

Part 2: Design Alternatives

Scenario:

Scenario 1: Emily's Solo Trip to Japan

Emily, a language enthusiast, embarks on a solo trip to Japan. Excited to immerse herself in Japanese culture, she quickly realizes the challenges of navigating a country where she doesn't speak the language. While exploring the vibrant streets of Tokyo, she encounters street signs and menus written in Japanese characters, making it difficult for her to understand directions or order food.

Scenario 2: Carlos' Business Trip to China

Carlos, a seasoned traveler and entrepreneur, jets off to China for a week-long business conference. Despite his extensive travels, he struggles with Mandarin, the official language of China. During meetings and networking events, Carlos finds it challenging to communicate effectively with his Chinese counterparts, often resorting to basic phrases and gestures.

Scenario 3: Lina's Language Learning Journey

Lina, a college student majoring in linguistics, is always on the lookout for innovative ways to improve her language skills. Determined to master French, she dedicates her summer break to intensive language learning. However, she struggles to retain new vocabulary and grammar rules, often feeling frustrated with her slow progress.

Storyboard (Based on Scenarios):



Storyboard 1- Emily's Solo Trip to Japan



Storyboard 2: Carlos' Business Trip to China



Storyboard 3: Lina's Language Learning Journey

Problem Statements:

- Overcoming language obstacles
- Improving communication skills
- Enhancing language learning efficiency and enjoyment
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Application Icon Size comparison

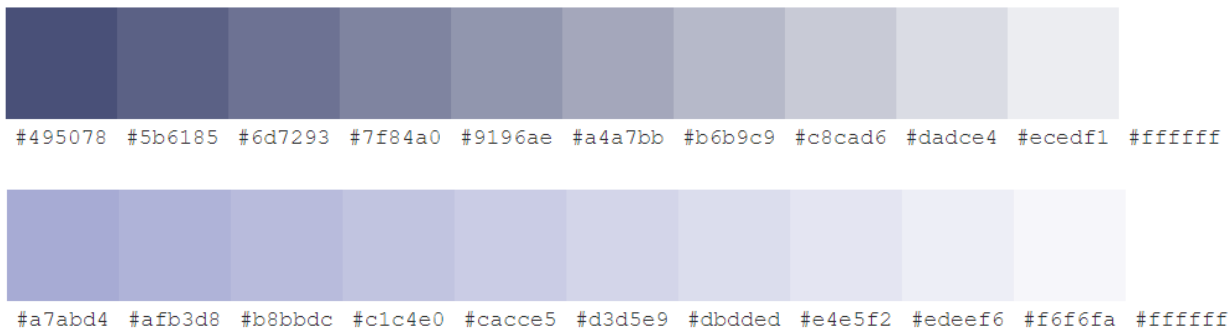


(from left to right: 32x32 – 48x48 – 72x72 – 96x96 – 144x144 – 192x192)

Design

The D-va logo effectively represents its core functionality as a multilingual translation tool aimed at enhancing communication.

Color Palette



We have identified two potential color palettes, each accompanied by their respective codes, intended for use in our application design. The final selection of the palette is currently pending and will be determined prior to advancing to the prototyping phase. Our aim is to ensure that the chosen colors align perfectly with our design goals and enhance the overall user experience.

Font Style

Poppins Font
ABCDEFGHIJKLM
NOPQRSTUVWXYZ
abcdefghijklm
nopqrstuvwxyz 1234567890

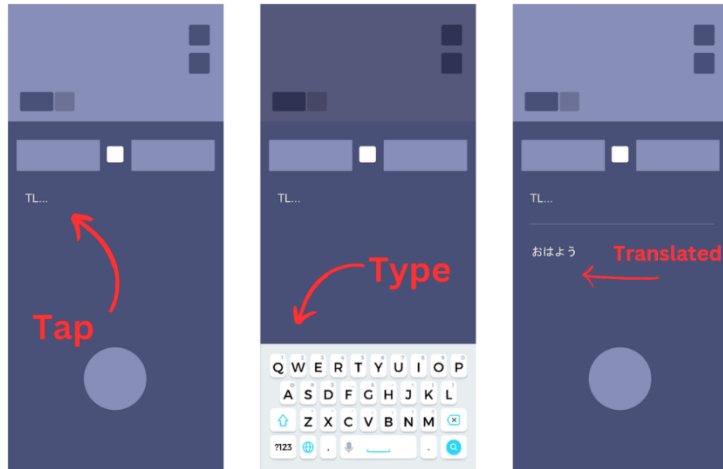
Poppins was selected for its modern and approachable appearance, which suits applications with innovative and user-friendly design principles. The geometric sans-serif font offers excellent legibility and readability on digital screens, making it well-suited for app interfaces targeting a global audience. Its clean lines and open forms ensure text is easily readable and scannable, enhancing user engagement and usability. Moreover, Poppins supports multiple languages and script systems, making it ideal for multilingual applications aiming to bridge communication barriers across diverse linguistic landscapes. Its contemporary style complements sleek and minimalistic designs, reinforcing a professional brand identity.

