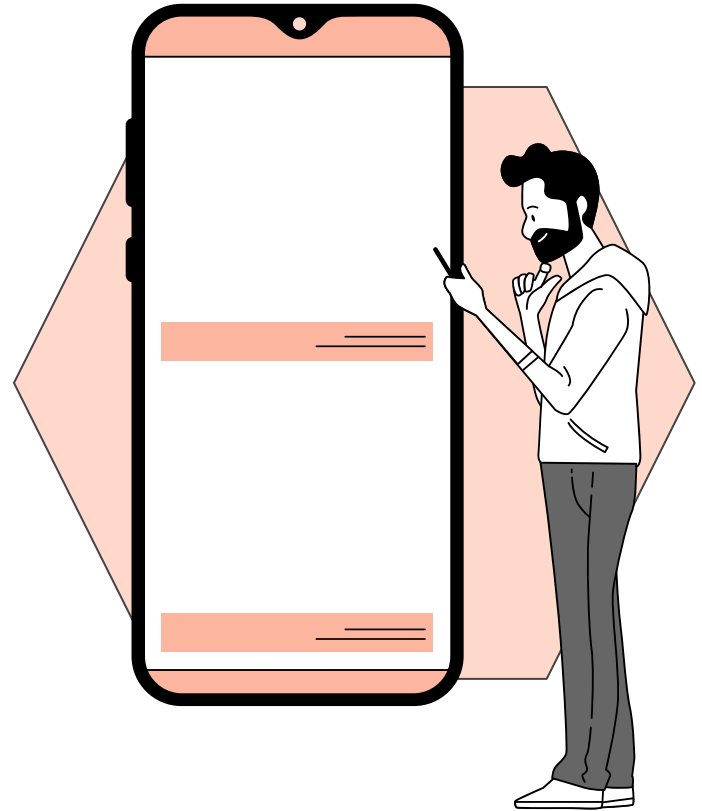


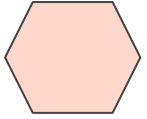
WonderReadWorld

Djordje B
Vuk M

Anastasija T
Rastko P



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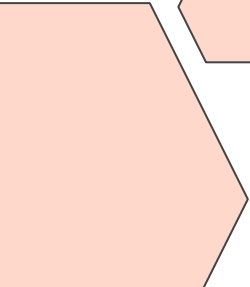
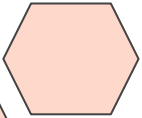
Paper Prototype

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Wizard of Oz technique

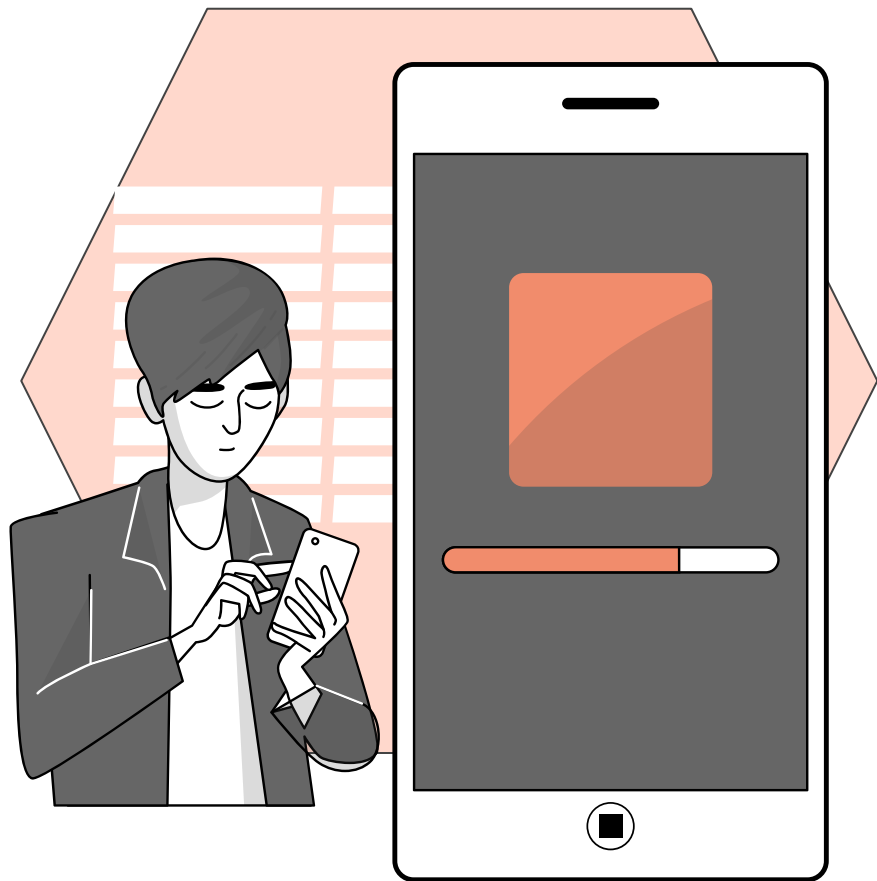
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Results



