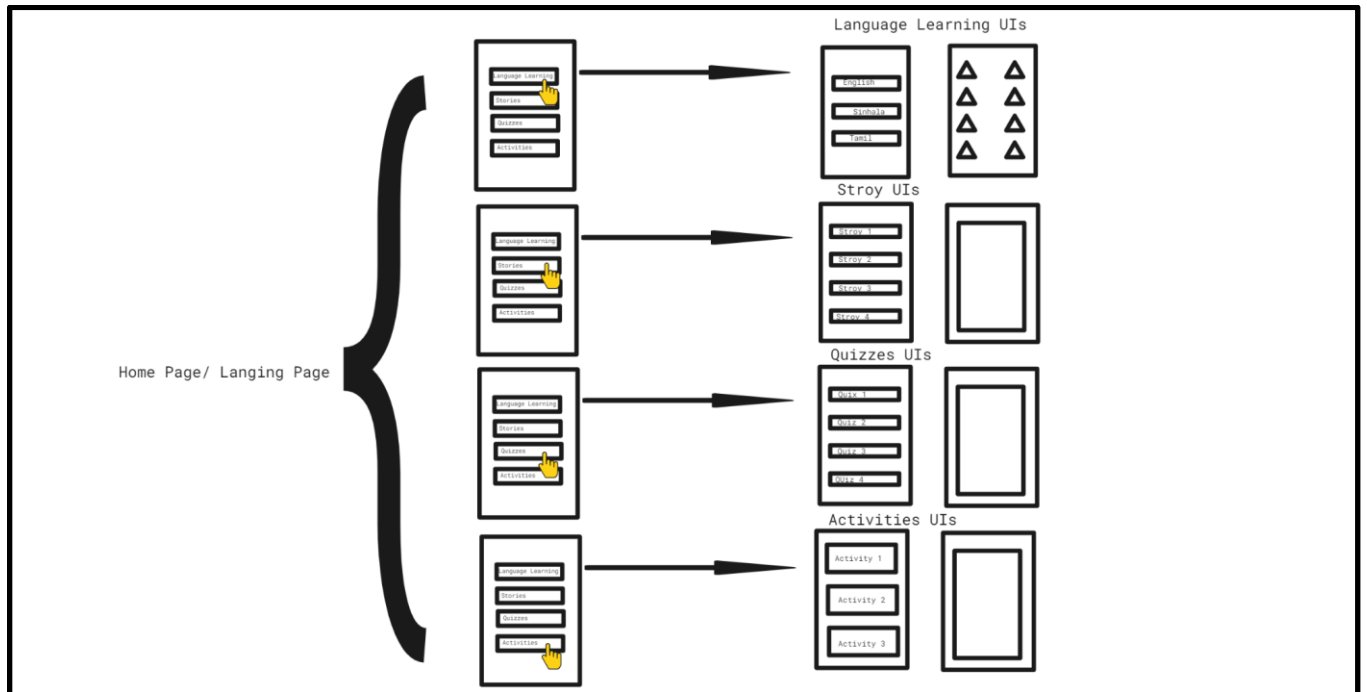


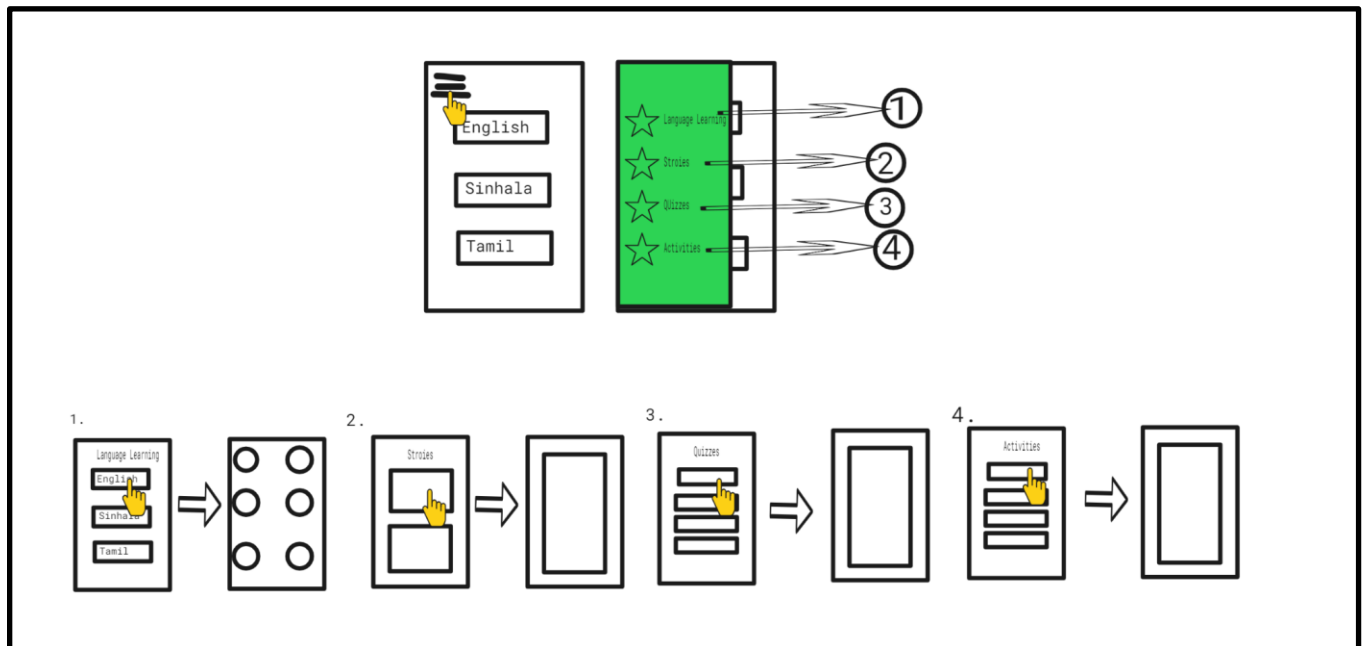
2021S2_REG_WE_54

UEE Practical 06

Sketches for Kids Learning App.



