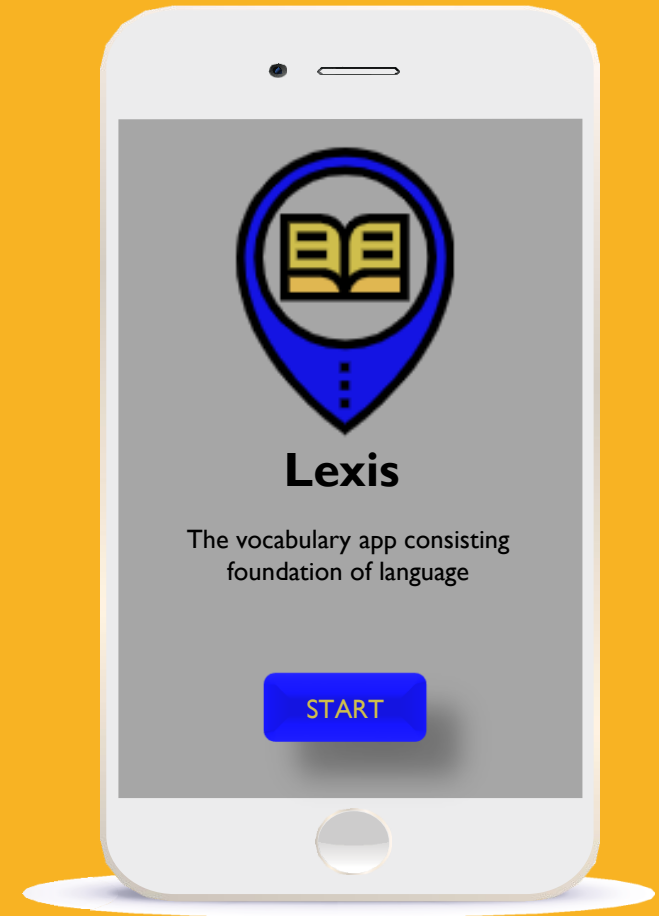


# LEXIS

THE VOCABULARY APP CONSISTING FOUNDATION  
OF LANGUAGE



SUBMITTED BY: MINAL BOMBATKAR

# User Persona



1. I am Junior human resource manager at one of the top multinational company
2. I have busy work schedule with different work tasks that I have to finish before day ends.

## Goals and Motivations

1. Learning new language will add new star in my resume. It will help to push up my carrier.
2. To learn vocabulary for basic communication with clients and with the correct pronunciation of the vocabulary

**Kim Yang**

**26 years old**

**Chinese Americans**

**In relation with boy friend**

**Based in New York**

**Works full-time as Junior HR Manager**

# **Problem Brief**

**Kim needs a way to learn the basics of the language quickly with correct pronunciation because everyday, she need to deal with her clients. Also she want to learn at her own pace while being engaging and fun manner.**

# **Hypothesis**

**We believe that making a vocabulary app that lets Kim create cards with more than just words and study them in quick but fun sessions will help her feel more excited and relaxed about studying, leading her to being 50% more successful in her learning journey.**

# How “Lexis app” will help!

**Lexis app provide these features :**

- 1. Dictionary : Help her to read, learn, listen, save the new words with correct pronunciation**
- 2. Flash cards : Provide the create sets and set contains multiple cards. Which help her to memorise the word in quick and fun manner. It will help her to be more confident**
- 3. Study remainder : It make her life easy, by reminding her to learn. As per availability of time and help her to keep motivated and engage with learning**

