

The users of our product encompassed two specific groups. The first group are people in late high school to early college. More specifically, those who are taking sign language classes or need language credits and are interested in a sign language. The second group are Deaf people and CO-

We conducted a survey to find out current pain points in people's journeys in learning a sign language, and in communicating with sign languages online and in-person.

DAs (Children of Deaf Adults) who seek to

further practice their sign language skills, or

volunteer their time to teach others.

"Yes, mostly lack of access to other signers and sign language environments.

Since sign languages aren't written, it's hard to practice on your own. You need more language input than is possible when living in hearing environments."

language communication?

"I use one for my local language where the content is made by Deaf sign language teachers. The content is pretty good, but far too difficult since there are no translations of the videos they provide, nor any explanations of

Do you use any online platforms that facilitate sign language

communication? If not, in what ways could they help facilitate sign

Sign Language Learning App

UI/UX, APP DESIGN · DECEMBER 2021

We designed an app to aid in the

vocabulary or grammar. It's geared to those who have access to a teacher they can ask."

> In our survey, we found from our Deaf responders that it would be useful if more hearing people learned a sign language. We also found that there are a few cultural and technical barriers that dissuade people from learning a sign language, which we aimed

> From the beginning of our app's design, we focused on providing a learning section, and a social section. The learning section would

> gear people up with vocabulary, phrases,

and the general understanding of a sign language-that they could hone and further

develop in the social section.

to break down.

From the beginning of our app's design, we focused on providing From the beginning of our app's design, we focused on providing

As it's fun to socialize and make friends, this creates a loop that is intrinsically motivating to a learner. Allowing them to develop their

language skills naturally, similar to how

Learning

From the beginning of our app's de-

From the beginning of our app's de-

sign, we focused on providing

sign, we focused on providing

each other outside of the classroom.

(

Fill in the blank:

QWERTY KEYBOARD

Friends

From the beginning of our app's de-

From the beginning of our app's de-

From the beginning of our app's de-

sign, we focused on providing

sign, we focused on providing

sign, we focused on providing

From the beginning of our app's design, we focused on providing

Groups

From the beginning of our app's de-

From the beginning of our app's de-

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sign, we focused on providing

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sign, we focused on providing From the beginning of our app's design, we focused on providing From the beginning of our app's design, we focused on providing

Settings

From the beginning of our app's de-

2.Deaf person wishes to join an app to socialize using sign language.

ing fluent communication as a speaker in the Groups section.

a.Enters the group section to socialize with others.

one would as a growing child. We provided features to accessorize this loop, such as a dedicated app friend list and calling function. We also allow users to optionally tag themselves as Deaf, CODA, or Hearing, and display their years of experience or learning chapter, as a way to break the ice for newbies and understand people's experience at a glance.

b. Has no more extrinsic motivator to learn a sign language (e.g., finishes language credits) However, wishes to continue learning a sign language i. Signs up for the app independently and meets similarly motivated people, and experienced sign language communicators to learn and practice with.

another and by using the robust dictionary/reference feature.

1. Hearing student or CODA is learning a sign language...

a.Teacher sets up a classroom with the app, allowing for students to communicate with

i.Students strengthen their knowledge of a sign language through practicing with one

ii.Creates repeating 'Deaf Coffee' like events for Deaf and sign language learning friends.

i.Helps others learn sign languages by communicating with learners, or by demonstrat-

you're winning! 30 win streak, level 6

s intrinsically motivating to a learner. Allowing them to develop their language skills

CALENDAR

September

Your Stats:

August 1 2 3 4 5 6 7 8 9 10 11 12

13 14 15 16 17 18 19 20

123456789101112

13 14 15 16 17 18 19 20

123456789101112 13 14 15 16 18 19 20

Jump back in:

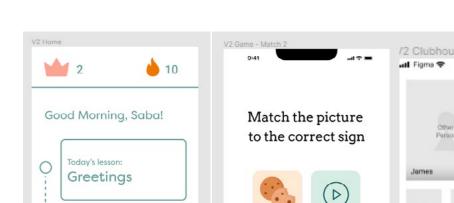
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Learning 1