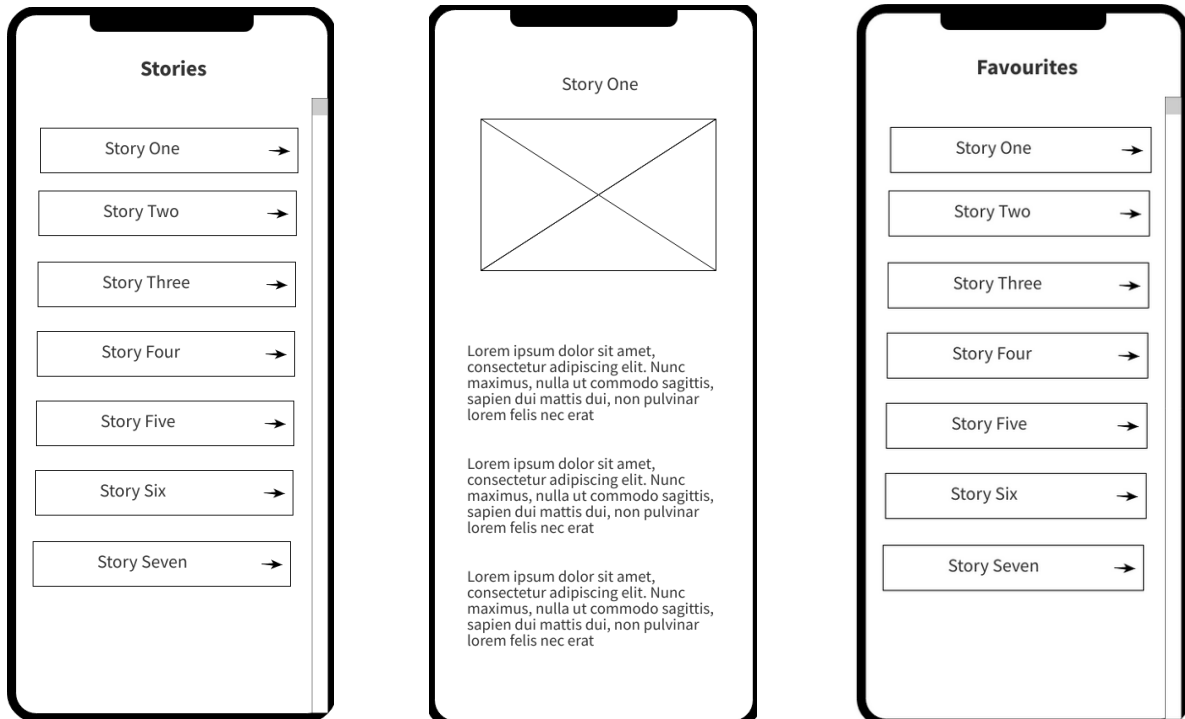
Sketch 01



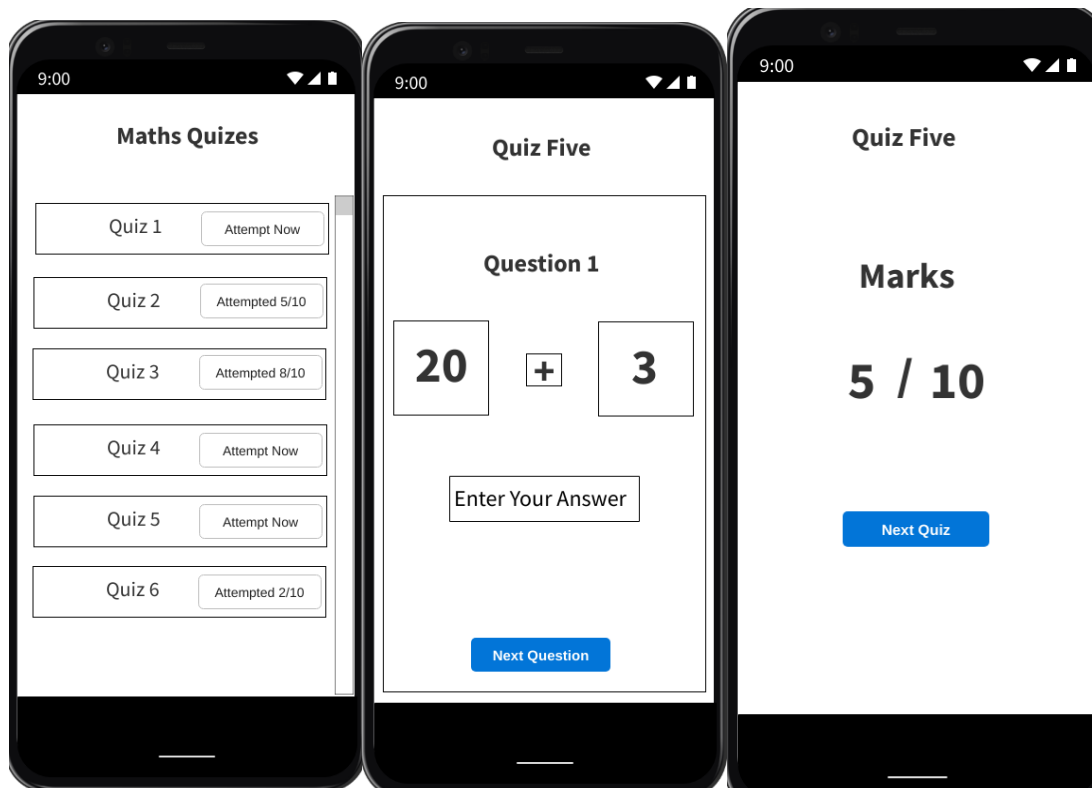
Sketch 02

Wireframes

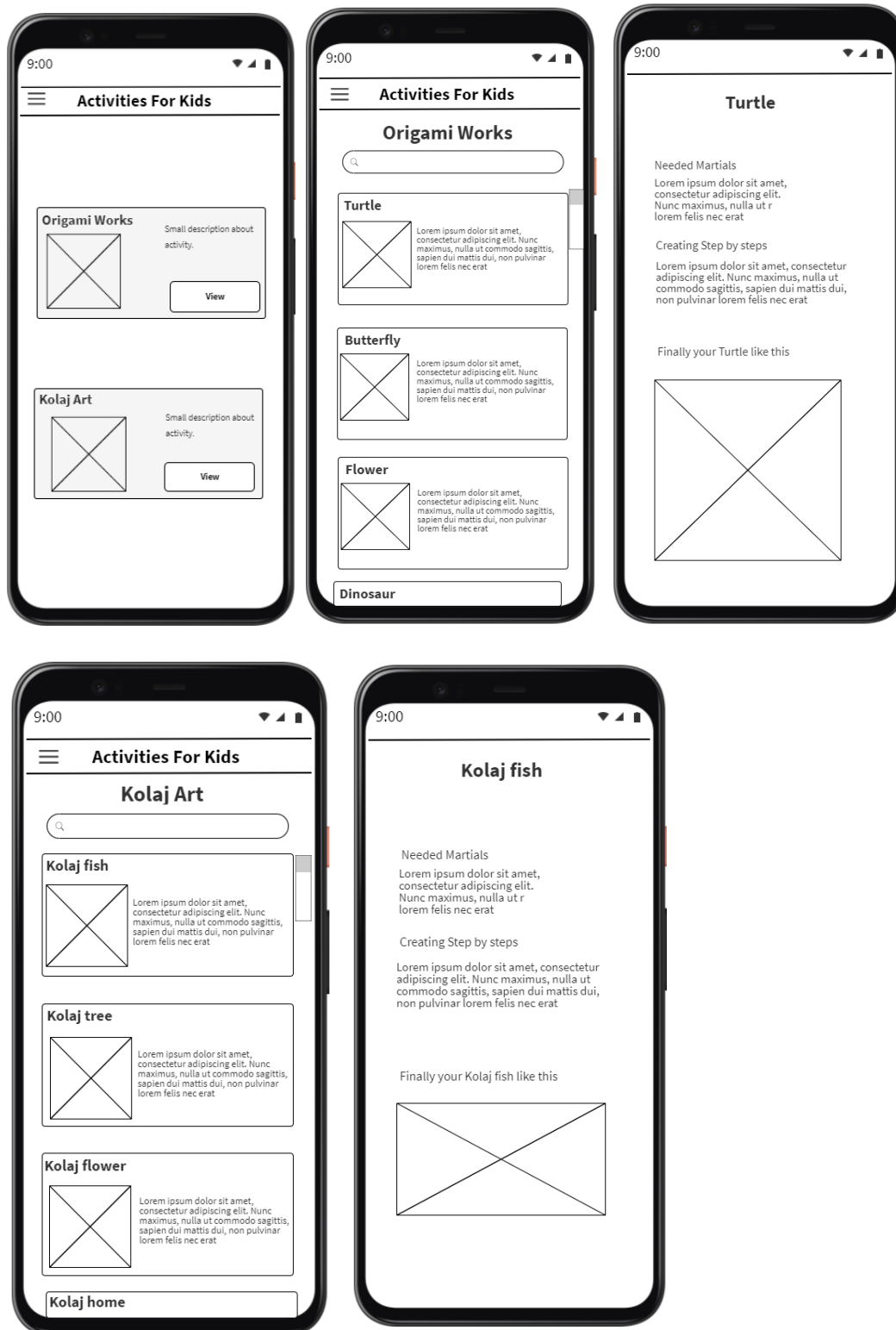
Story Management Function



Quiz Management Function