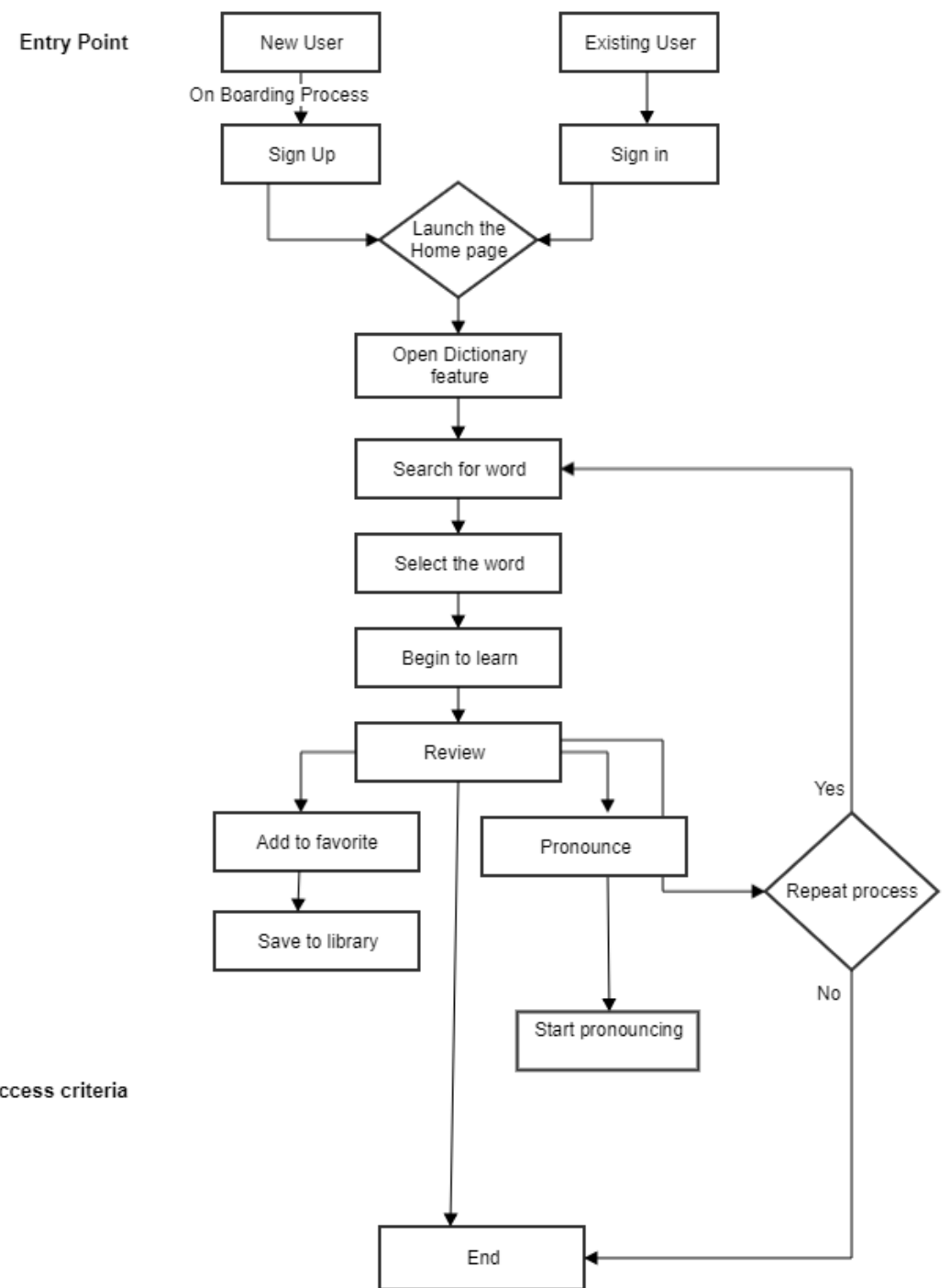
# User flows

## User flow diagram for Dictionary application

**Entry point:** User types and On boarding of the app

**Success Criteria:** Able to understand the meaning of the word with it's definition. It will help to pronounce the word in correct manner.

