Seek and Sight UX Research Guide

Purpose of this Document

This guide provides foundational knowledge on the types of learning disabilities featured in the Seek and Sight mini-prototype, and how children with these disabilities typically process and retain information. The insights here will guide UX designers in building personalized, inclusive, and adaptive experiences tailored to how each child learns best.

Disabilities Represented in the MVP Prototype

1. Dyslexia

Definition:

A language-based learning disability that affects reading accuracy, fluency, and spelling due to difficulty with phonological processing.

How They Learn & Retain Information:

- Struggle with decoding and recognizing sight words.
- Rely on visual cues, audio reinforcement, and repetition.
- Benefit from multisensory learning by connecting sound, sight, and touch.

UX Considerations:

- Use audio prompts for all text.
- Offer repetition and retry options without penalty.
- Provide color-coded letters and highlight syllables.

2. ADHD (Attention-Deficit/Hyperactivity Disorder)

Definition:

A neurodevelopmental disorder affecting attention, self-regulation, and executive function.

How They Learn & Retain Information:

- Prefer short, engaging activities.
- Need immediate feedback and frequent rewards.
- Learn best through hands-on interaction and visual stimulation.

UX Considerations:

- Keep instructions brief and visual.
- Break tasks into small steps.
- Use animations and quick rewards.

3. Visual Impairment

Definition:

A range of visual limitations affecting how a child sees or interacts with visual content.

How They Learn & Retain Information:

- Rely on auditory and tactile input.
- Need text-to-speech, enlarged fonts, and high contrast.

UX Considerations:

- Use high-contrast visuals.
- Include text-to-speech for all tasks.
- Simplify visuals and support font scaling.

How This Research Will Be Used in UX Prototyping

- Create Empathy Maps and Personas based on child profiles.
- Design Personalized Learning Pathways.
- Support design decisions with literature reviews.
- Simulate interactions to validate accessibility and experience.

Recommended Literature & Research Topics

Seek and Sight UX Research Guide

- 'Overcoming Dyslexia' by Sally Shaywitz
- 'Driven to Distraction' by Edward Hallowell and John Ratey
- CAST's Universal Design for Learning (UDL) Framework
- Journals like Learning Disabilities Research & Practice

Final UX Design Goal

Design an MVP experience where each child feels seen, supported, and successful. The Seek and Sight prototype must reflect not only a love of learning, but the power of personalization in early education.