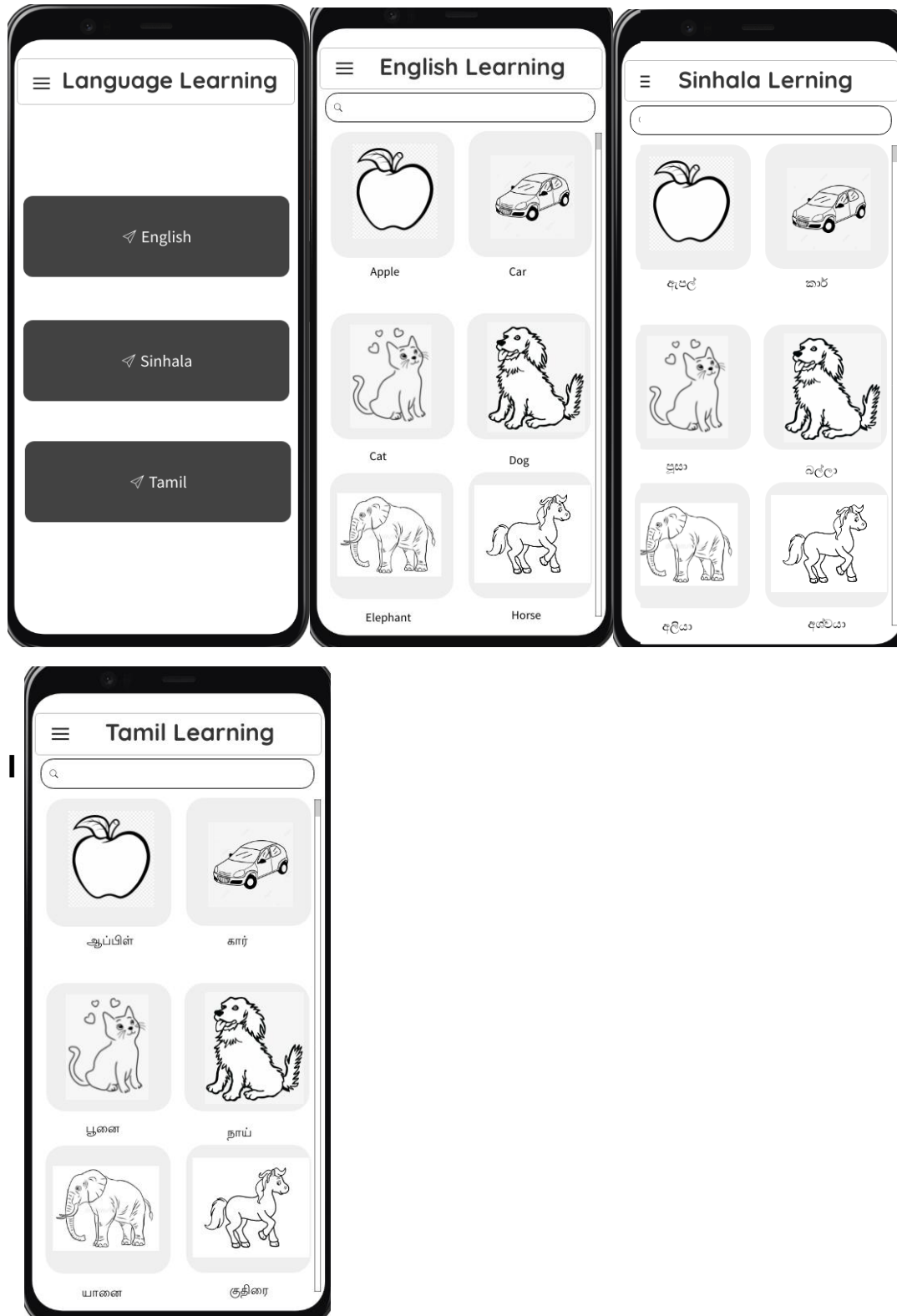


Activity Management Function



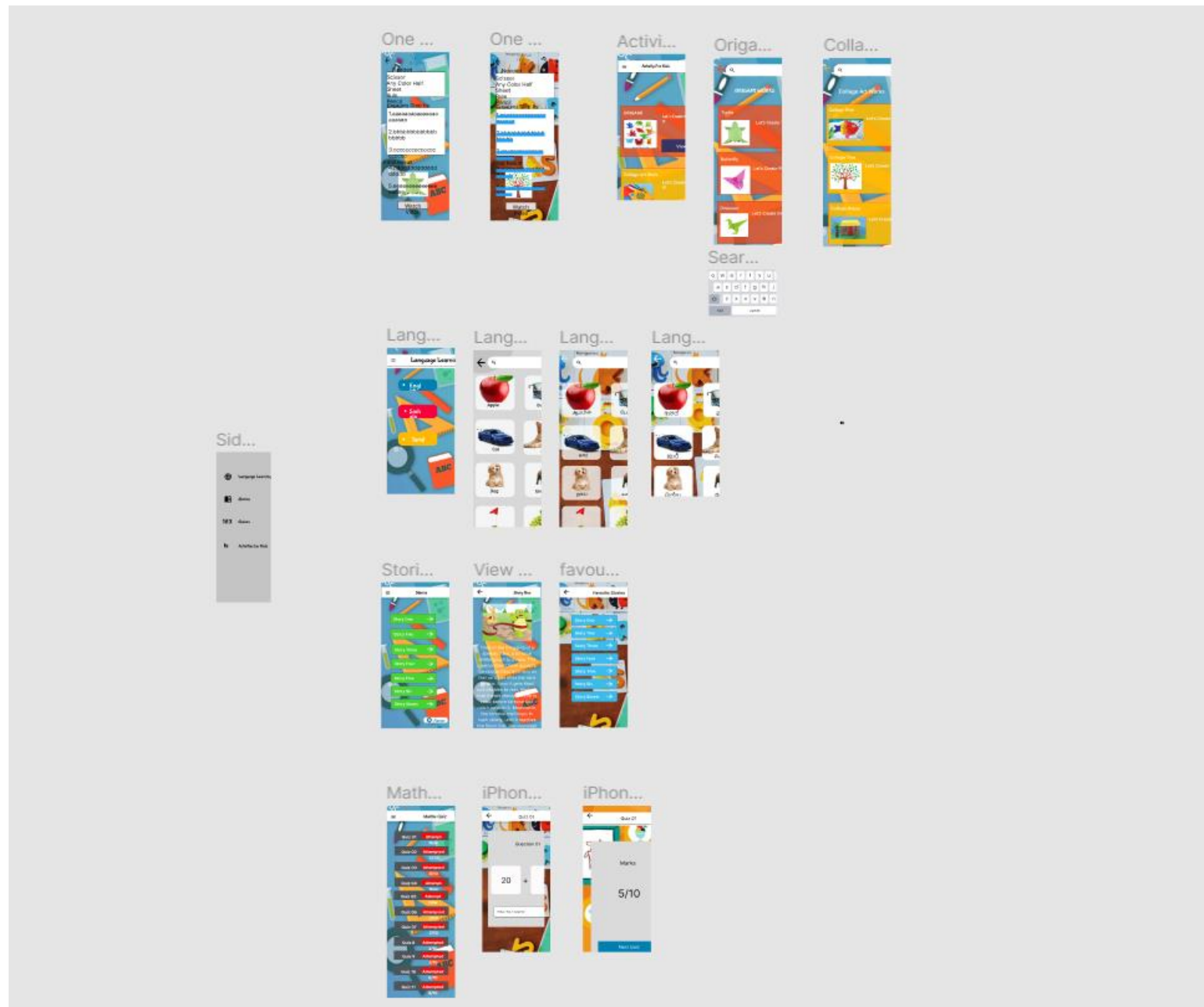
IT19016962 - Wickramasekara T.M.A.M

Language Management Function

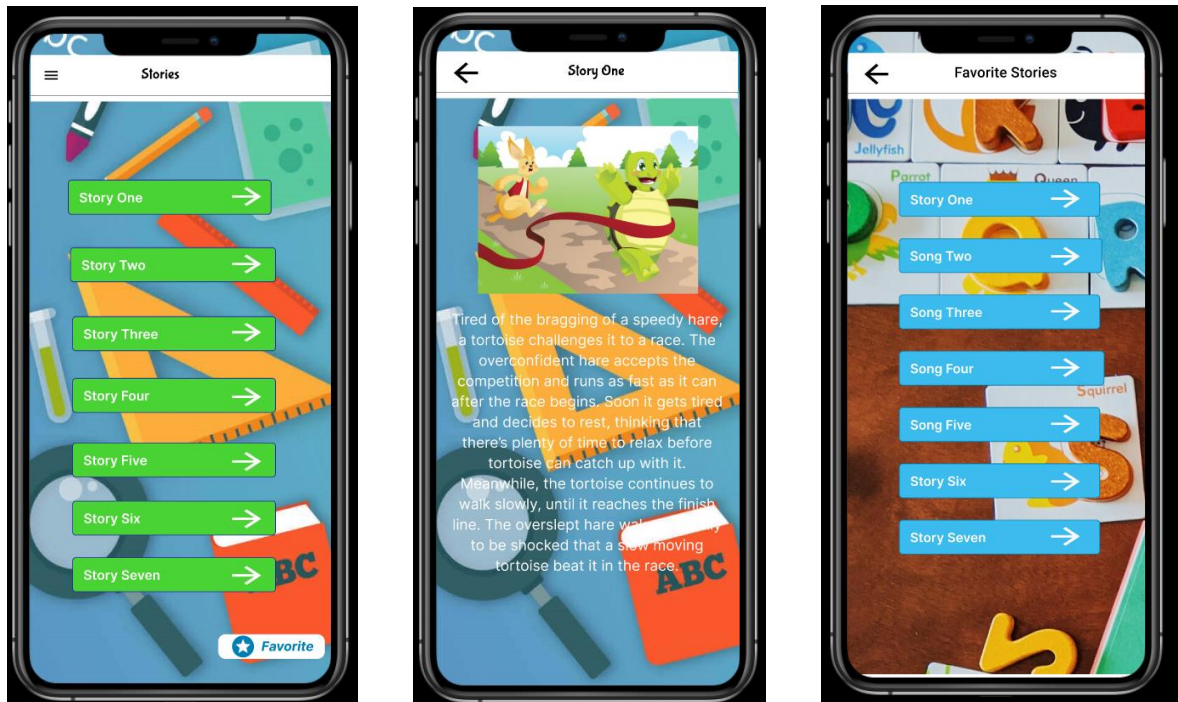


IT19753140 - Gunaratne U.A