Success criteria

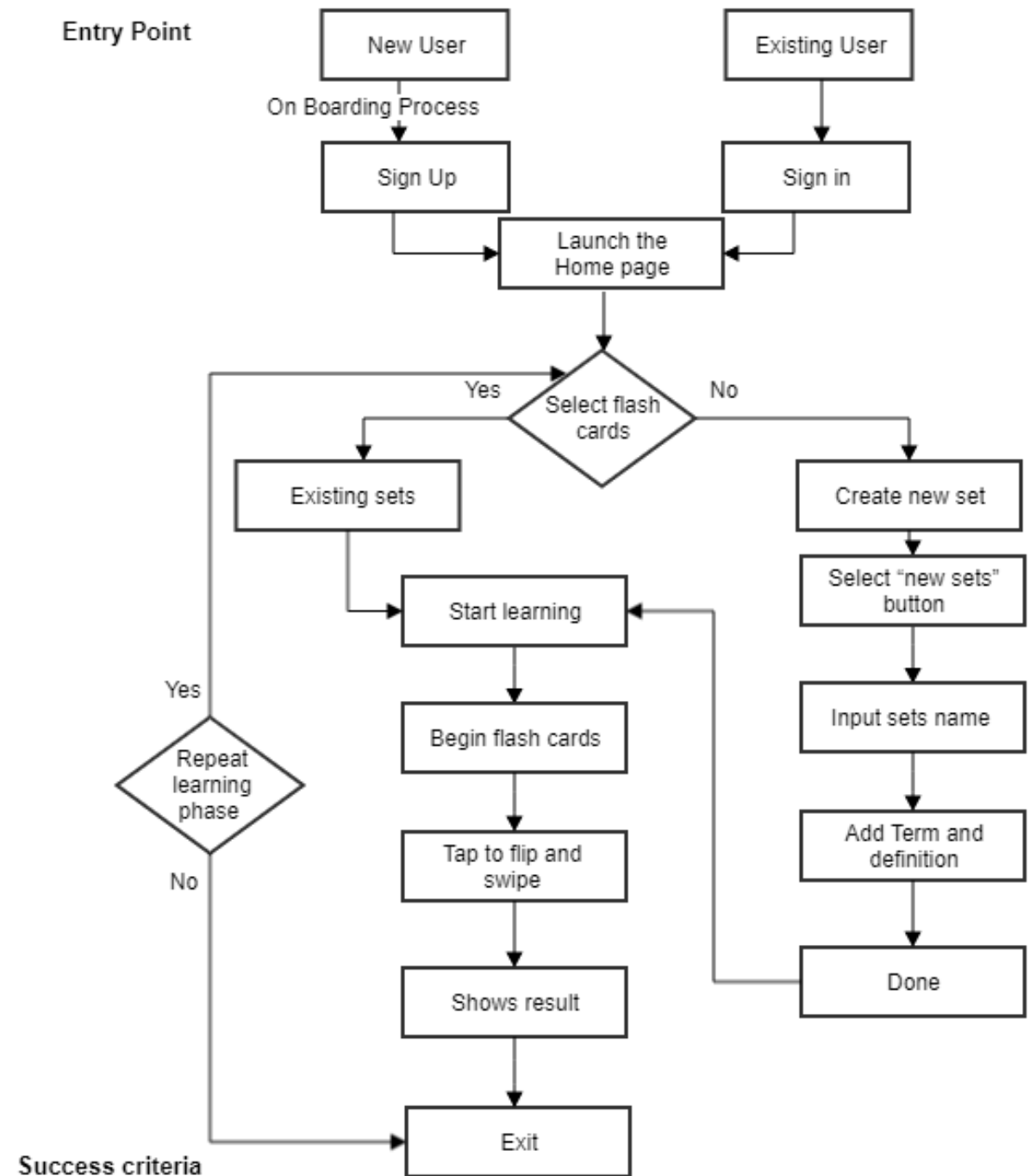


# User flows

## User flow diagram for Flash card application

**Entry point: Open application**

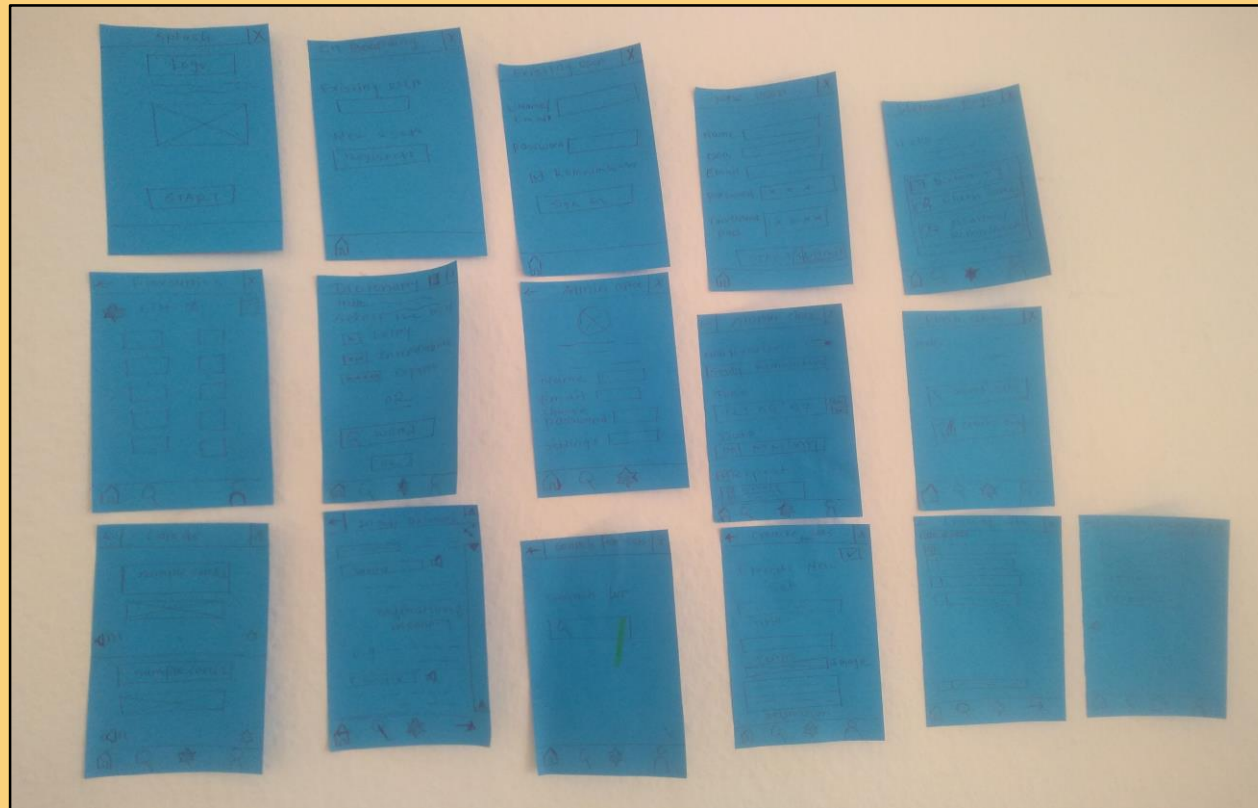
**Success Criteria: Memorise the words using Flash cards**



