Università degli Studi di Salerno

I.T. Department

Assistive Technology and Universal Design

Assignment 2

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Contents

1 Activity design

1.1 Activity Metaphors

1.1.1 Deaf Person

Activity	Real World Metaphore	Implications for Activities
Being able to remember the gestures of every single word is like	A filing cabinet	It associates detailed information with variables and searches for them when requested.
Having a report on your improvements is like	An agenda	The written information is detailed and easy to understand.
Be able to video call friends to test your own improvements	A telephone	Communication is instantaneous and immediate

1.1.2 Family and friends

Activity	Real World Metaphore	Implications for Activities
Receive immediate feedback on self-learning	A messaging system	Allow immediate send of data
Display all word learned	A diary	Allow immediate access to the history of your data

1.2 Activity Scenarious

1.2.1 Mario

Mario's going to university. After meeting a friend and having a coffee, they decide to start studying. Although we have successfully completed all the exercises, he has doubts about the correctness of a process. He decides to ask his friend for help. But there are communication difficulties, so Mario remembers to have the ProSigne application and you'll use the text-to-speech function. With this feature, the two of them overcome the communication difficulties and dispel the various doubts about the exercise.

1.2.2 Luca

As a social student, he decided to improve his knowledge of the ASL language, after having encountered several problems of communication with a friend. He decides to start this improvement process using the ProSign application. He starts with a review of the alphabet and known words and then moves on to new words or phrases. In the end, again through ProSign, he decides to video call a friend to test his skills.

1.3 Claim

1.3.1 Mario

PROS	CONS
Have all the information available	Always have an internet connection available
Immediate reporting on improvements	Forget to update the learned signs
Time saving	

1.3.2 Luca

PROS	CONS
Self-learning tool	Always have an internet connection available
Time saving	Forget to update the learned signs
Test your own improvements immediately	

2 Information design

2.1 Information Metaphors

2.1.1 Deaf person

Activity	Real World Metaphore	Implications for Activities
Being able to remember the gestures of every single word is like	A filing cabinet	Viewing all gestures is like searching
Having a report on your improvements is like	An agenda	Using a special form you can view all the words learned
Be able to video call friends to test your own improvements	A telephone	A special form allows this operation to be carried out

2.1.2 Family and friends

Activity	Real World Metaphore	Implications for Activities
Receive immediate feedback on self-learning	A messaging system	Allow immediate send of data
Display all word learned	A diary	Allows immediate access to the history of your data

2.2 Information Scenarious

2.2.1 Mario

- Mario must look for a word that he doesn't remember the gesture;

- Mario takes the device and opens the app;

- Mario is logged;

- Mario goes to the section where there are several words;

- Mario does the search;

- Mario finds the word and practices;

- Mario marks the word as learned.

2.2.2 Luca

- Luca is logged;

- Luca finds the words and practices;

- Luca marks the word as learned;

- Luca wants to test his livel of learning;

- Luca video call a friend trought the specific feature;

- Luca shows what it has learned and he is satisfated with it.

2.3 Information Claims

2.3.1 Mario

Situation Feature	Pros(+) or Cons(-)
User profile	+ All information of user
List of words	+ List containing all words with their gestures + Search button
Improvement analysis	+ All words learned - Possible display problems
Video call	+ Quick video call with another user - Not a group video call

2.3.2 Luca

Situation Feature	Pros(+) or Cons(-)
User profile	+ All information of user
List of words	+ List containing all words with their gestures + Search button
Improvement analysis	+ All words learned - Possible display problems
Video call	+ Quick video call with another user - Not a group video call

3   Interaction design

3.1   Interaction Metaphors

3.1.1   Deaf person

Activity	Real World Metaphore	Implications for Activities
Being able to remember the gestures of every single word is like	A filing cabinet	- Word list - Search key
Having a report on your improvements is like	An agenda	- List of learned words - Key to see gestures of learned words
Be able to video call friends to test your own improvements	A telephone	- Friends list - Button for video calling a friend