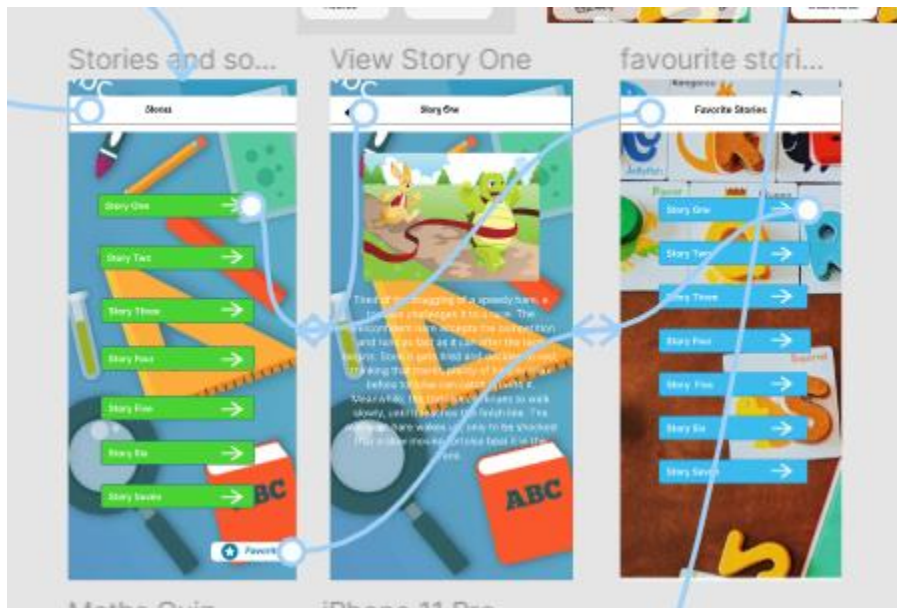
Prototype Version 1.0



Story Management Function - Prototype Version 01

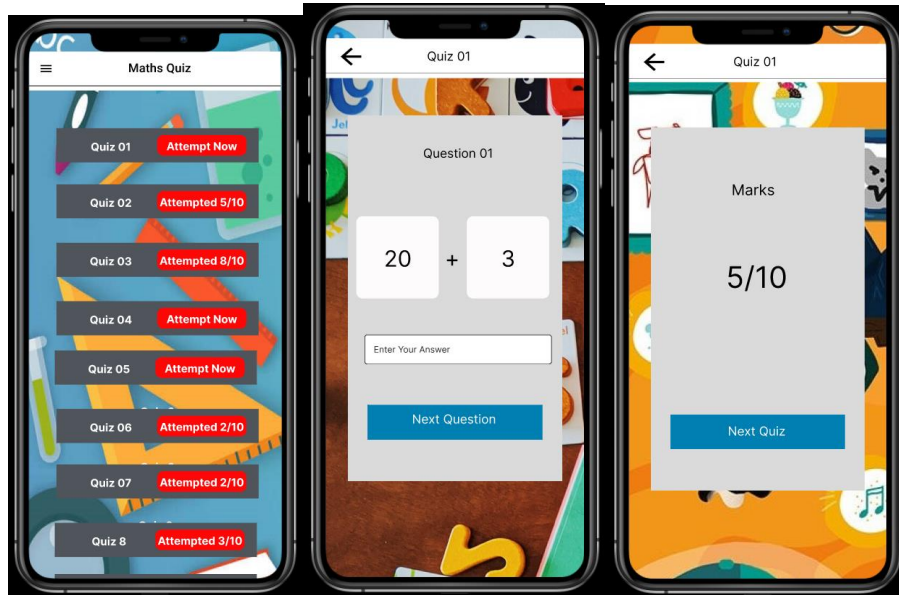


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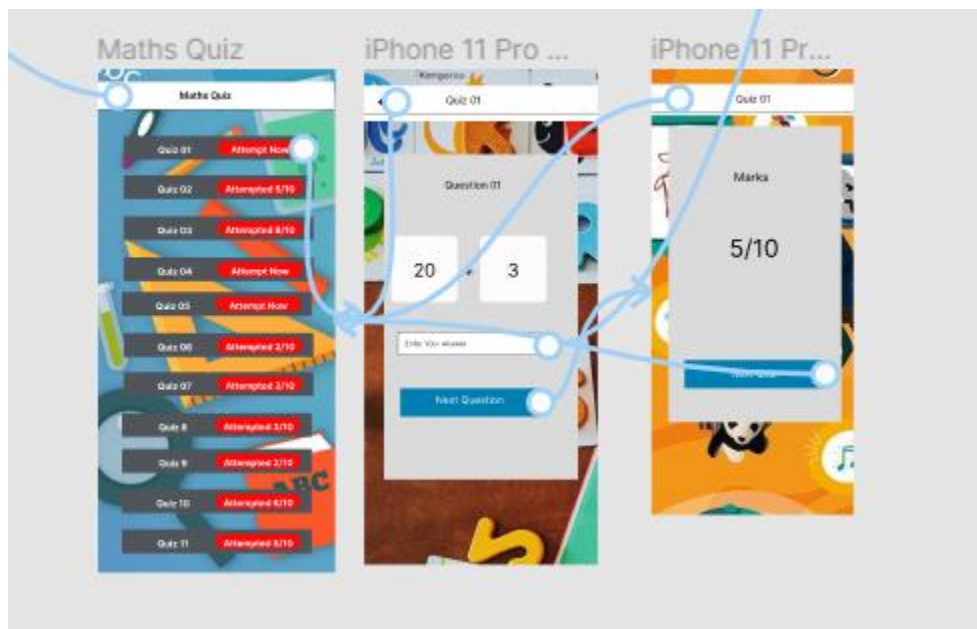


