1.7: Presenting Your Work
Slide talking points

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Slide 1

The tale you are about to hear is one of woman and her quest to increase her vocabulary and learn a new language. You will learn who our hero is, what sort of quest she is on and how we will help prepare her for the might battle to come.

Level up Lingo will lead the charge in learning by doing and reading as you learn not just memorizing a word off a flashcard.

As we prepare to head on this quest, any who are not ready to need turn back now, it's not too late to return to the safe a cozy flashcards of yesterday.

Slide 2

Our Hero, Eleanor. All hail Eleanor! Our hero is in her mid 30's, she is a librarian so she spends days surrounded by books, helping other acquire the knowledge of those that came before us. She resides in the busy and much visited Bay Area that is quite the popular location on the western coast of our land. Her main party consists of her and husband and a very loyal canine companion. She has a sister that is currently in the great nation of China.

Our heros has several quests that she has presented unto us, should be be able to accomplish these, great rewards are to be had for us and her.

She needs the learning experience to be fun while reading and since she works in a library we all know silence is a requirement.

Should we succeed, she plans to be fluent in some Spanish for work, while learning words and phrases and the ability to not distract others with lots of talking.

Slide 3

In order to know how best to help out hero on her quest we must fully understand the challenges faced by our hear.

First and one of the most important challenges here is that she needs the ability to skip or avoid all speaking of listening to any part of the lessons. She works in a public space so stealth being quiet and unnoticed is of most importance. Not one wants to alert the guards, dragons or goblins while we are out adventuring, we all know that ends poorly.

Second, Eleanor is a avid gamer so if an app is not fun, she will not continue to use it.

She is also a married woman, so she does not want to have to devote long period of times to a app.

Being around books all day sure be a sure fire sign that she learns by reading, a lot. So being able to read what she is learning is key to her success.

Slide 4

Knowing our hero and her quest we know know the problem she faces.

Learning a language that won't force her to speak to or listen to our app. With many flashcard type apps currently available already we must figure out how we can raise above the rest and take our true place on the throne of language learning. For as we all know, knowledge is true power. Last, we must ensure that our hero can use our product for short periods of time while still being immersed in a true learning environment

How can we help you ask?

First we must bansh audio from our product if our heroes so desire this! Removing the option completely will allow our hero to not have to skip these pages that contain audio for they will never show up in the first place!

Next we will have our heroes dive into relatable comics that will use words and pictures that they can easily identify and remember. If I were to show you a drawing of a boy wizard and you read below it "niño mago" means "boy wizard" would you not better relate to this and have a better chance of remembering the word? We believe this to be true, as do our heroes!

 Finally, shorter sessions with the biggest impact. We all know that long drawn out tasks leave us tired and looking for a way out. Providing short lessons that require little time will help us bring you back often and learn the most.

Slide 5

Our heroes have been questions and next it is time to lay out our plan. No battle is ever won without preparation.

We first start out with rough ideas, the only bad idea is the one not explored and questioned. To create the mightiest weapons we must always start with rough materials. Once we gathers all the necessary materials we lay them out to see what we have. We take our time to ensure each piece is laid out just so.

Our path are finally there before us. We make sure that we know that if we stumble we always a back up. If we take path A, will it lead us to B or C next? No matter the path taken they are lead to our goal. WIth our maps drawn out and finalized we are ready to seek out glory!

Slide 6

With our plans more fine tuned and ready to see our first attempt of creation.

This was the result, was it perfect, hell no, did we expect it to be, hell no, is it just what we had hoped for, hell yes. A solid starting point, hit our marks, in all areas, it would allow our heroes to see if what we created could really help them in this quest.

It gave the most basic requirements needed by our heros. It was not a beauty but it was an excellent starting point to create our masterpiece from.

Slide 7

We got out prototype into the hands of our heroes, let me test it and see how it handled the tasks they had at hand.

We made sure to not let them get out of control, but gave very specific tasks to test all the weak spots in our design.

Knowing where you weak spots are is key to success. We needed to know the weak spots in our armor so in the heat of battle our designs would not fail but save our hero for a fatal blow.

If you ever your self designing anything and think it is ready to go right off the bat, you have 100% set yourself up to fail.

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We tested and learned a lot, found our flaws and where we could make things better.

We first failed to make our heroes confirm a password when creating an account. In that same step we gave you no way to recover a lost password! What a huge miss, could you picture it now, found this super cool, relatable learning tool. Enter your email and password just to realize, oh no I typed my password wrong…. Not a worry, I can always recover it…. Where is the button to recover a lost password?????? Noooooo, and uninstall. End of story.

Next we noticed all users failed to find how to add a word when they first made it to our word and phrase list section. While not the end of the world, its is mighty inconvenient to have to spend that much time trying to find how to add a word.

After this, the settings saw a similar fate, selecting wrong options thinking it did something else. Again, not a huge miss, but that is two in a row and we all know that you can only take some many misses before we are pressing and holding an app icon to hit the big bad UNINSTALL key.

Last was the permissions page, while typically at one of the first pages, our heroes expressed concern about giving the app access to the phone before creating an account.

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Like we said, if you want to survive you will train and you will train a lot. Learning is a never ending process. Here you can see we our updated blueprints.

We took our notes and found out weak spots and have made corrections to help us create the best product we can.

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After our three rounds of testing we found our weak spots, while we had no fatal flaws, we had flaws that if not addressed would in time lead to a grim outcome.

We first found, that we needed to add a confirm password line, because how here is human and makes mistakes? We all do, having to confirm your password prevents silly errors. Also, have your forgot your password? Again, human, make silly mistakes.

Next, adding a word was over looked twice, so we needed to change our wording to make it fool proof, want to add a word, click "add a word" simple, straight to the point and easy recognizable.

Settings houses a lot of useful options but if you can't quickly find the setting you are after it is easy to get discouraged, quick. We changed the titles of settings menu options to make sure any hero can quickly and easily find what they want to change.

Finally, many heroes expressed concern about when to give our app permission to access one's phone. I understand in this day and age we are scared of giving anyone access to anything. We just changed the location of this page to after you create your account.

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We have learned a lot from our heroes, we saw near misses in our design, no creaks in the foundation which is the best we can hope for. Is our armor a little banged up, sure but we totally expected that and had hoped that would happen. A critical failure in training is better than a failure on the battlefield. We still have to time to recover and learn from our mistakes and make things better.

We always want to find our weakness and see how we can improve, this comes with time. Along with new and exciting features!

Our plan move forward will always be updated and changed that is a given. Having goals to strive and test will keep us going moving forward.

Our next stops in our journey are huge, we plan to create short stories that heroes can follow and grow attached to, relate to, and learn from.

We never intend for our heroes to only memorize what we teach them but to learn it by reading, learning by doing is always our goal and a great proven way to learn.

So pick up for phone and open any app that has a menu with text and other writing on it, now picture after a set amount of time the static words in the app start to change to the language you are learning right before you! Things like, home, setting, search all show up in the language you just learned, not only do we teach you the words, now we are having you actively use them anytime you use our app, that is immersive! (Side note, you can opt out of this if you want)

What kind of gamers would we be without mini games!

Are you ready to start our quest and Level up you lingo with us and see what rewards are waiting to be found?

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Now the floor is opened to any questions and any and all feedback and constructive criticism.