Level Up Lingo

Taking learning to comics and video games!

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Nick Mitchell

Task 1.7: Presenting Your Work

Our Hero

Player name: Eleanor

Mid 30's Librarian

Location: Bay Area, West Coast

Party members: Husband, sister living in China

Current experience level: MBA

Quest Objectives

Overall, it needs to be fun!

Needs to be able to read the words to learn them

Able to opt out or skip audio use

REWARDS

Be fluent in Spanish for work

Not be distracting at work by playing audio or having to talk to app

Learn phrases and words

Challenges Faced

Eleanor does not want to get audio focused lessons in public

Eleanor is a avid gamer, if it is not fun she will not use it

She is married, study sessions must be short

She learns by reading, so a good reading aspect is key

The Problem

Eleanor wants to learn a new language without having to listen or speak to a app.

She wants to read the words in a format that is not just another flashcard app.

She wants to be able to learn when she has a few minutes free here and there.

How we will help!

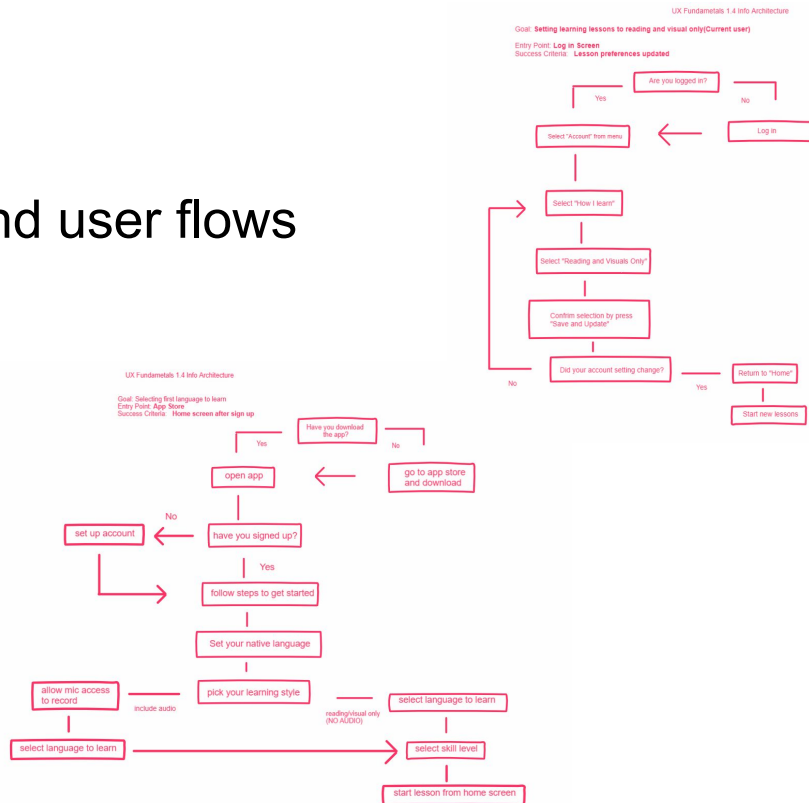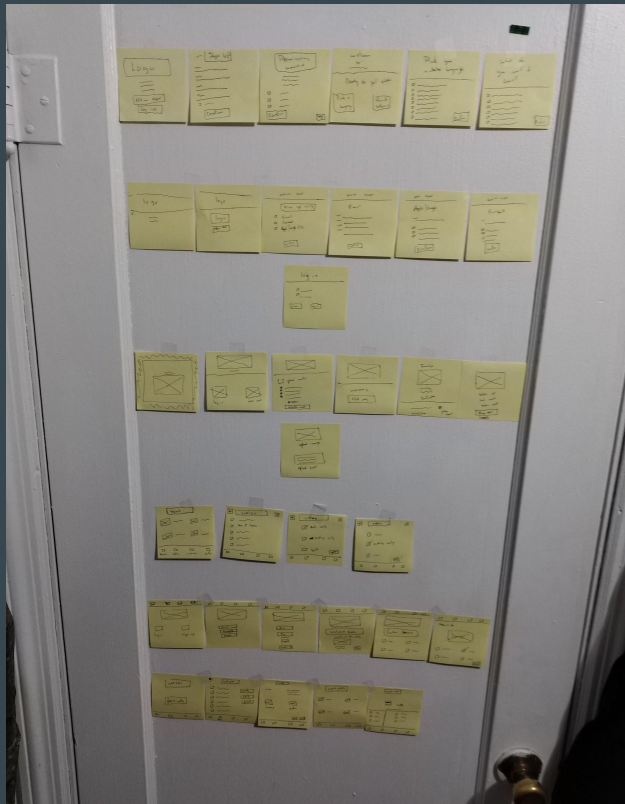Reading only options. Skip the audio all together