-Prototype-

Quiz Management Function - Prototype Version 01

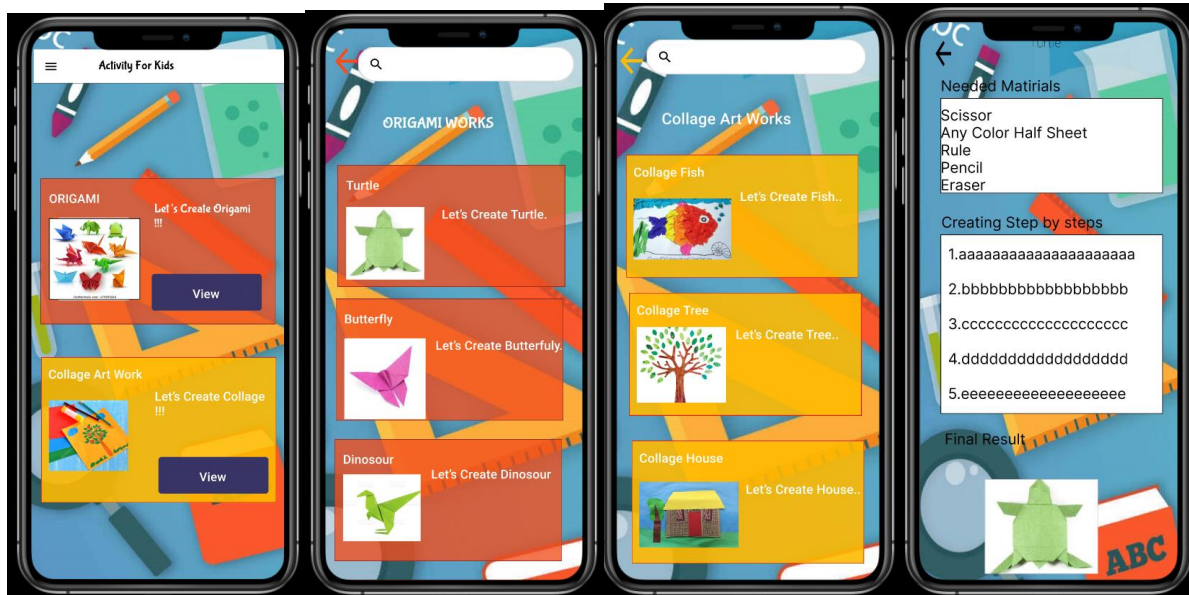


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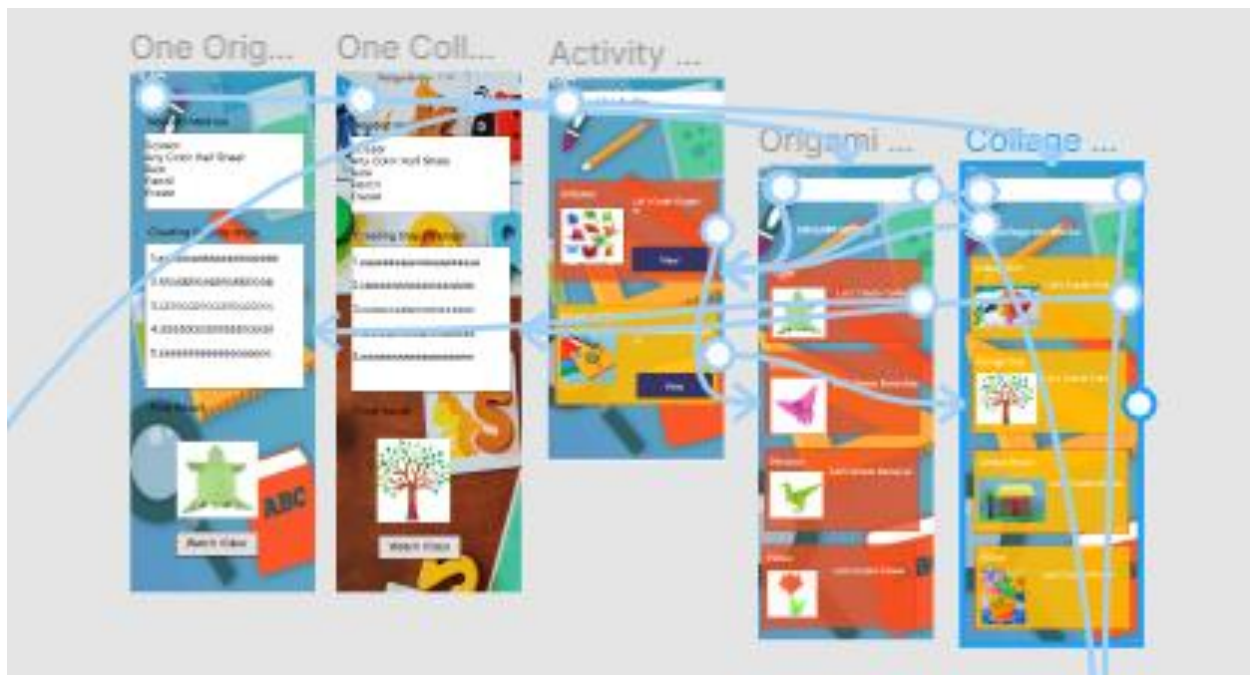