**Emotions** 

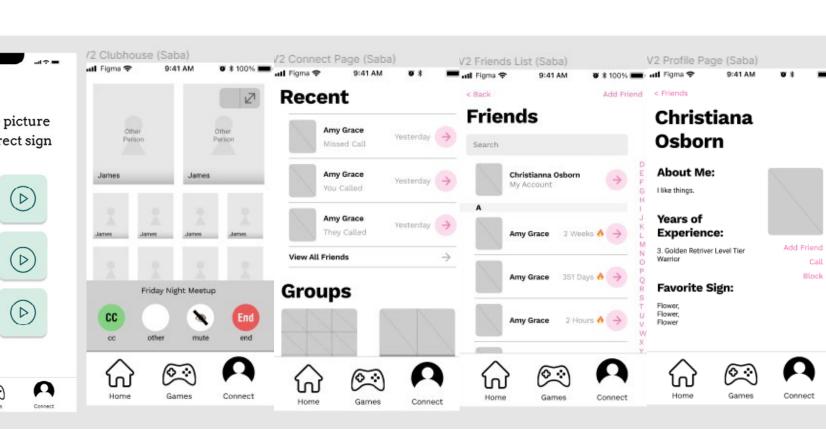
Unlock Level 3



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FRONT FACING



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creates a loop that is intrinsically motivating

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language skills

We conducted numerous design sprints, learning and refining a lot throughout. We knew we wanted to make an app that would

help people learn a sign language, however we struggled at first to understand how we

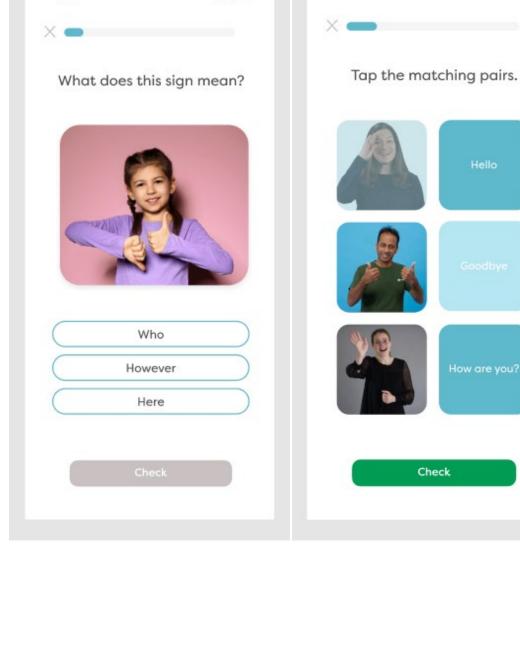
could really innovate in the app space, and not just make a dictionary app as has been

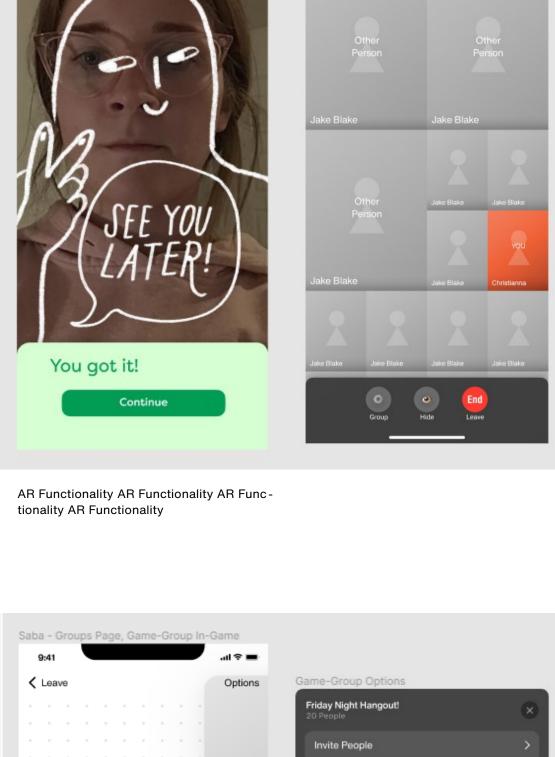
done before.

