

ADVANCED USER INTERFACES

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READING TRAINER BOBBY

Jalil Esseffar

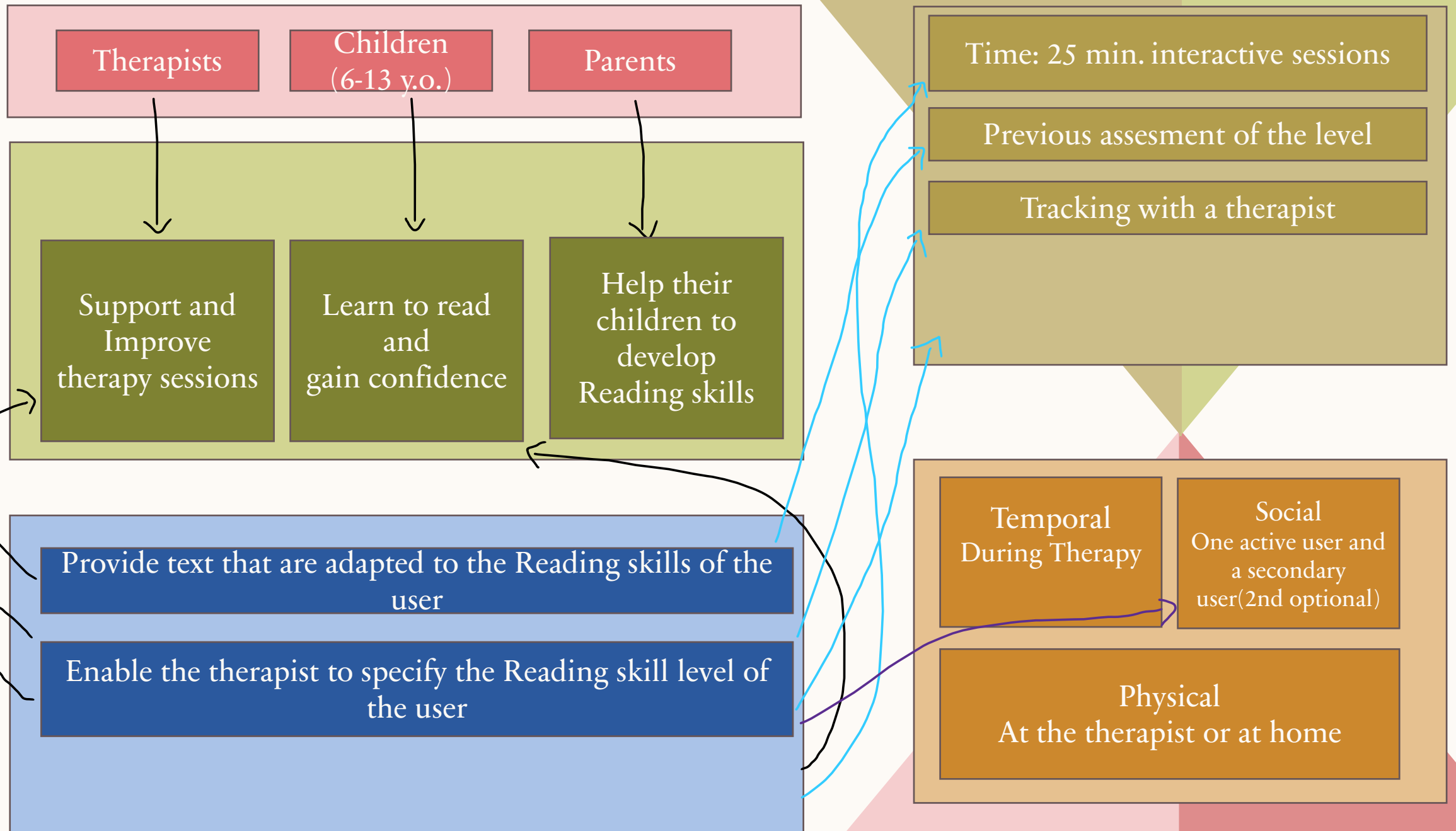
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jalillesseffar@gmail.com

+34642234352

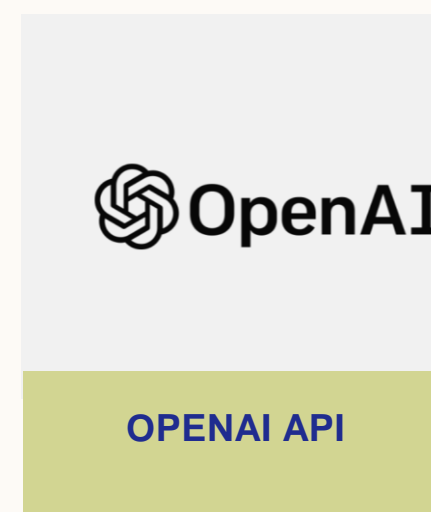
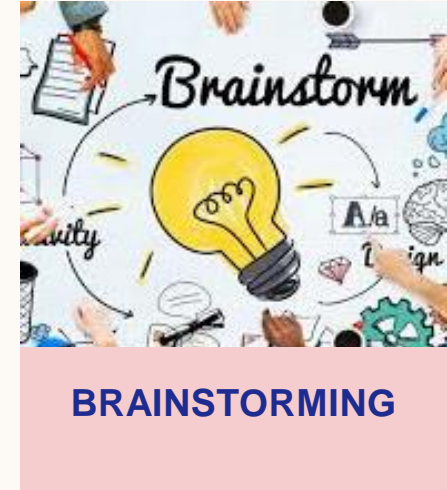
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USER PERSONAS