GUI

For the proposed application, the team has chosen to use Figma as the main design tool to construct the iOS graphical user interface (GUI).

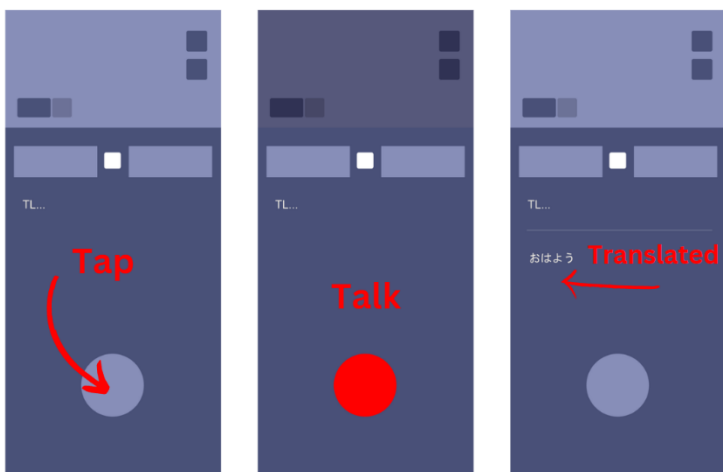
Sample Feature Flows

The team wants to present an example of how many features are available across the app flow. Depending on the survey's outcomes, these elements could vary.



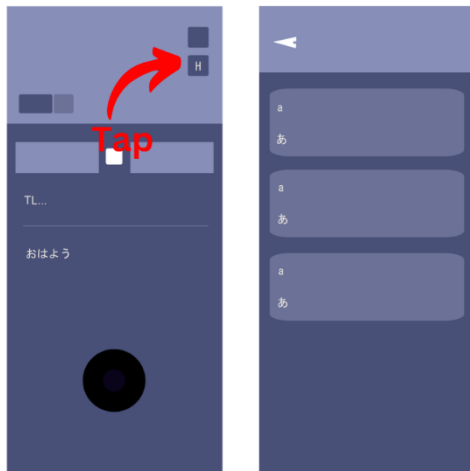
Sample Flow – Text Translation

The flow demonstrates how users can utilize a translation feature in the app. After tapping the designated translation area, users can input text that they wish to translate. Upon submission, the app processes and displays the translated text, showing the original input and its translation in the desired language.



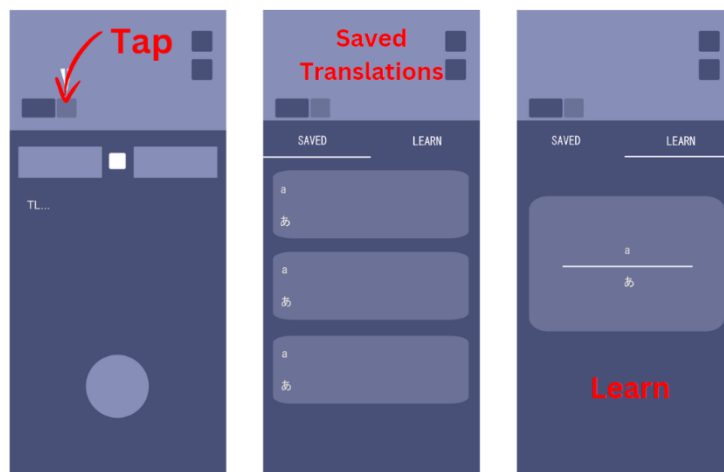
Sample Flow – Voice Translation

The flow demonstrates how users can access a speech-to-text translation feature in the app. First, users tap the designated translation area. Next, they speak into the device's microphone as indicated by the visual cue of a red circle. Finally, the app processes the spoken input and displays the translated text on the screen, showing both the original spoken phrase and its translation.