Problem/Solution

“Bridging literacy and fun for young minds”

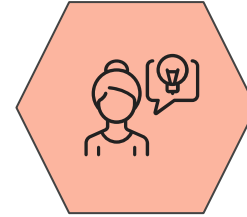


Problem/Solution



Problem

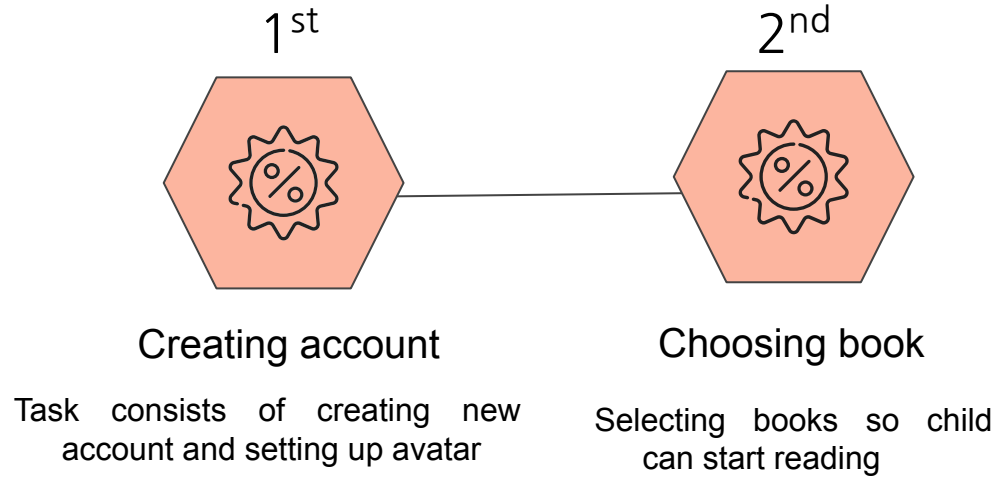
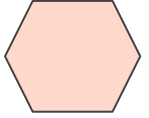
Many children face challenges when starting to read, experiencing difficulties in engagement and comprehension. Traditional methods may lack the interactive and captivating elements needed to foster a love for reading in the early stages of literacy development.



Solution

Our application seamlessly combines audio and reading elements, creating an interactive and game-like experience that not only enhances reading skills but also makes the process enjoyable and engaging for young readers.

Tasks



Paper Prototype testing

	Age	Testing time	Environment	Feedback
Djordje's mom	53	5m 12s account set up	home, facetime analysing	Too confusing to navigate
Vuk's mom	43	4m 37s account set up	home, facetime analysing	Design elements seemed inconsistent
Anastasija's mom	50	5m 26s account set up	home, facetime analysing	Instructions were unclear
Rastko's mom	51	3m 55s account set up	home, facetime analysing	Loading times felt too long
Rastko's neighbour	27	6m 42s account set up	home, facetime analysing	Difficulty understanding some interactions
Vuk's aunt	42	7m 33s account set up	home, facetime analysing	Unsure how well the prototype represents real-world usage
Vuk's aunt	34	4m 14s account set up	home, facetime analysing	Customization options were confusing