Other Person

iPhone 11 Pro Max - 5 iPhone 11 Pro Max - 9

t is intrinsically motivating to a learner. Allowing them to develop their language skills



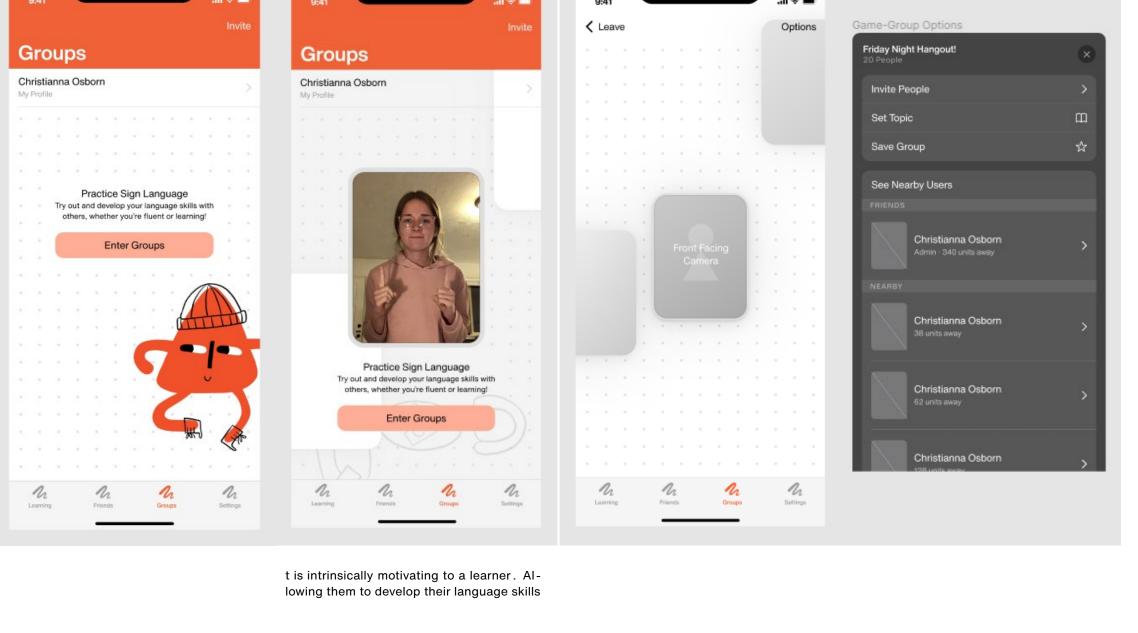




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language skills

Saba - Friends Page

Christianna Osborn

Christianna Osborn

Christianna Osborn

Christianna Osborn

Christianna Osborn

Called 2 Months Ago

Called 2 Months Ago

Called 2 Weeks Ago

Called 2 Weeks Ago

Called 2 Weeks Ago

Profile >

Profile >

Profile >

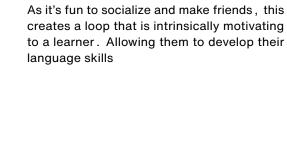
Profile >

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Home page

Saba - Groups Page, Game-Group Frequent R.



FINAL PRESENTATION As it's fun to socialize and make friends, this creates a loop

