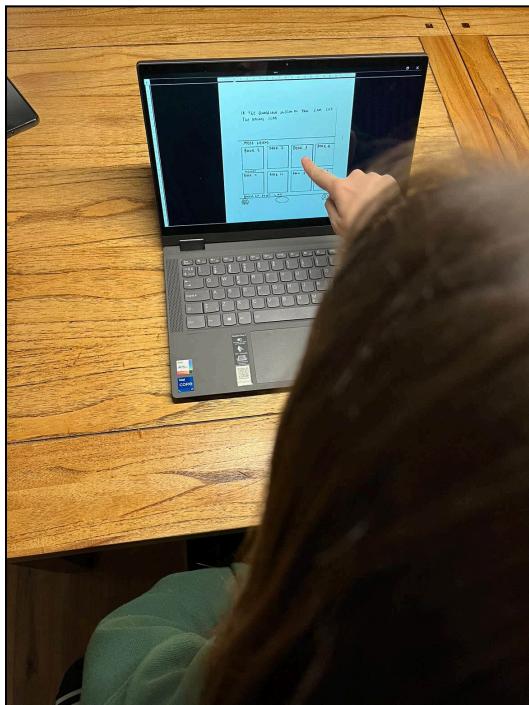
Creation of the Lo-fi prototypes is a feature that needs to be improved upon for the next round of interviews.