# Wireframing / Prototyping process

## Step 1. Paper Wireframes

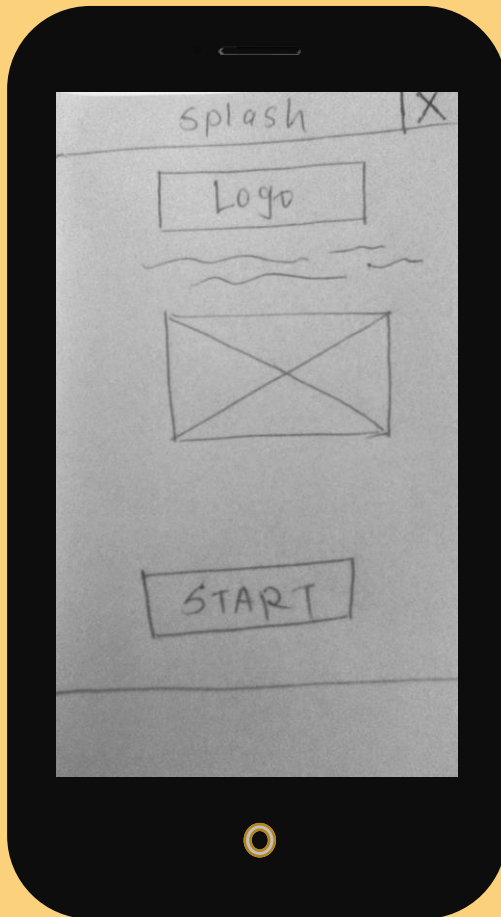
I first started sketching out ideas on how to manage and add content. Once content is sorted in the desired way you can quiz yourself or browse and view selected content.