WORK PROCESS

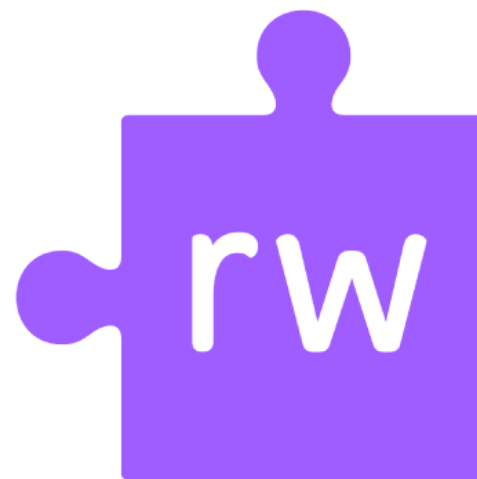


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STATE OF THE ART



Ghotit
I got it right



storybird 

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DESIGN SOLUTIONS



Social Story

Playing Nicely

PLAYING NICELY
A social story about playing nicely with others.

1. It is important to play nicely with others.
2. When I am playing nicely, I am using kind words.
3. I will make sure to include others while playing.
4. I will share toys and calmly wait for my turn.
5. If someone is playing with something I want, I will ask nicely if I can play too.
6. When I am playing nicely, I am listening to others when they are talking.
7. I will also make sure everyone's ideas are heard.
8. If we disagree about something, we can make a compromise.
9. When I play nicely, I have many friends to play with.

 **BROOKE REAGAN'S** class

SCENARIOS

SCENARIO 1: ETHAN

Ethan, a 6-year-old with dyslexia who loves books but struggles to read and wants to improve his reading skills finds himself in Giulia's office to do a therapy session. Giulia opens the app and selects a customized reading exercise for Ethan, and she adjusts the difficulty level to match his current reading skills.

The app generates an engaging short story with interactive questions. Ethan begins reading and answering the questions. Giulia observes his progress and provides guidance in real-time. After the exercise, Giulia reviews the session summary and notes Ethan's improvements.



SCENARIO 2: MARIA

Maria, a 7-year-old girl with autism who is sensitive and wants to be able to use educational content comfortably. She is in a comfortable space for her with her caregiver, they open the app and choose a visual reading exercise adjusted to the previously evaluated level of Maria. Maria starts playing, and the app uses simplified language and visual cues to help her follow the story.



SCENARIO 3: LUCA

Luca, an 8-year-old child with ADHD wants to build his reading skills while having fun and improving his focus. His mother set up a session with Giulia. Giulia selects a short story with interactive elements to keep Luca engaged.



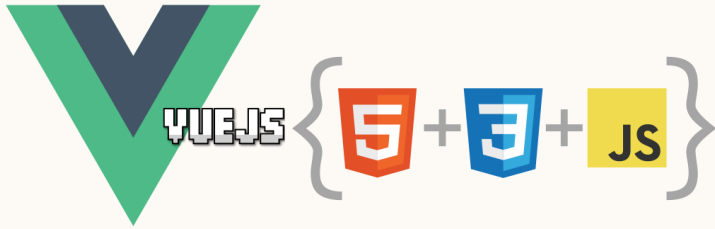
dreamstime.com

ID 146015845 © Katarzyna Bialasiewicz

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TECHNOLOGICAL SOLUTIONS

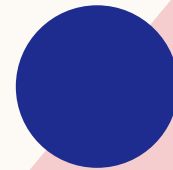
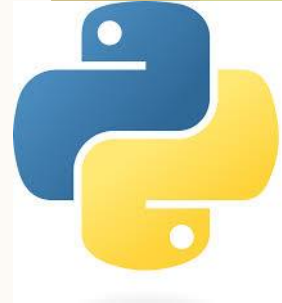
FRONTEND



BACKEND



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PROMPT

Role and Scope

Input Specifications

Creation Instructions

Example Outputs

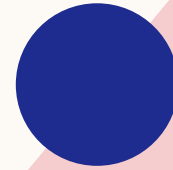


The background features a large white circle in the center, partially overlapping a light blue area on the left and a light pink area on the right. A dark blue shape is at the bottom, also overlapping the white circle. The text 'VALUE PROPOSITION' is centered within the white circle.

VALUE PROPOSITION

**PERSONALIZED STORY
GENERATION**

**ACCESSIBLE AND
INTERACTIVE LEARNING**



FUTURE WORK