Appendix 1

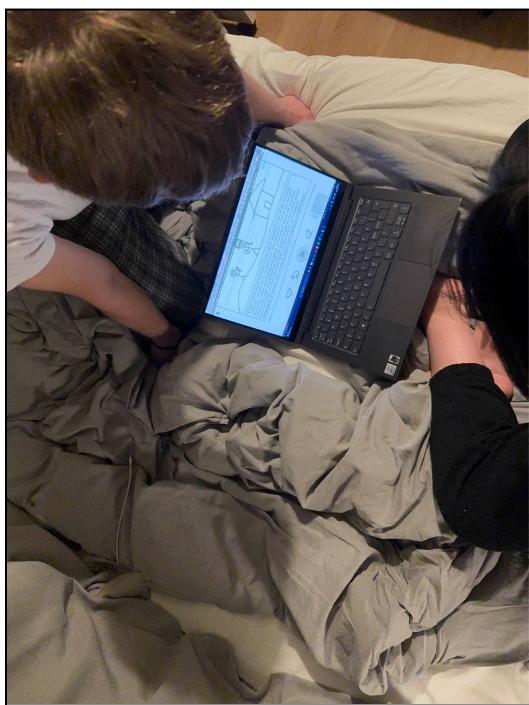
Tester 1



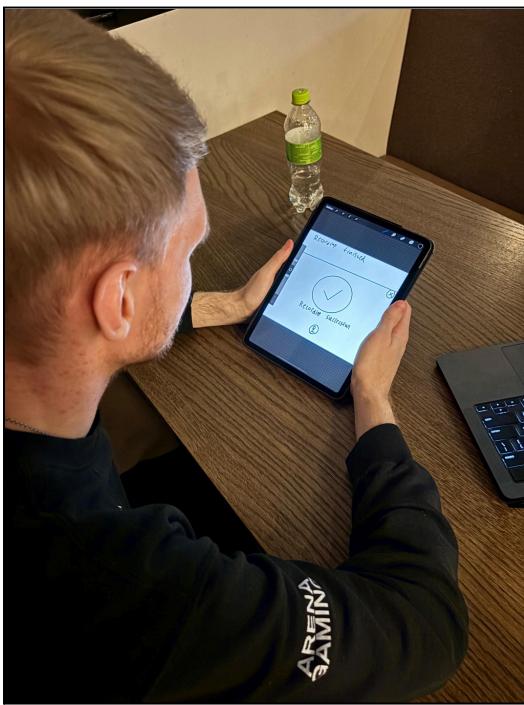
Tester 2



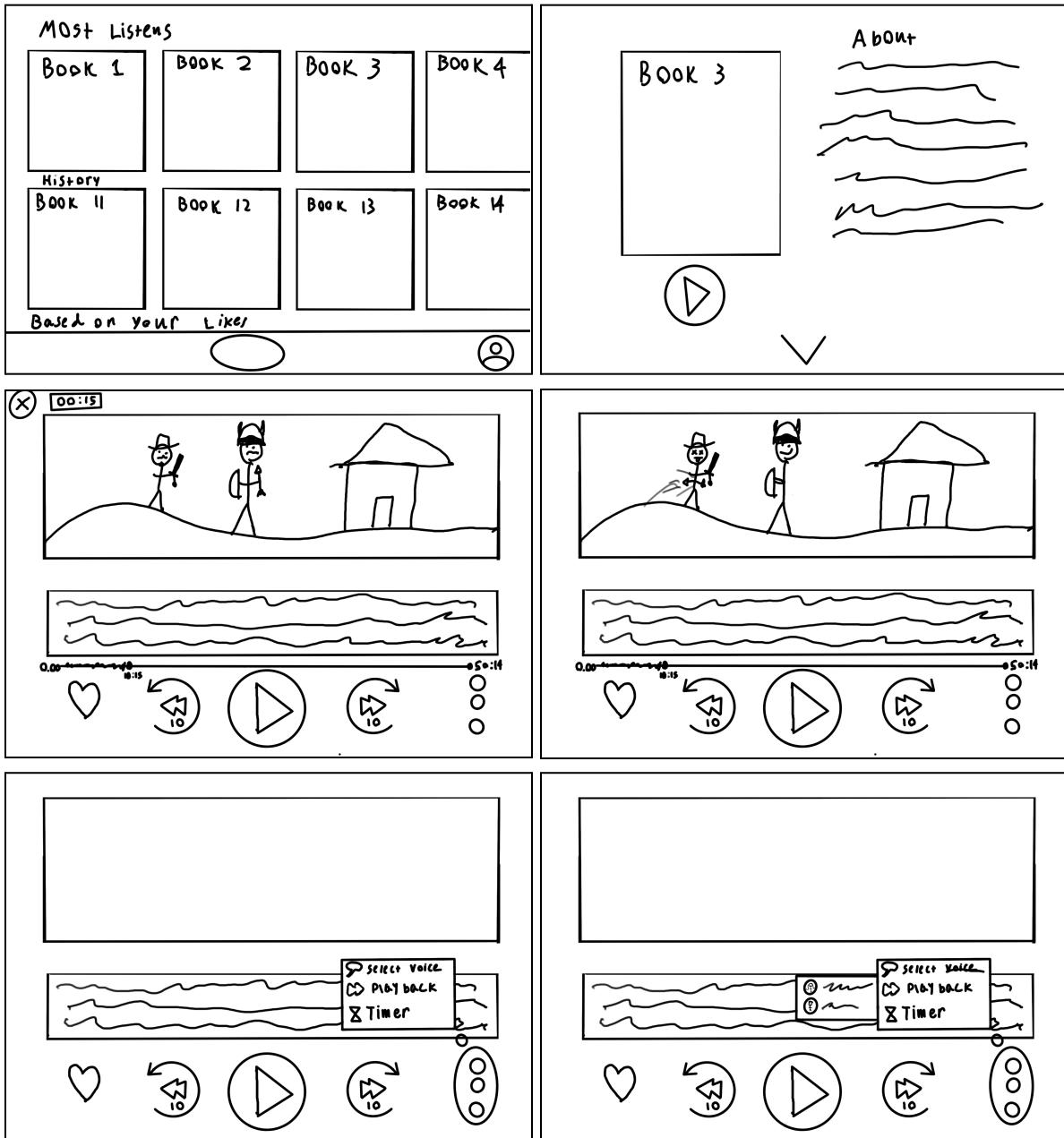
Tester 3



Tester 4



Appendix 2



Most Listens			
BOOK 1	BOOK 2	BOOK 3	BOOK 4
History			
BOOK 11	BOOK 12	BOOK 13	BOOK 14
Based on your Likes			

^ About

BOOK 3

ADD REMOVE

V

About	
BOOK 3	
<input checked="" type="checkbox"/> All Child 1 Child 2	

^ About

BOOK 3

ADD REMOVE

V

BOOK add to user

Settings	
<input checked="" type="checkbox"/> Add voice <input checked="" type="checkbox"/> Manage accounts <input checked="" type="checkbox"/> Add time limit <input checked="" type="checkbox"/> Manage subscription <input checked="" type="checkbox"/> Liked books <input checked="" type="checkbox"/> Report a problem	

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Recording successful