-Prototype-

Activity Management Function- Prototype Version 01



- Preview-

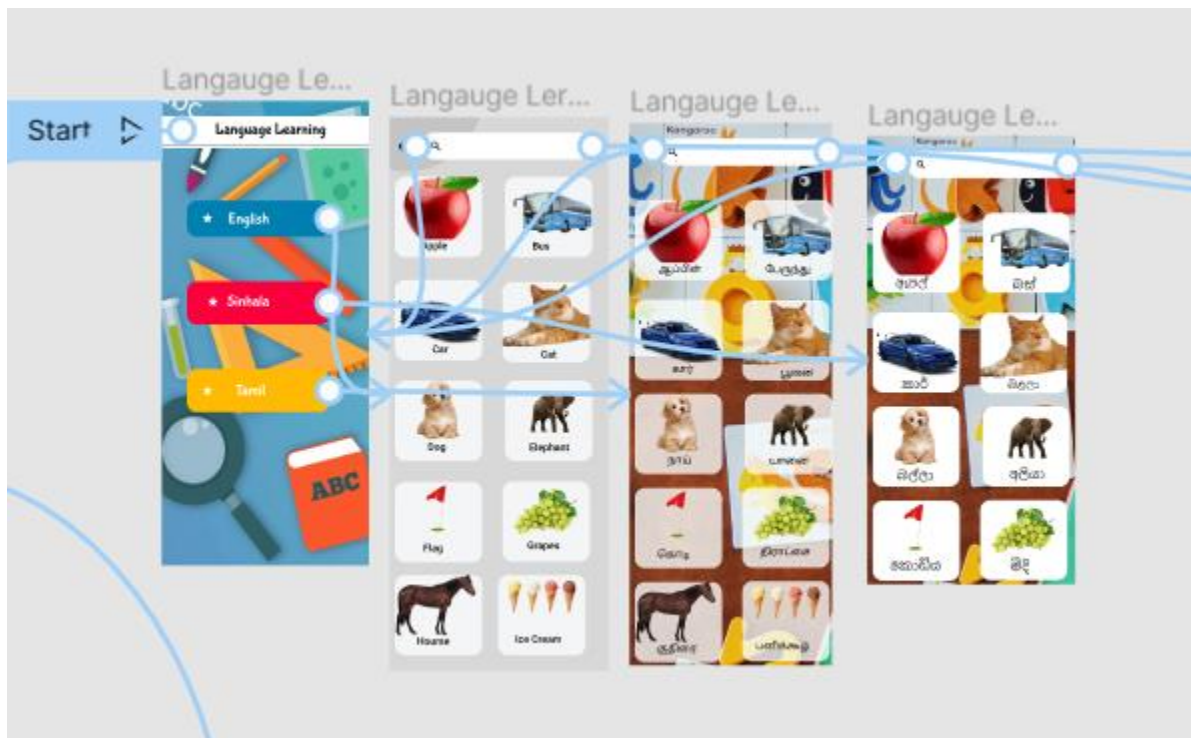


-prototype-

Language Learning Function - Prototype version 01



-Preview-



-Prototype-

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User Feedback for the Prototype Version 01

User Test Script

Introduction

Hi Athulya, Thank you for spending your time and being back with us to accomplish our assignment.

[Intro of the team;]

We are doing an assignment to gain knowledge on the user experience designs and we have chosen to rebuild the UIs of an existing Kids learning app.

The main goal of this design is to have more childish UIs since this application is all about kids and kids materials.

Before we begin, I would like to give you a brief introduction on the flow that we are going to follow up and how this interview will work. In briefly, this session is pretty simple and straightforward. We are given tasks and take your response on it.

First of all I think you can understand we are testing the design of this app. So feel free to let us know at any time if there's something you cannot understand, like, dislike or confuse, likewise.

And also, we would like it if you say what you feel during the tasks. Like, let's say you found something eye-catching, you can say "This caught my eyes" if something confusing appears, you can say it and go ahead.

So when talking about the goal

We are providing a feed

Let's start.

Task 1 : [Languages]

Since you have used this app before, how would you navigate to the language learning UI?

Expected Actions :

1. Tap on the drawer icon on the top
2. Choose language learning option
3. Perform any action based on the chosen option
 - Option 1 [Choose Sinhala option]
Tap on an icon and view it
 - Option 2 [Choose Tamil option]
Tap on an icon and view it
 - Option 3 [Choose English option]
Tap on an icon and view it

Questions:

1. What do you think about the user interface in this function?
2. What do you think about the overall language learning function?

Task 2 : [Stories]

Since you are using the real app you know that there isn't any story viewing functionality. But in our app, we added a new story function. Can you please find that option and perform any action.

Expected Actions:

1. Tap on the drawer icon on the top
2. Choose Story option
3. If the user taps on one of a story, then navigate to that specific story and view it. If the user taps on the favorite icon at the bottom, then navigate to the favorite stories UI.

[Since this is a new function for the app, If the user is not able to find that option then guide him/her.]

Questions:

1. What do you think about the user interfaces of this function?
2. How hard is it to find the favorite button?

Task 3 :[Quiz]

Quizzes are very important for kids because of that we have added another new function for quizzes, can you please find that new function and perform any action.

Expected Actions:

1. Tap on the drawer icon on the top
2. Choose quizzes option
3. Choose one quiz from the list and attempt it
4. View the marks and tap on the "next quiz" button

[Since this is a new function for the app, If the user is not able to find that option then guide him/her.]

Questions :

1. What do you think about the design of the quizzes list?
2. What do you think about the design of the questions in the quizzes?

Task 4 : [Activity]

We have added another new function for the paper activities. Can you find that new function and perform any action.

Expected Actions:

1. Tap on the drawer icon on the top
2. Choose activity option
3. Choose one from the list
4. Choose category

[Since this is a new function for the app, If the user is not able to find that option then guide him/her.]

Questions:

1. What do you think about colors used in activities?
2. What do you think about the heading font size used in user interfaces?

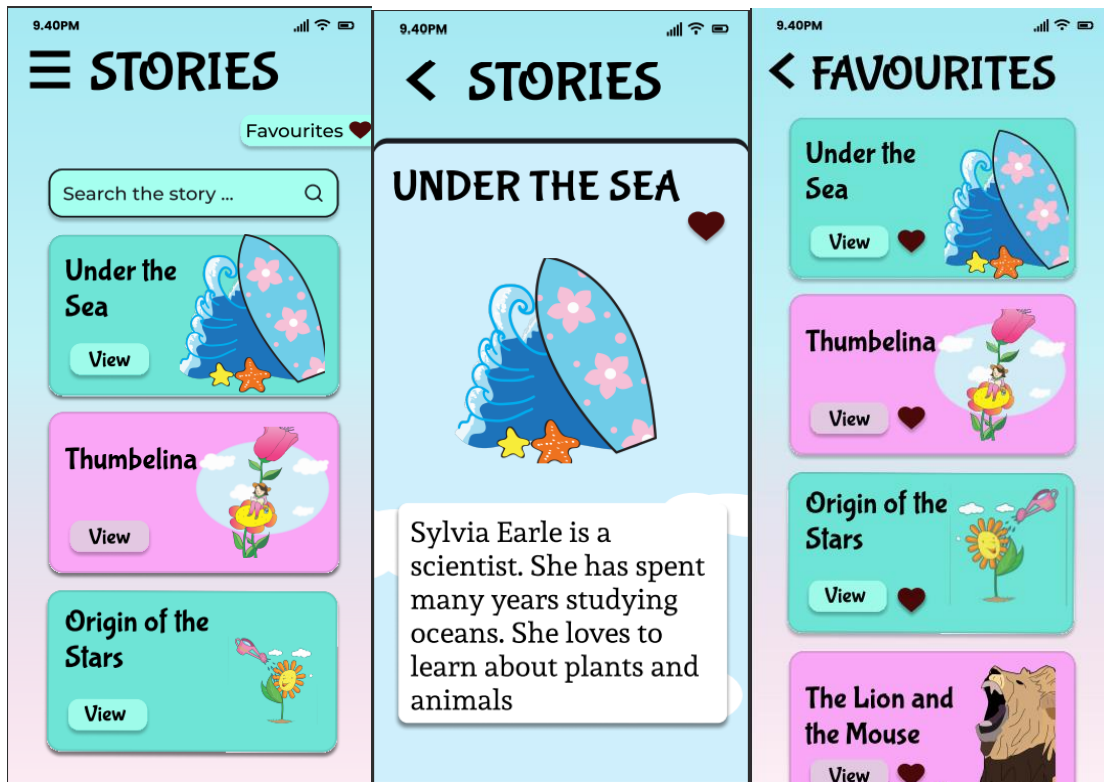
Video Recording for the User Testing Interview:

