**Diary/Notes on process**

Originally stated that research on technology in the context of language learning would be limited to the past 5 years (2013 onwards) due to fear of irrelevant research getting in the way, however after some thought I decided to lapse this to 2007 onwards as this was when the Apple iPhone was released and when mobile apps really began to take off.

I created the low fidelity prototype alongside the use case diagram and found that this made it less likely to find mistakes or missing features that should have been included, for example a “Sign out” button could not be found anywhere on the first implementation of the prototype and this was only noticed later on.

After creating the low fidelity prototype for desktop browsers it was obvious that a low fidelity would need to be created for a standard mobile browser as well in order to think about design changes and how navigation would work compared to the desktop version. Functionality and navigation needed to be kept similar across both and while functionality was kept in the first iteration, the navigation for mobile users worked very differently as they lack a header with the main three buttons “study”, “add cards” and “browse” and instead just have access to their progress on only certain screens that can fit it on. There was also a very unnecessary extra menu after a user signed in which forced them to click “study” to go to their list of decks, and as the majority of the time users will be logging into study their cards, especially on mobile where adding and browsing is particularly more difficult, adding an extra “click” takes time away from the user and could be an annoyance. This was therefore removed in the second iteration.

Lecture notes:

add learning new technologies to starting point for research

methodoloy - should describe in detail the process that you put in place

^check slides

iterative structure - 1 chapter per iteration which discusses specification section,

design section, implementation section and testing section.

Requirements gathering

How you got the requirements - the method, designing that method, participants, data,

analysis and results

No surverys

15 interviews

requirements evaluation

discuss changes to SM2 algorithmn

testing plan - use automated testing and discuss

- unit testing

- component testing

- system testing