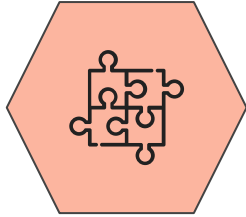
Lets get you
set up

After creating your
account you will get
an email with a code
to set up
WonderReadWorld
kids

•••

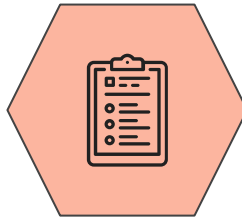
Next

Paper Prototype overview



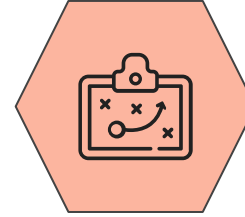
Challenges

1. Overwhelming customization options may complicate user experience.
2. High-fidelity prototype development with voice acting and animation is resource-intensive.



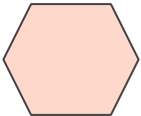
Results

1. Excessive customization may confuse users, impacting overall experience.
2. Resource strain and extended timelines may affect project efficiency.

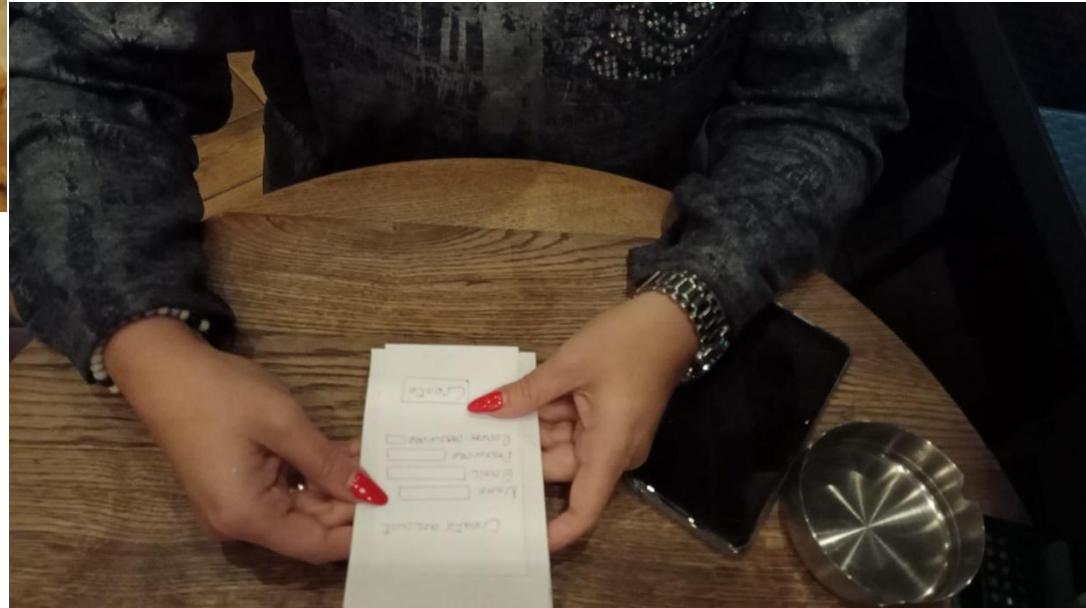
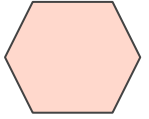


Solutions

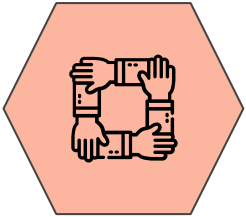
1. Streamline customization, focusing on essential features.
2. Divide high-fidelity prototype development into phases, starting with essential features before adding advanced elements. This approach minimizes resource strain and maintains a controlled development process.



Wizard of Oz technique

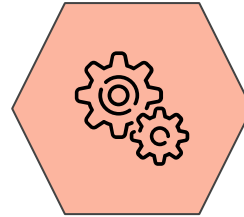


Results



After evaluation

We found that the prototype was too complex so we redesigned it to be simpler and easier to use.



What we learned

Simple and straightforward design is important for user experience.