

Sketch a Design

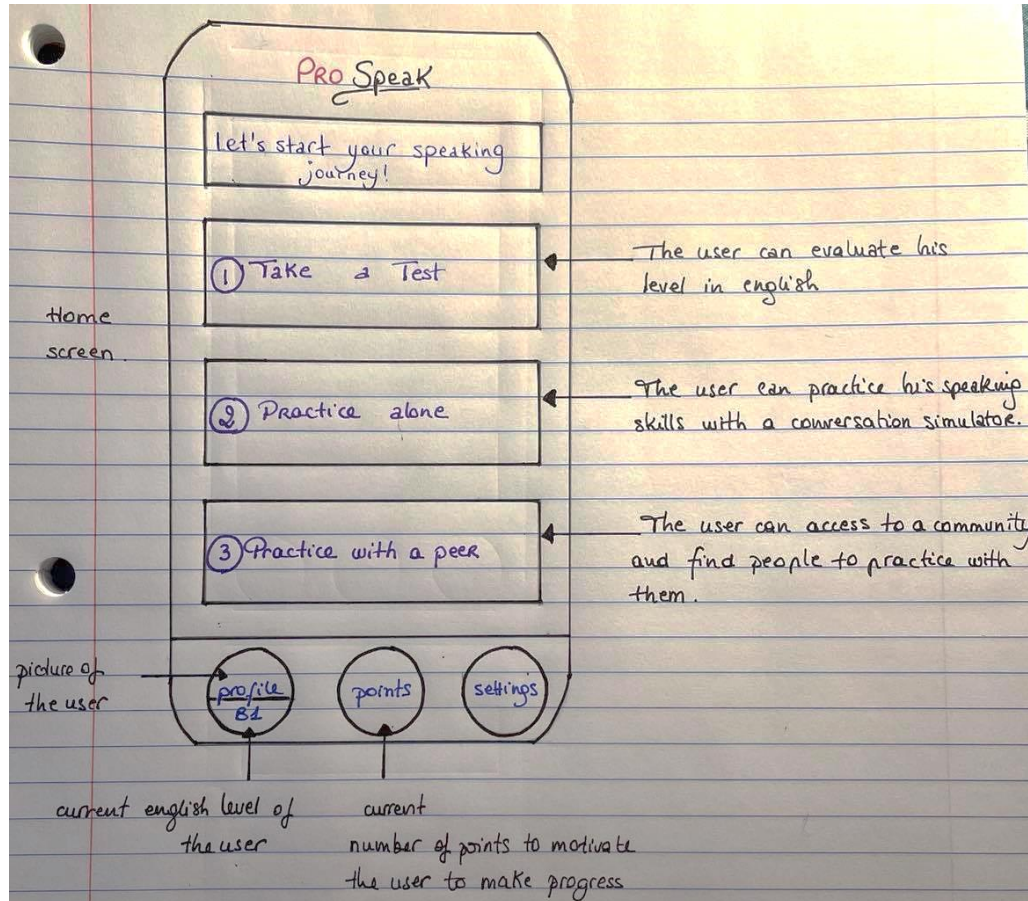
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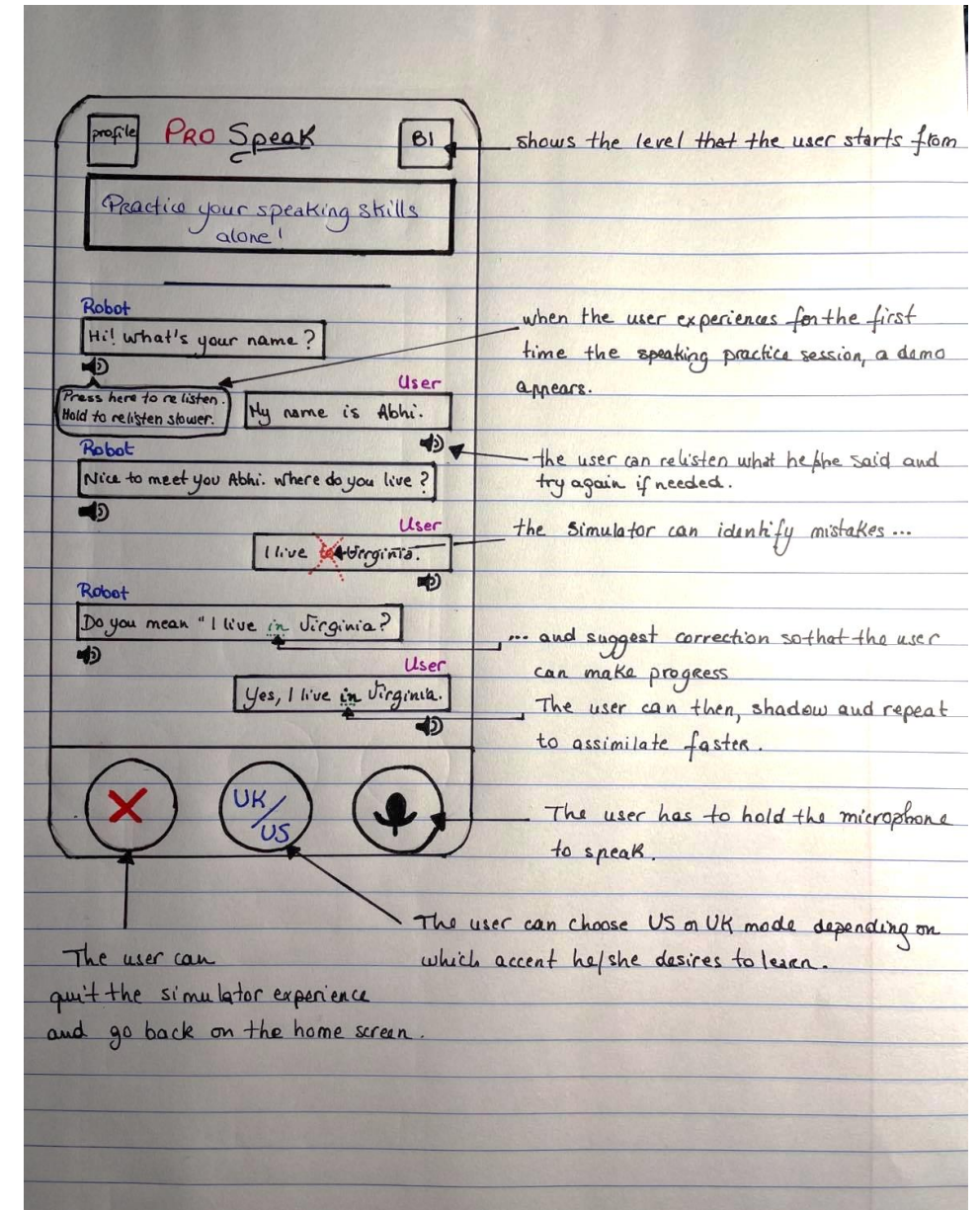
What is it about?	Research findings applied to the design	Design principles	Design rationales
<p>We want to encourage people to improve their speaking skills in English with confidence through a specific tool as a way to practice. This is why we want to create an app named “ProSpeak” [Speak like a Pro], allowing the users practice speaking skills alone with a conversational simulator and build enough confidence before practicing for real with someone.</p>	<p>One of the key finding from the research revealed that learners keep writing over speaking even on a social media platform oriented to improve speaking skills because they fear the speak to others and be judged by their level. We focused on a design which solves the problem of confidence first by practicing alone and then, the level of English by the vocabulary, the grammar and the pronunciation used by the user.</p>	<p>Aesthetic and minimalist design</p> <p>Simple language</p> <p>User don't read, they scan</p> <p>Allow users to make mistakes</p> <p>Intuitive</p>	<p>Clear interface with few words makes it easy for the user to read and find what they are looking for.</p> <p>Simple language so as the user can understand the possible features</p> <p>Big visuals, steps were added to make the speaking journey efficient and simple in 3 phases (1/Take a test, 2/Practice alone and 3/Practice with a peer)</p> <p>Users are allowed to make mistake in the simulator and be corrected</p> <p>Intuitive ; The user easily can operate the interface based on his experience and instinct</p>

What will the user do?

Here the actions that the user can do in detail



Home screen



Practice alone page