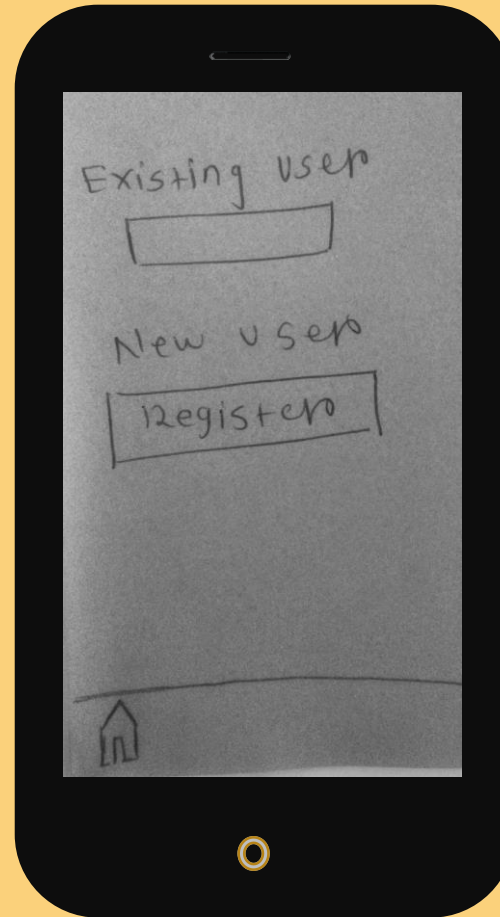
# Wireframing / Prototyping process

## Step 2. Prototyping

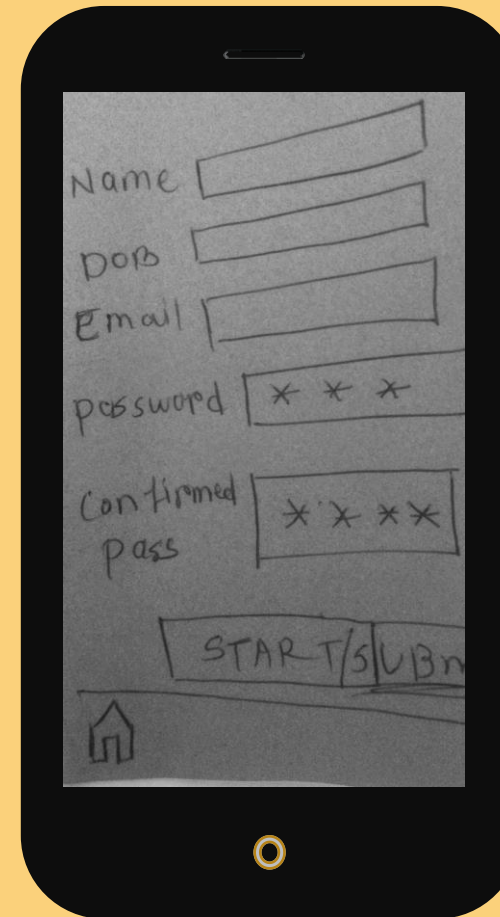
**Splash**



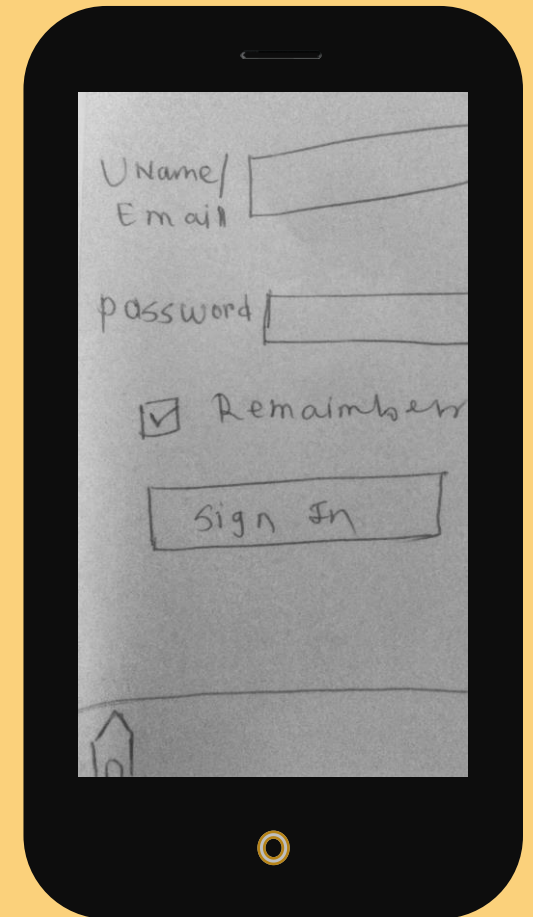
**Onboarding**



**New user**



**Existing User**





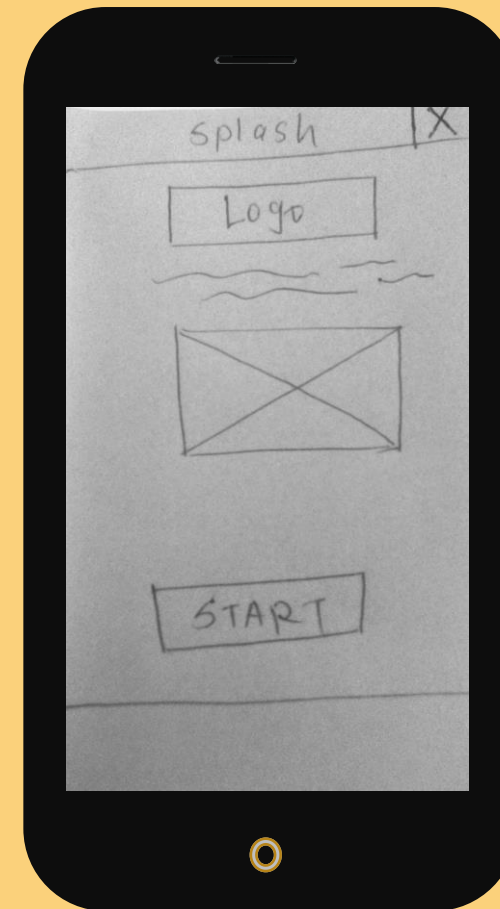
# Usability Test Plan

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

I decided to check,

1. Early prototype is working or not in terms of functioning
2. It is able to full fill users need or need improvement
3. Flow of the design and its observation
4. What are extra features are required to make app more user friendly