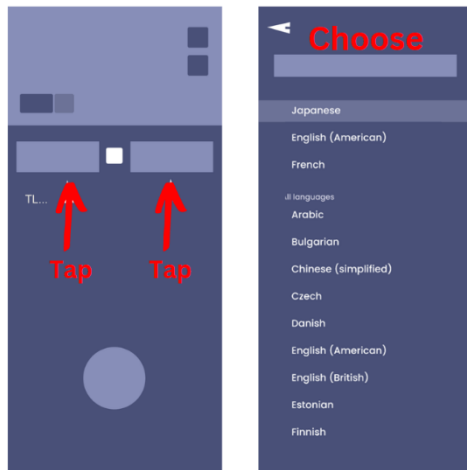
Sample Flow – History

The flow demonstrates how users can view their past translations in the app. By tapping the 'History' button indicated in the interface, users are directed to a screen displaying a list of their previous translation activities. This allows them to easily access and review past translations.



Sample Flow – Using Flashcards

The flow demonstrates how users can engage with saved translations as flashcards in the app. Initially, users tap the 'Flashcards' section. They are then presented with two options: 'Saved' and 'Learn'. Under 'Saved', users see a list of their translated texts. Selecting 'Learn' shuffles these translations into flashcards, displayed in a random order, to facilitate language learning through repetition and recall.

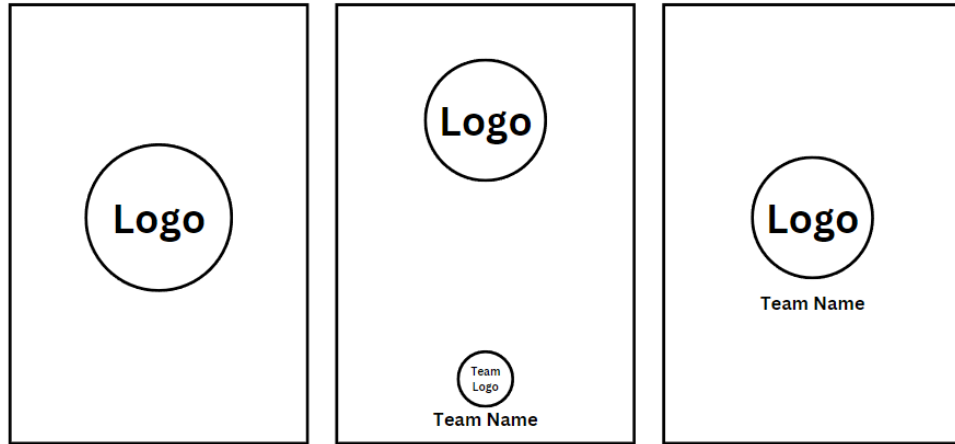


Sample Flow – Changing Language

The flow illustrates how users can select a language for translation in the app. Users begin by tapping the menu or language selection icon in the interface. This action opens a new screen where they can scroll through and choose from a comprehensive list of languages. Upon selection, the app will utilize the chosen language for subsequent translations.