3.1.2   Family and friends

Activity	Real World Metaphore	Implications for Activities
Receive immediate feedback on self-learning	A messaging system	- Friends list - Button for video calling a friend
Display all word learned	A diary	- List of learned words - Key to see gestures of learned words

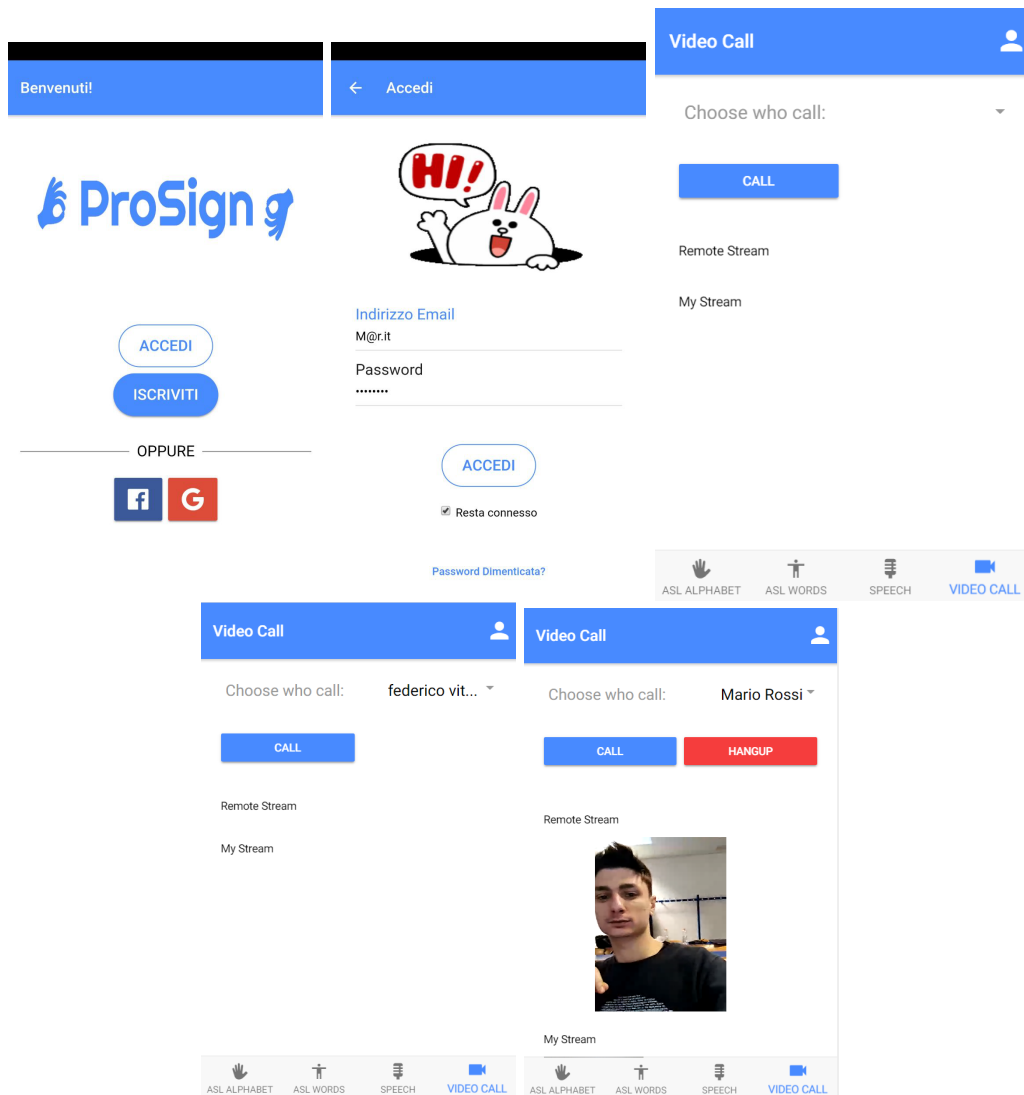## 3.2 Interaction Sketch

3.2.1 Deaf person
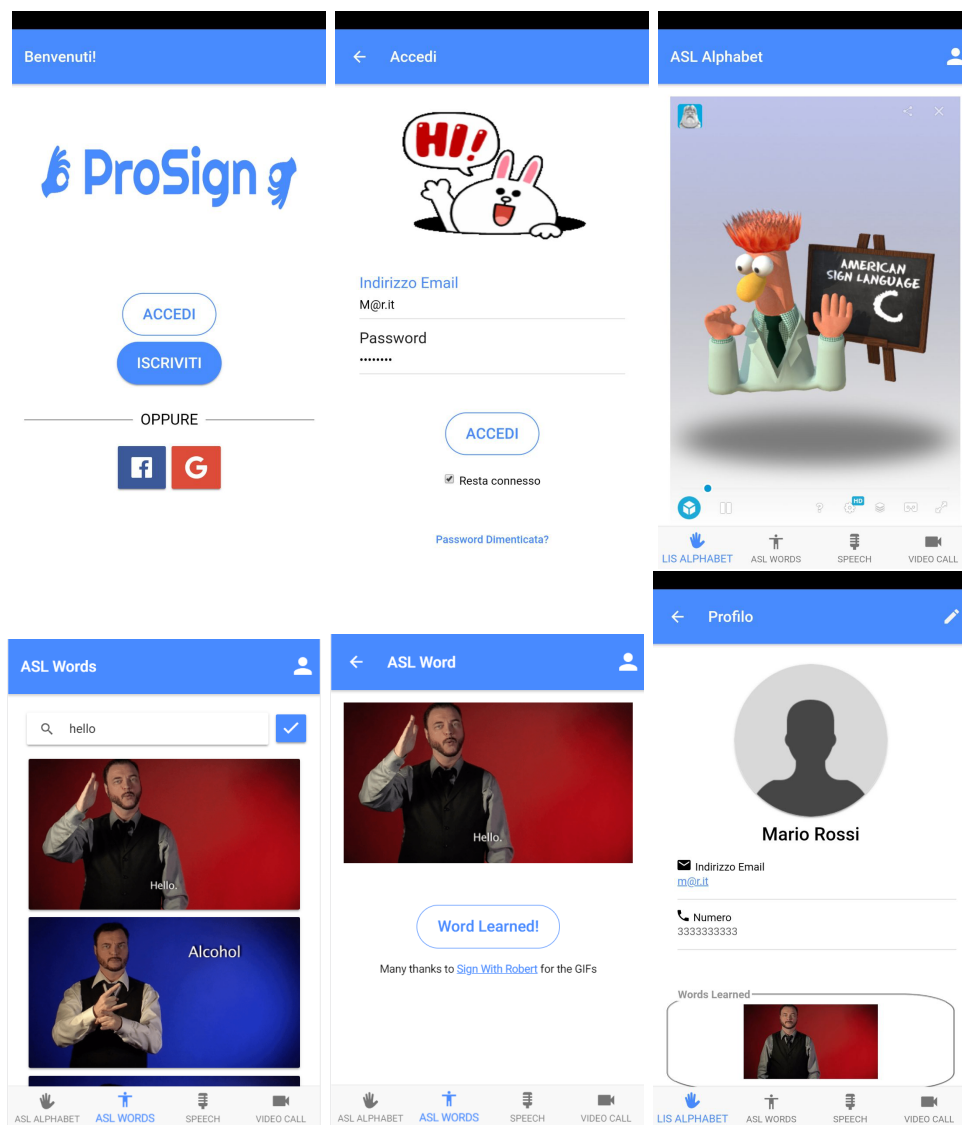
3.2.2 Family and friends

3.3 Interaction Scenarious

3.3.1 Deaf person

- Mario wants to learn new words

- Mario accesses the app

- He goes to the section containing the list of words

- Using the appropriate button, search for the desired word

- Learn gestures

- Mark the word as learned

- Mario logs out

3.3.2 Family and friends

- Luca wants to video call a friend to show his improvements

- Luca accesses the app

- He goes to the section that allows video calls

- Using the appropriate button select the friend to call and start the call

- Once the call is initiated, it shows him all its improvements

- Luca greets his friend and stops the call

- Luca logs out

3.4   Conceptual model