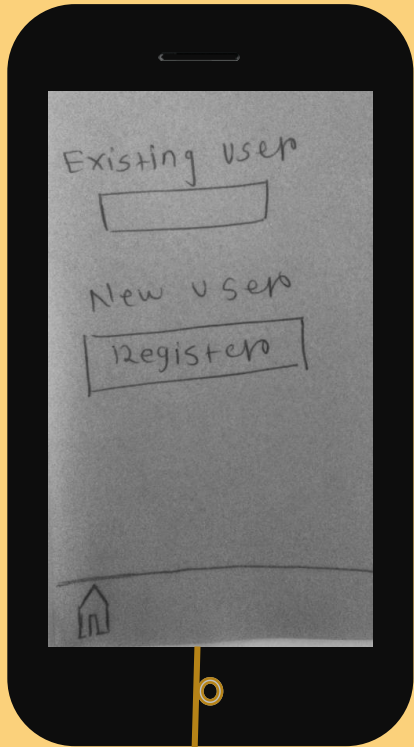
## Early Prototype



Click on image to view the prototypes

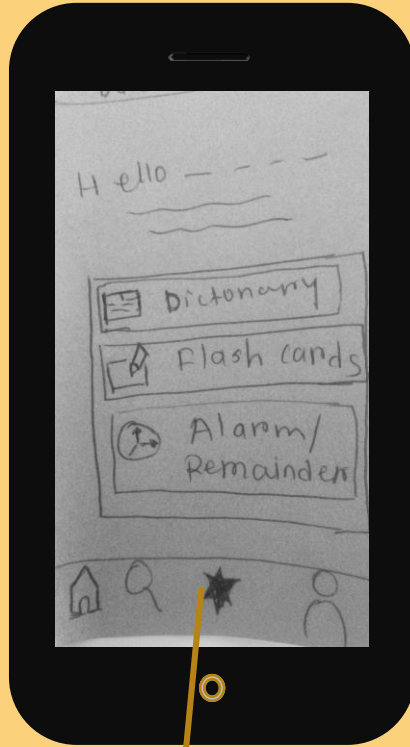
# Early Prototype

## Onboarding



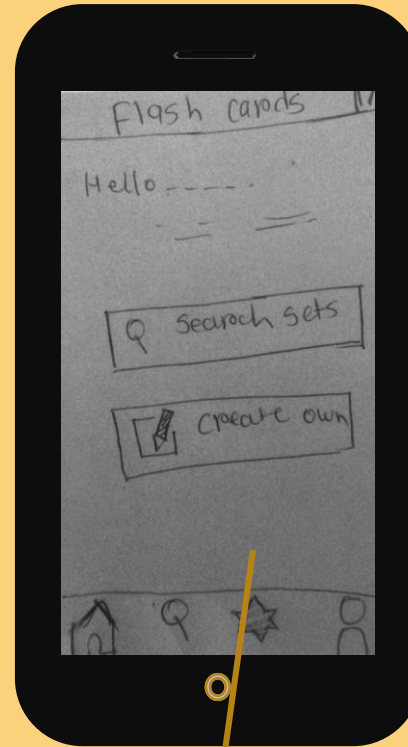
“Quick login”  
option make  
login process easy

## Home Page



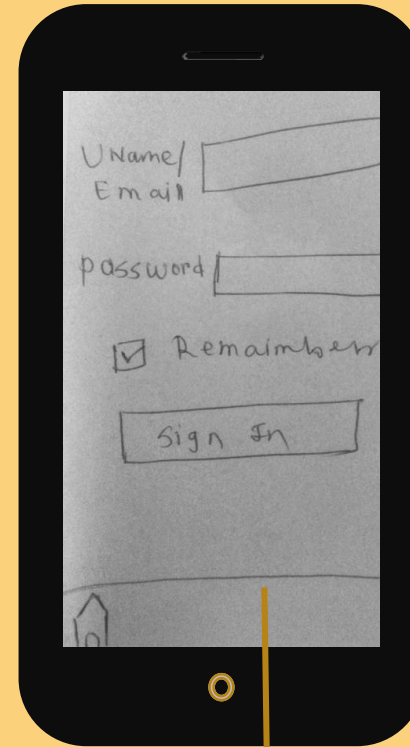
“Progress bar”  
help to keep the  
track of the user

## Flash card



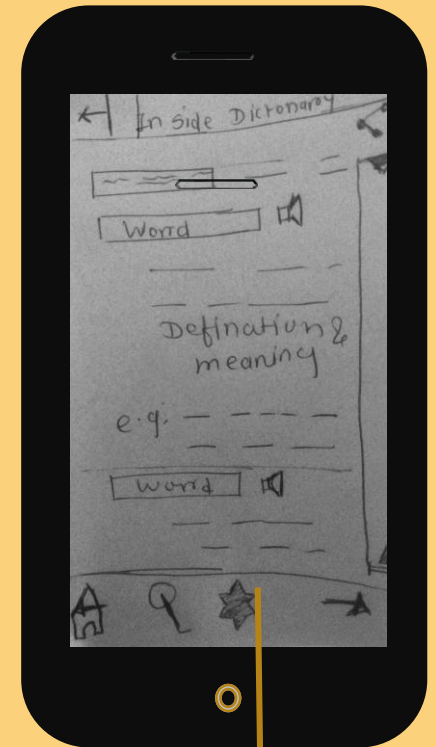
“Edit option” in the set  
menu help to rewrite  
and reorganised the  
structure of the Flash  
cards

