 Recording



00:12:35



Stop

Capture conversation audio from wearable.



Conversation Summary



Meeting with John

Duration: 15 min

Summary: Key points discussed in the meeting...

[View Speech Analysis](#)

[View Improvement Tips](#)

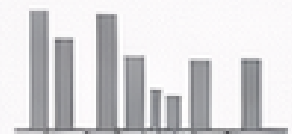
Show summary of recorded conversation.



Speech Analysis



Filler Words Usage



Pacing Chart



Hesitations: 8

Interruptions: 2

Tone Stability ✓

Visualize speaking behavior.



Improvement Feedback



Top Issues:

Too many filler words

Speaking too fast

Suggestions:

Pause before answering ✓

Replace "um" with silence ✓

Give actionable suggestions.



Progress Tracking



Weekly Progress



Improving

Confidence Score



Show improvement over time.



Welcome, User!

▶ Start Recording

Start Recording

Recent Conversations

Avg. Filler Words	5.2 >
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Confidence Score	78% >
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Speech Clarity	85% >
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Design Documentation

Design Overview

The interface was designed to be simple, focused, and easy to understand during and after conversations. Since users interact with the system in real-world speaking situations, the layout prioritizes clarity and minimal distraction. The task-based structure helps users move through the app logically from data capture to reflection and improvement.

Design Principles Used

1. Simplicity & Cognitive Load Theory

The screens use minimal text, large buttons, and clear visual separation between sections to reduce cognitive load. For example, the Recording screen shows only a timer, waveform, and stop button so users can focus on the conversation without being overwhelmed by data.

2. Fitts's Law

Primary actions like "Start Recording," "Stop," and "View Speech Analysis" are large and centrally placed. This makes them easier to tap quickly and reduces interaction effort, especially during real-time use.

3. Hick's Law

Each screen limits the number of choices presented. For example, the Conversation Summary screen only offers two actions: viewing speech analysis or improvement tips. This prevents decision overload and keeps navigation intuitive.

Layout, Flow, and Interaction Justification

This flow reflects how users think about conversations. First they speak, then they review what happened, and finally they try to improve next time. Overall, the design prioritizes clarity, low cognitive effort, and actionable feedback transforming everyday conversations into opportunities for measurable communication improvement.