Creating real immerse with the language through simple comics.
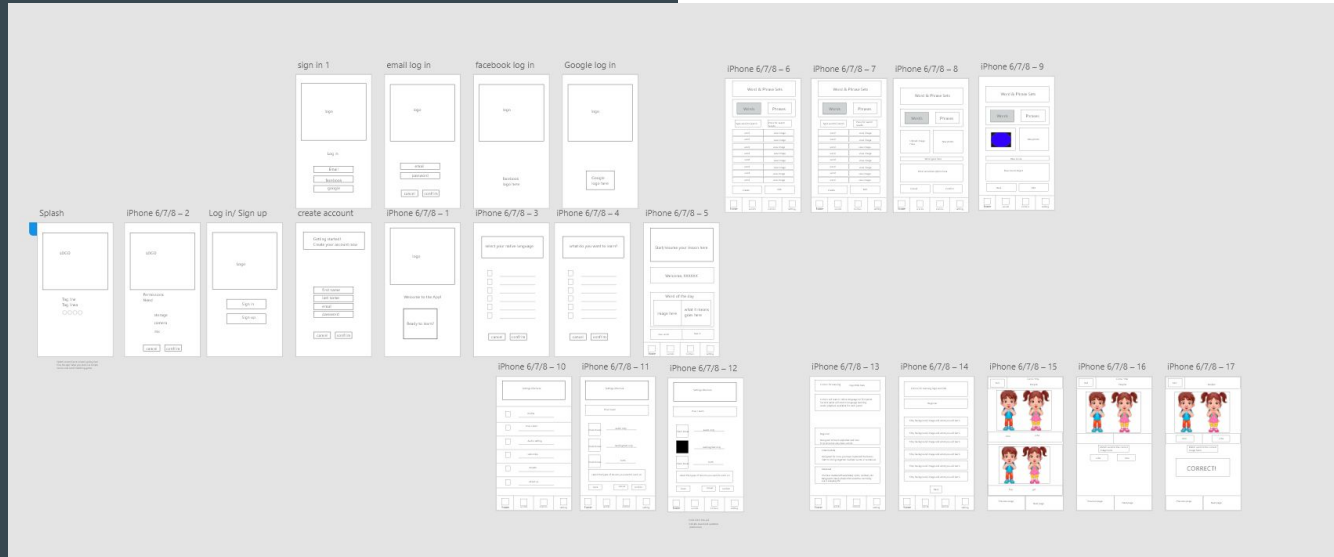
Short lessons that provide the most impact

A true craftsman will always plan ahead

Sketching and user flows

No quest starts as an epic tale, it takes time to develop

Wireframe and Prototype

To be perfect is impossible, excellence is not

User Testing

To ensure we are serving the need and wants of our users we must test our theory and design.

Sign up and create an account

Add you own word, description and picture of word

Change learning setting to "Reading only

Access Comics and start the first series

A failure is only a failure if we fail to learn from it

User Testing Results

We learned where we fell short and set a plan in place to revise and press on

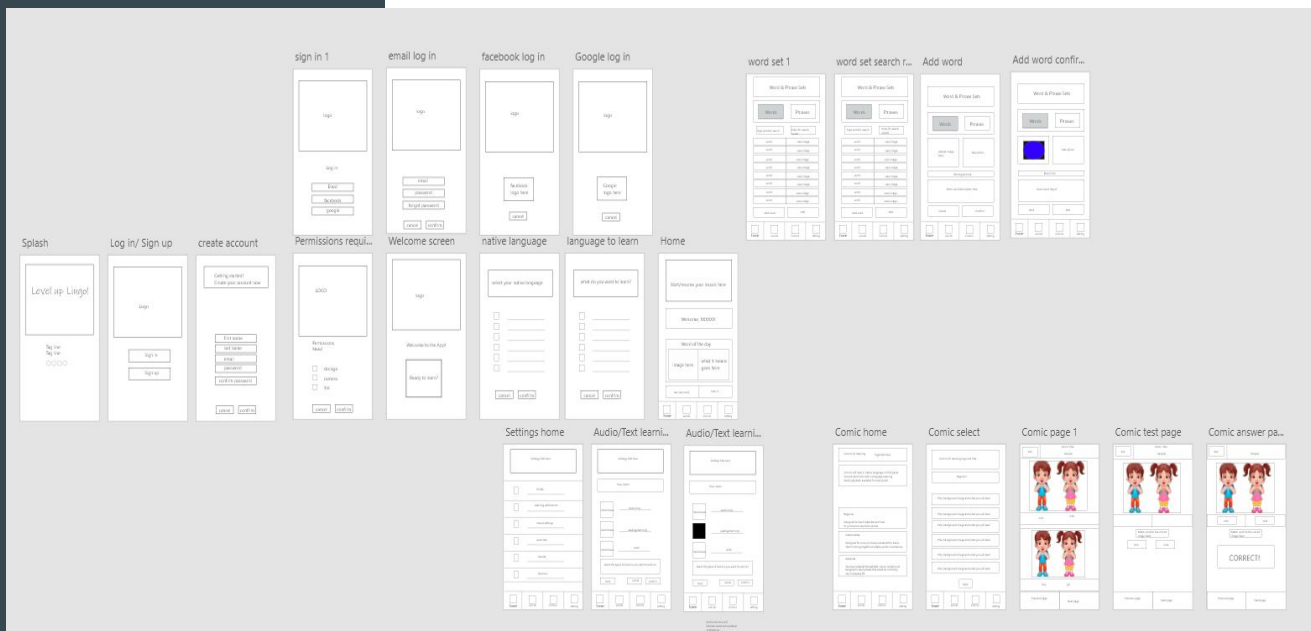|	
No way to confirm your password or recover it	Adding a word was overlooked and hard to read
Setting titles confused for one another each test	No user liked giving access to phone before creating a account

Any hero that wishes to survive will train, a lot

Updated Wireframe and prototype

Testing your product and updating it based on what is learned is a the key to being success

To stop learning is when we stop from growing

Changes

After testing we made changes to our flow and wording based on feedback gathered

Added confirm your password or recover it	Changed 'Create" to "Add new word"
Change wording in setting to find learning setting better	Moved permissions needed after you create your account

A failure is only a failure if we fail to learn from it

Moving ever forward

To grow we must evolve and learn from past mistakes not dwell on them.
The road from here...

Creating immersive, relatable short stories	Teach them to read not to memorize
All text will slowly phase to the language you are learning	Mini games and more

All questions welcomed!

Feedback is the path to success

Where will your quest take you?

What will it teach you?

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