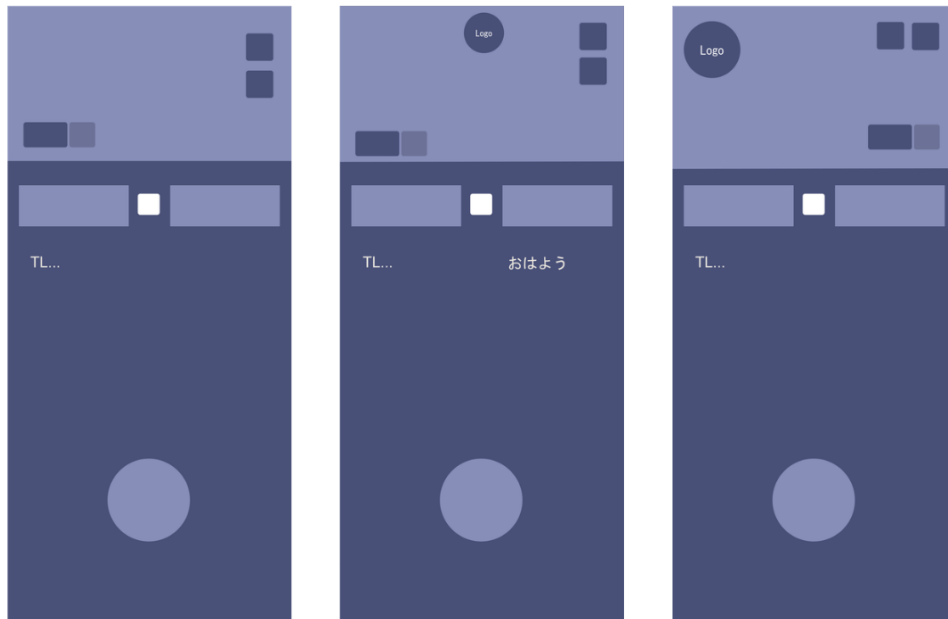
Design Alternatives

The team developed several different designs intended for use in the application. These designs are preliminary and will undergo testing once the proper prototyping phase commences.



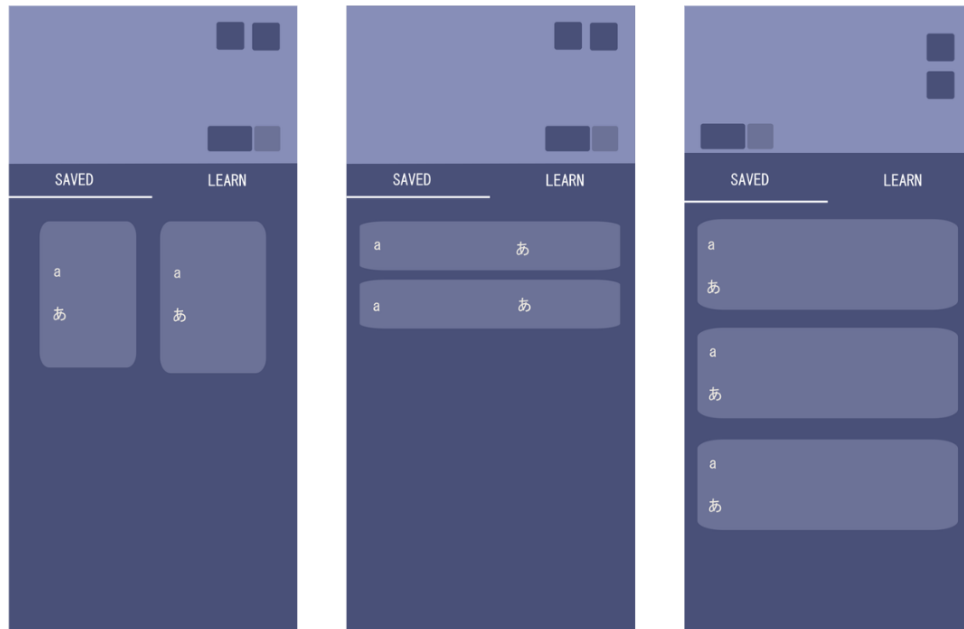
Launch Splash Art

These three images are the potential launch splash art when the user opens the application. It can be the application logo with a plain background, an application logo placed slightly above in the center and the team's name with logo under the screen, or both the application logo with the team's name in the center.



Main Menu

The team came up with three alternative designs for the application's main menu. Though mostly similar, the upper portion of each design, however, is different from the rest. The team is looking for a proper placement of the applications features.



Flashcard Menu

The team came up with three alternative designs for the applications' flashcard menu. Each design has a different layout as to how the saved translations would appear to the user.

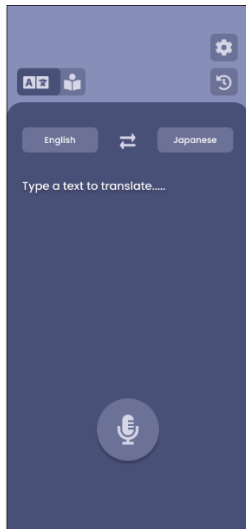
Mock-up/Prototype

The team will present a mock-up/prototype of the application. The design was created in Figma and might not be the final output. This is simply to demonstrate how the application would generally function.



Launch Screen Splash Art

Launching the application will show a 2 second splash art of our application logo.



