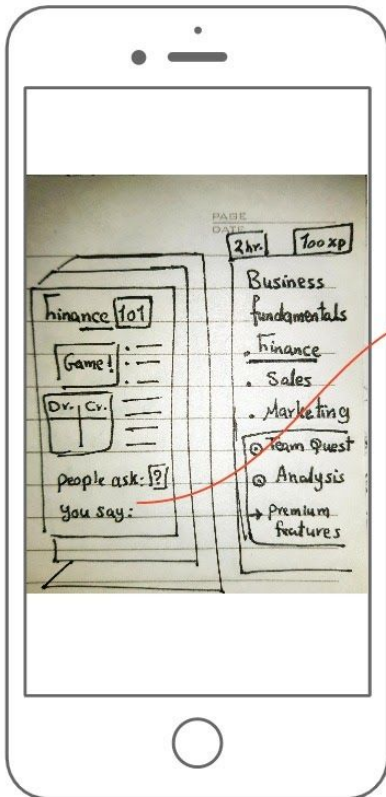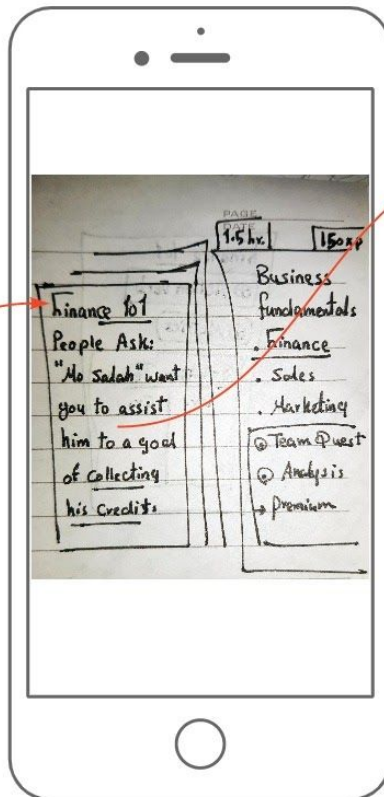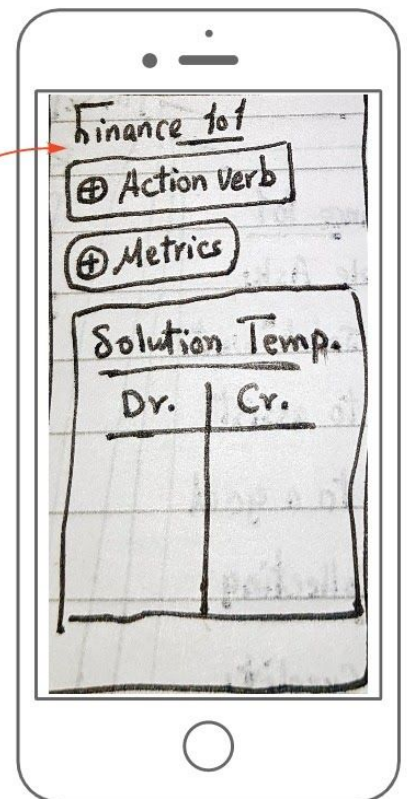# Design Sketch

Frame 1   Frame 2   Frame 3

What is it about?

The card sets page show users sets of cards in each level. Each set has 50xp (experience score). When users finish a set, there is a checkmark next to the set and a curriculum plan beside it. There is a clock figure icon to help users prioritize which sets to review.

Actions for users to take:

Users can decide what they want to study now. They can either choose a new set of themes and set of courses he wants to learn or choose which sets they want to review. He can click on video game card to get involved in the learning case that is customized to his/her hobbies and plan. He/She can join team quest through clicking on icon "Team Quest" to have an opportunity for invite-only community based on his interests and skills he can put on the table for such quest (looks like a self-organized syndicate for people with mutual interest and have plus tasks to deliver as a team project and maximize their "XP" by 150 to buy new gadgets.

Research finding applied to the design:

One of the key findings from our user interviews was that
users want to use their language apps to build their own learning set with a semi-gamified experience and collab with each other where they can not only have an exclusive learning experience, but also an inclusive community aligned with his interests and hobbies with additional "XP" if they could meet each other or play games with each other to strengthen the bonds and submit their additional quest tasks, so that's why we focused on that feature in this design. The user or learner can also respond on "People Ask" where it is an AI curated question-based on his/her interests and hobbies (i.e Football) and he can responds on a project-based solution with the assistance of "Action Verb" and "Metrics" to make sure he/she uses the right formula to answer and submit solution template after peer-review to the final check with mentors.

Design principle(s) applied:

● People love to have choices. Choices = control.
● People love playing games and talk to each other.
● Still provide choices to users. Users can control whether they want to learn something new or review an old set.