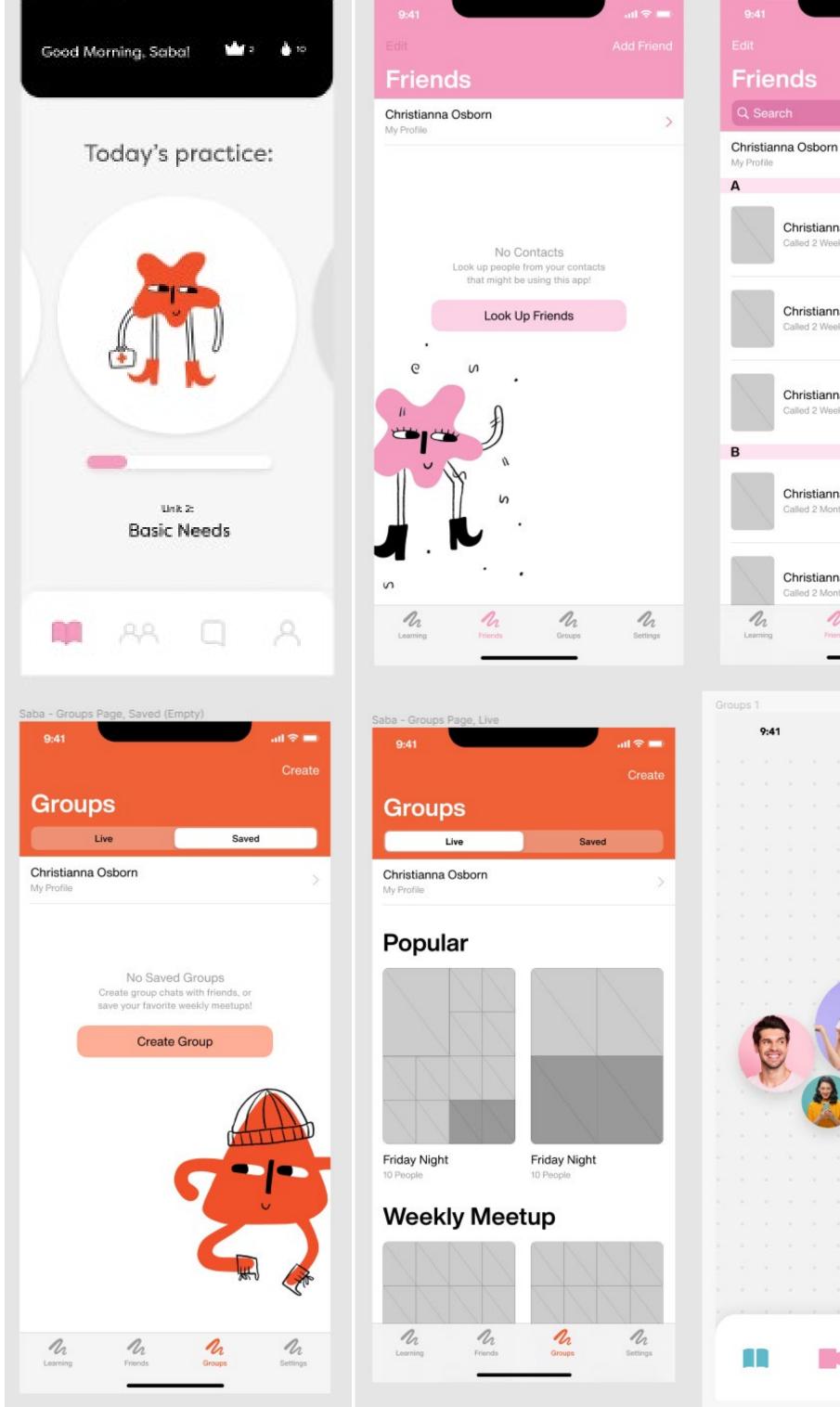
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Saba - Friends Page (Empty)

RETROSPECTIVE We wanted to address two main pillars: to allow people without access to formal sign language classes to learn a sign language to a self-sufficient level, and to teach people not only ancillary things like vocabulary and grammar-but also engage people with the rich culture of sign language, allowing them to take their language skills and knowledge to the real world. Through our sprints, we slowly chiseled out the idea that we should teach users through chapters, which is familiar to other language

learning apps. I also ruminated on my own

feature would help those who aren't confident signing or moving their body in a social way like me, to become more comfortable with being as expressive as sign language We also worked heavily on addressing the culture pillar. We ended up with many different interpretations of the Groups feature,

experience with sign languages as a kid, and

thought that an AR imitation-like learning

that would allow people to join a common space to engage in conversation, or watch others communicate through sign about everyday things.

Our sprints helped and focused us make these two pillars communicate with one another, to build a fulfilling loop and long-term learning experience for the user.