[2021S2_REG_WE_54 UEE Prototype Interview.mp4](#)

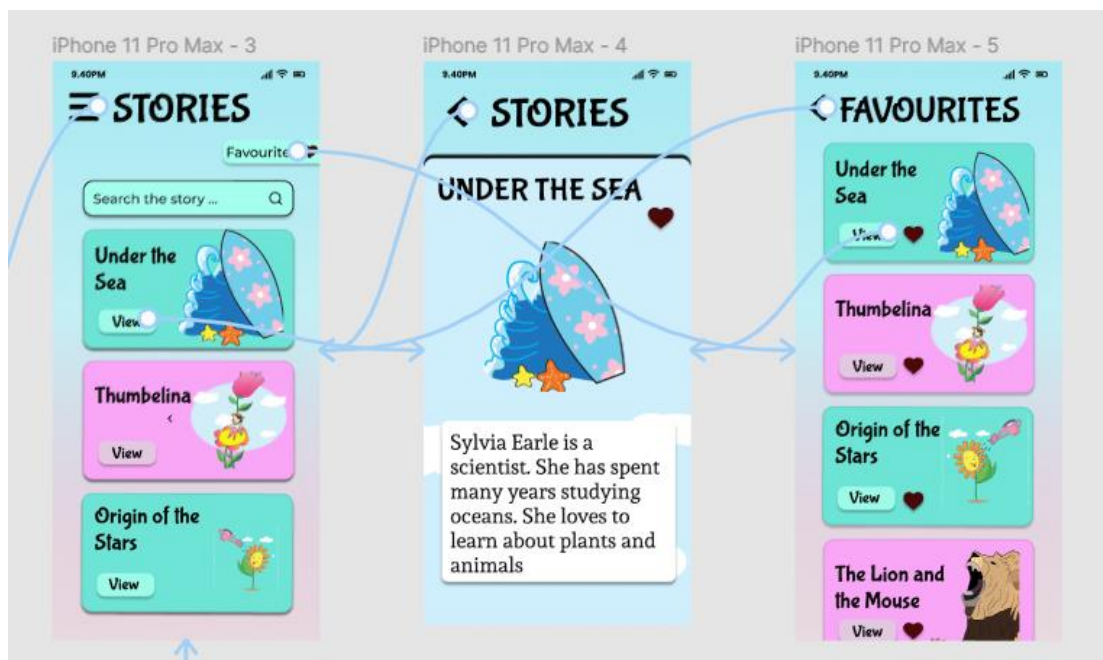
Prototype Version 02



Story Management Function - Prototype Version 02



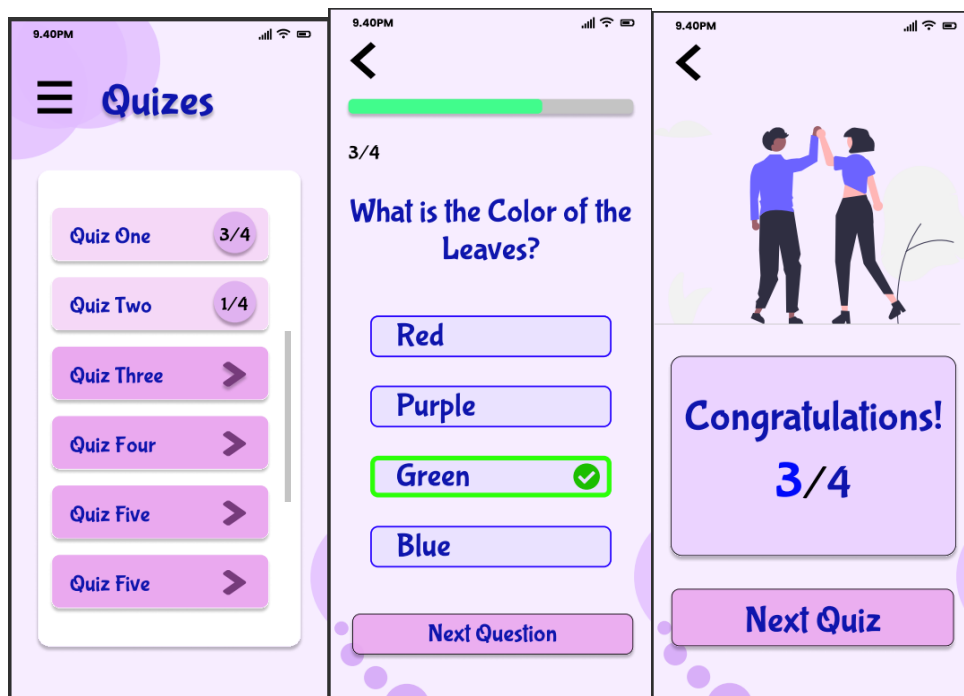
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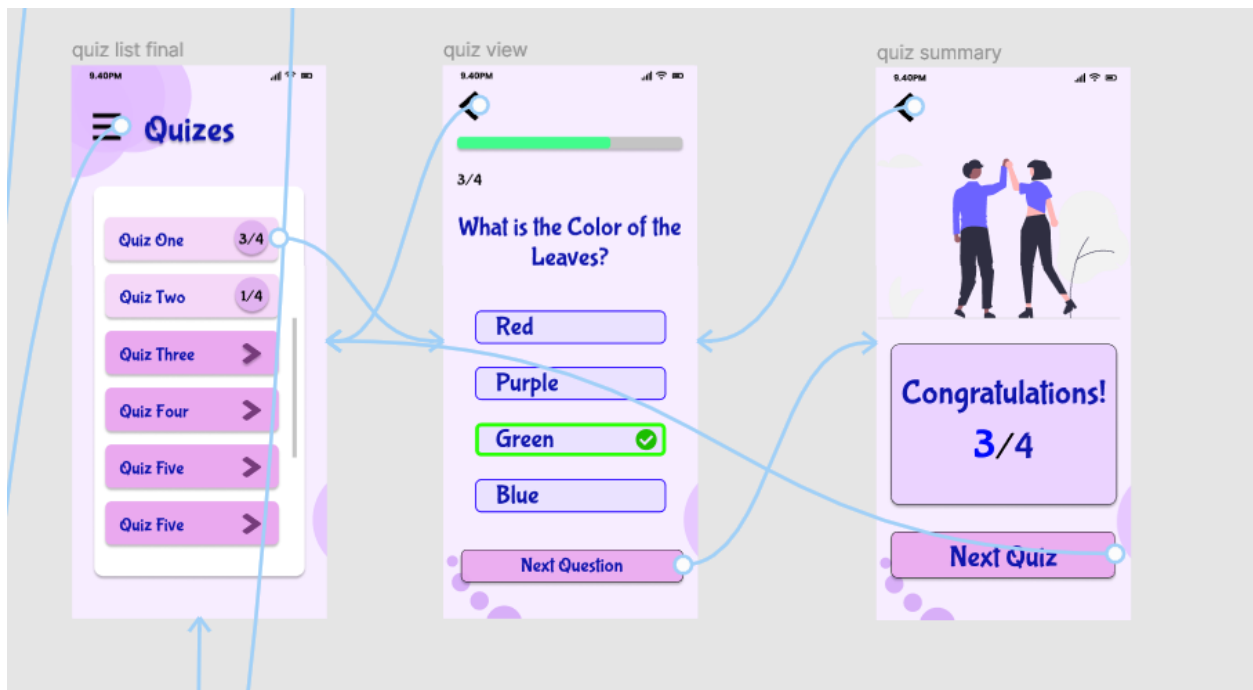
-Prototype-

IT19131016– Perera H.K.P.S.