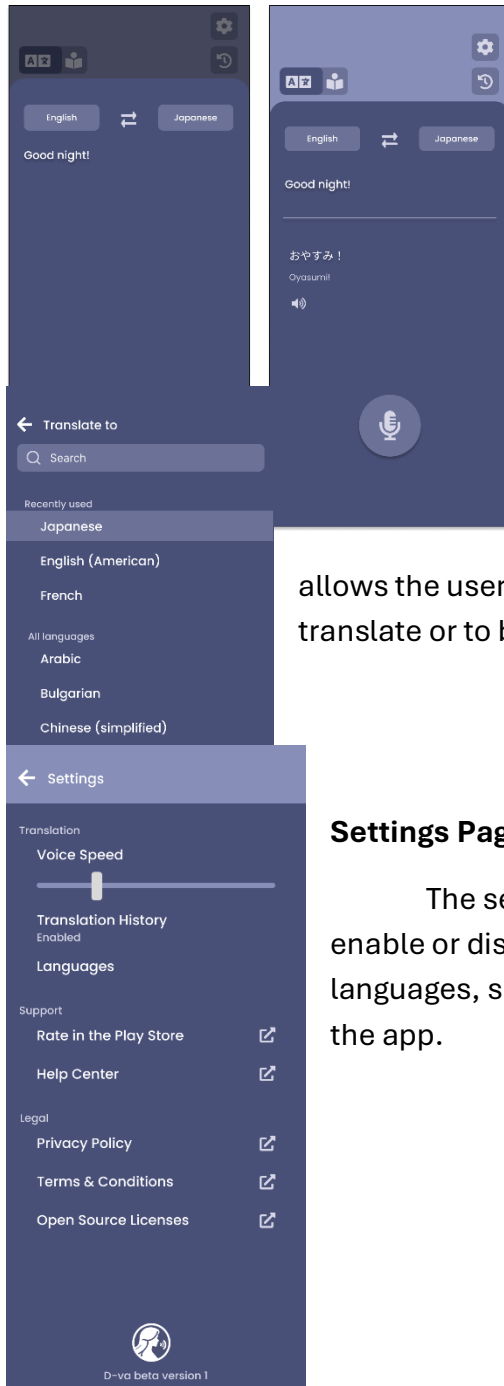
Translator Menu

The first thing the user sees is the Translator Menu. The user will have the options to select the Settings, History, the options to switch and change languages, and the Microphone button.



Keyboard Translation

Clicking the text below the language selection buttons allows the user to input the specified language they want to translate. After pressing enter, the keyboard closes and displays the translated text.



Microphone Translation

Similar to the keyboard translation, Clicking the Mic Button allows the user to directly speak through the phone to input the specified language they want to translate. After pressing enter, the keyboard closes and displays the translated text.

Choose Language Page

Pressing the buttons above the text input allows the user to change whether to replace the language they will translate or to be translated.

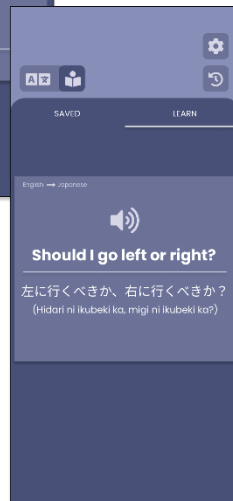
Settings Page

The settings page allows the user to control voice speed, enable or disable translation history, select downloaded languages, support systems, and legal policies and conditions for the app.



Saved Flashcards Page

Pressing the flashcards icon beside the translator tab displays the Flashcard menus, in which the user can choose between the Saved section or the Learn section. The Saved section displays all the translations the user has specifically saved for their flashcards.



Learn Flashcards Page

The Learn section displays flashcards based on the saved translations. Pressing the flashcards displays the saved translations in a random order.

Additional Feature Discussion

While drafting and outlining the fundamental aspects of the application, suggestions for additional features that could potentially enhance the existing ones also emerge.

Nevertheless, these ideas may be altered based on the project's needs, survey findings, and resource limitations.

Cultural Insights and Tips: Providing contextual information and cultural tips related to the languages being translated, enhancing user understanding and cultural sensitivity during interactions abroad.

Customizable Interface: Allowing users to customize the interface layout, color themes, and font sizes according to personal preferences, enhancing accessibility and user satisfaction.

Integration with Wearable Devices: Exploring integration possibilities with wearable devices to provide hands-free translation capabilities, ideal for travelers and professionals attending conferences and meetings.