## Existing User



“Back button” on  
the every single  
pages required

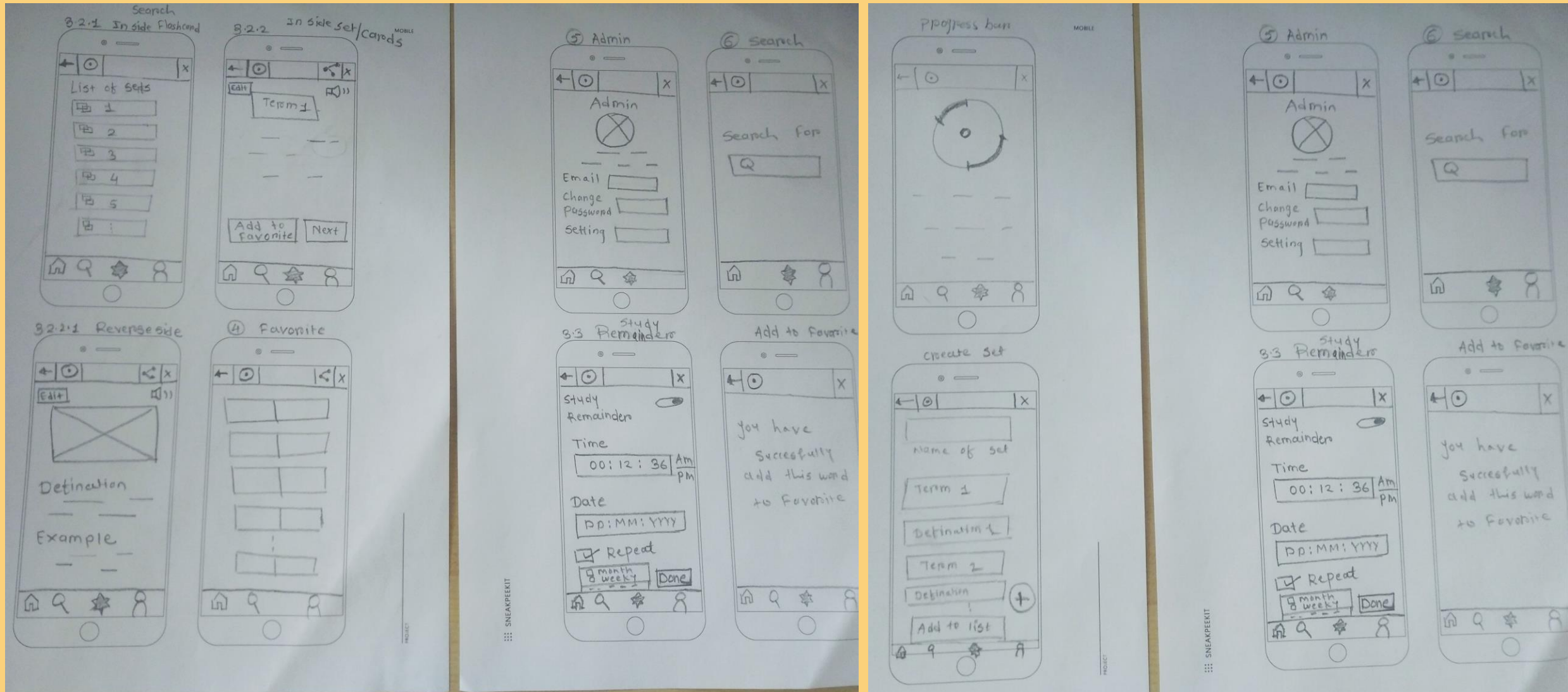
## Dictionary



Pronunciation  
language would be  
change

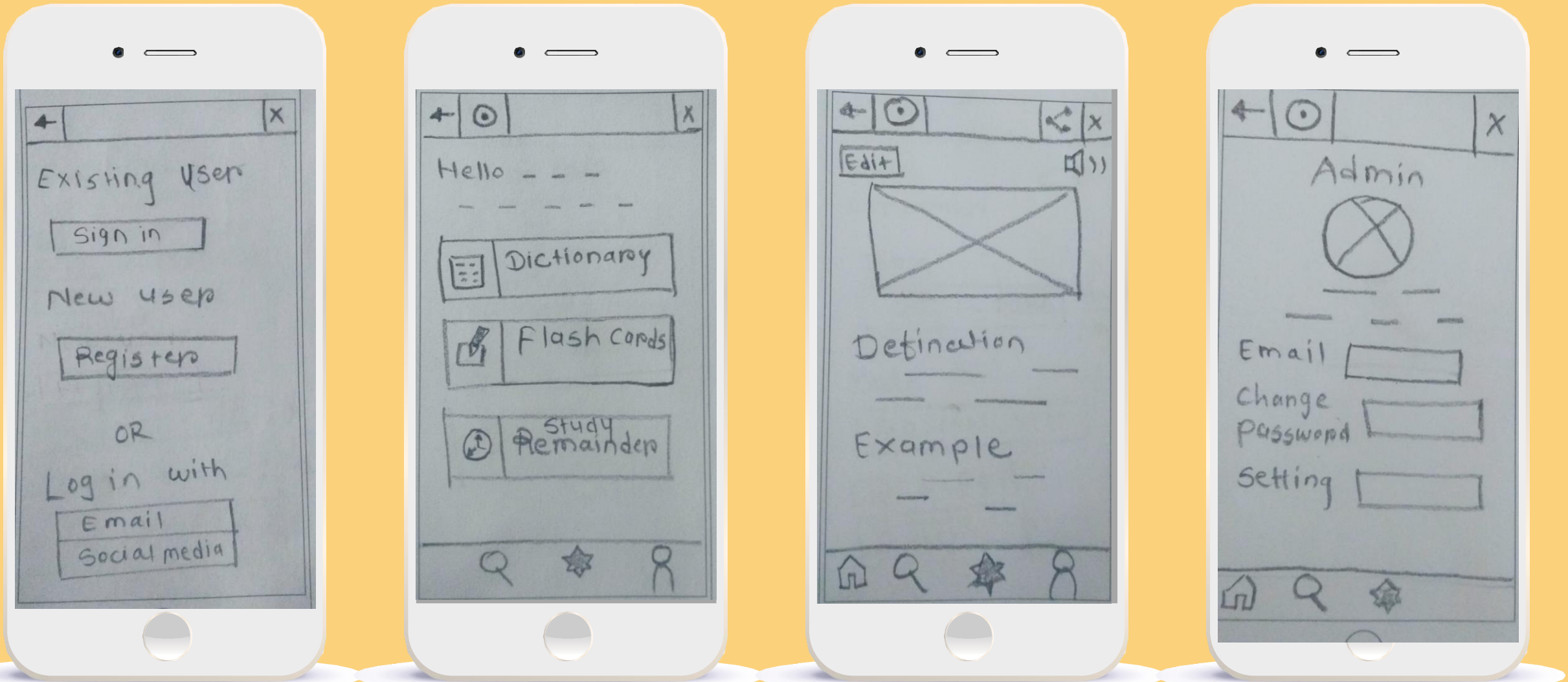
# Improvements

As a result of usability testing, new Revised Prototype is created. Started with sketching



# Improvements

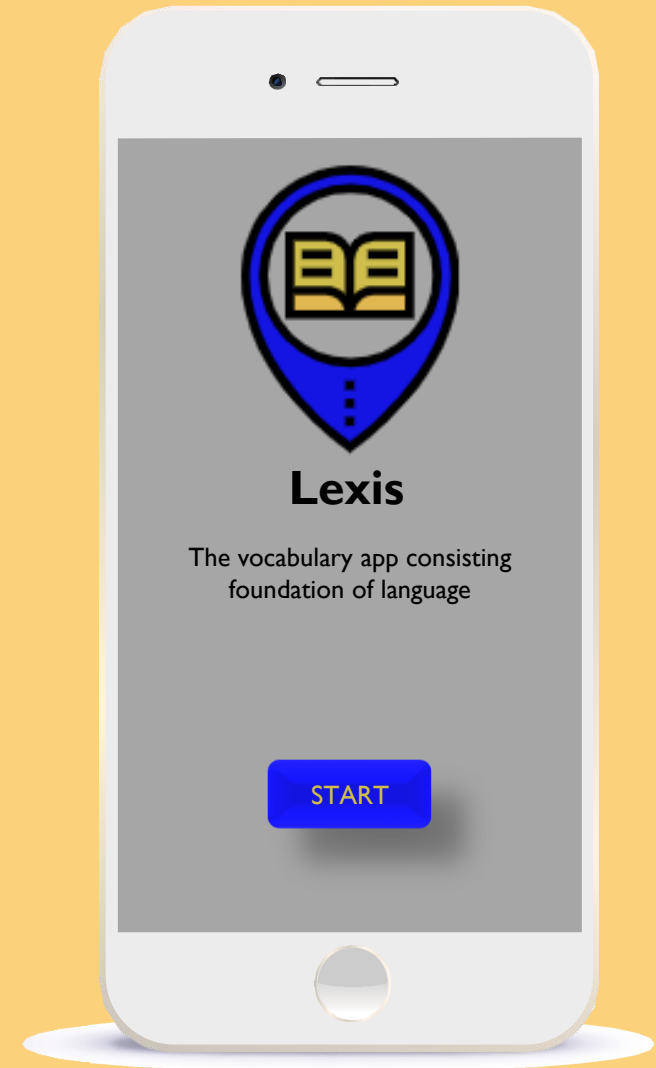
As a result of usability testing, new Revised Prototype is created. Staring with Paper prototyping





# What's next?

1. The usability testing for new Revised Prototype
2. Bring the app from a low fidelity prototype to a high fidelity prototype
3. Development of more enhance feature in app
4. Multiusers game playing with flash cards
5. Daily remainder pop up, it will appears on users mobile screen



**Click on “START” button to view the prototypes**

# Learnings

## Pros

1. **The paper wireframing help to clear the picture of the navigation flow**
2. **User testing gives the new idea of designing and generate the innovative eye to view the flow of design**
3. **Repetition of the process help for deep understanding of the scope and it's limit**

## Cons

1. **While interviewing people, some time difficult to manage the schedule**
2. **At initial phase it is not possible to understand the limit and scope of the project**

**THANK YOU**