Quiz Management Function - Prototype Version 02



-Preview-



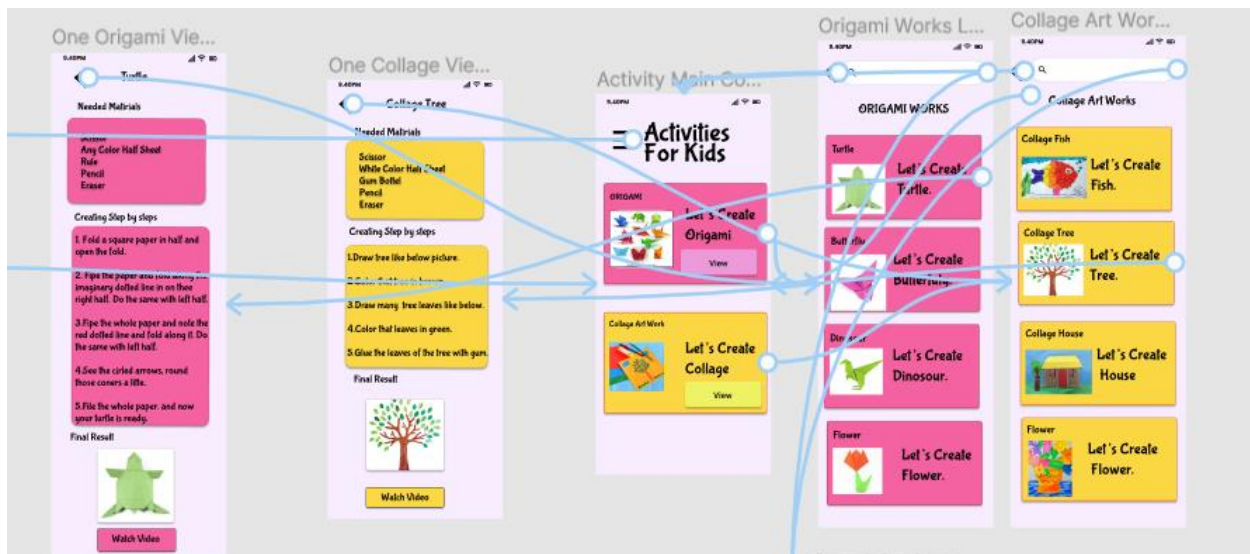
-Prototype-

IT19136370 - Weerasinghe W.A.H.T

Activity Management Function - Prototype Version 02

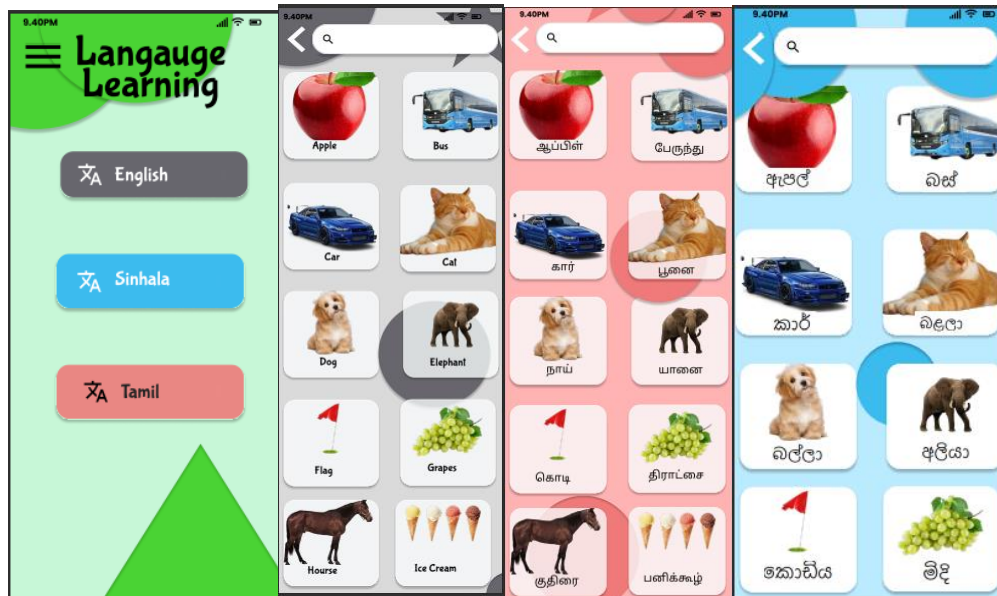


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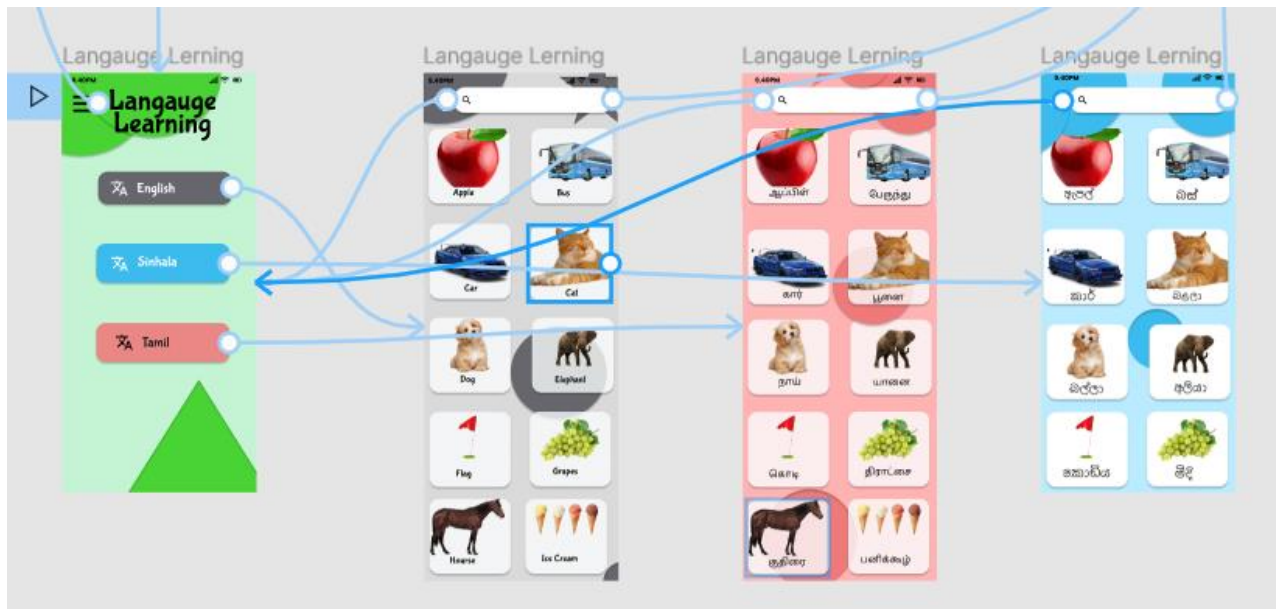


-Prototype-

Language Learning Function - Prototype Version 02



-Preview-



-Prototype-

IT19753140 - Gunaratne U.A

