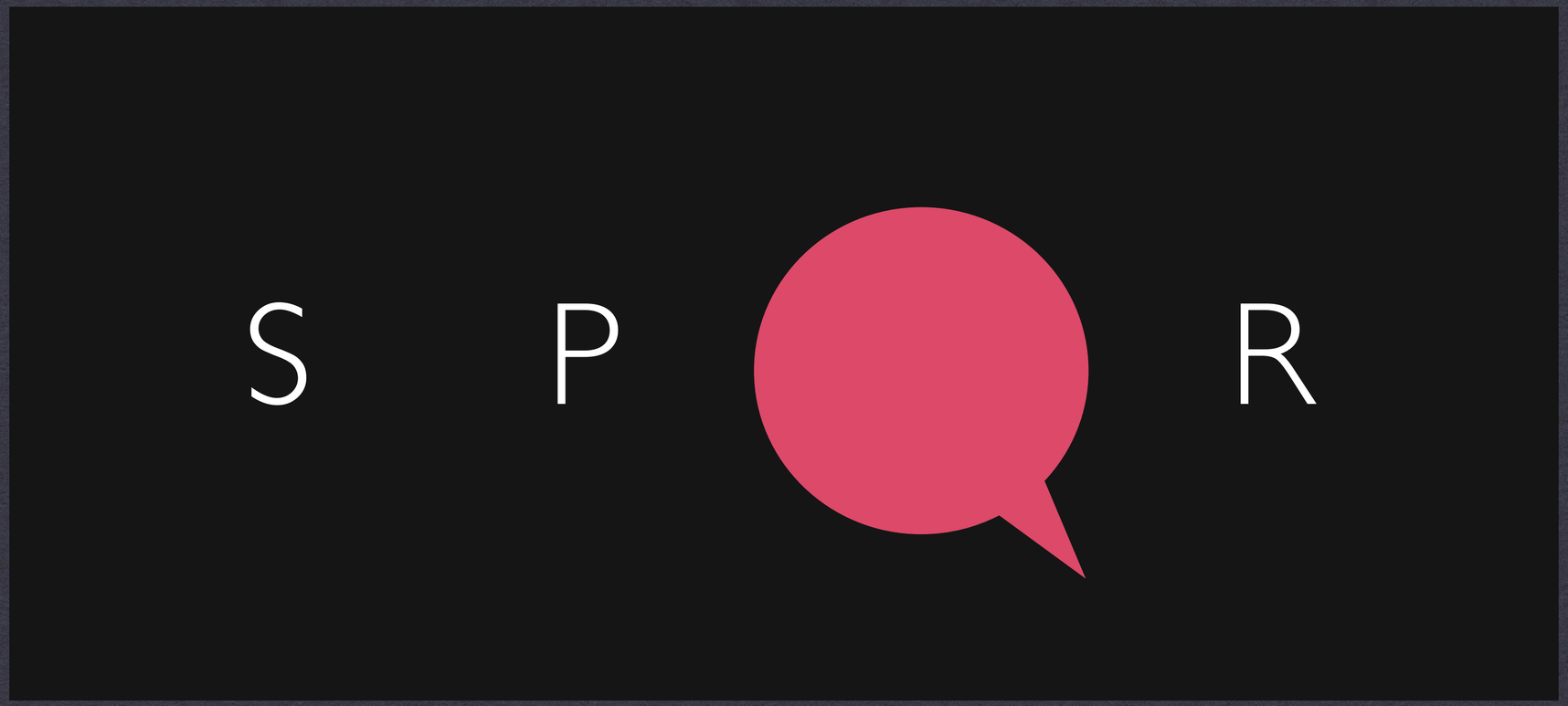


EXPERIENCE LANGUAGE

Glenn D.
team manager

Brian L.
software engineering

Tamara P.
design

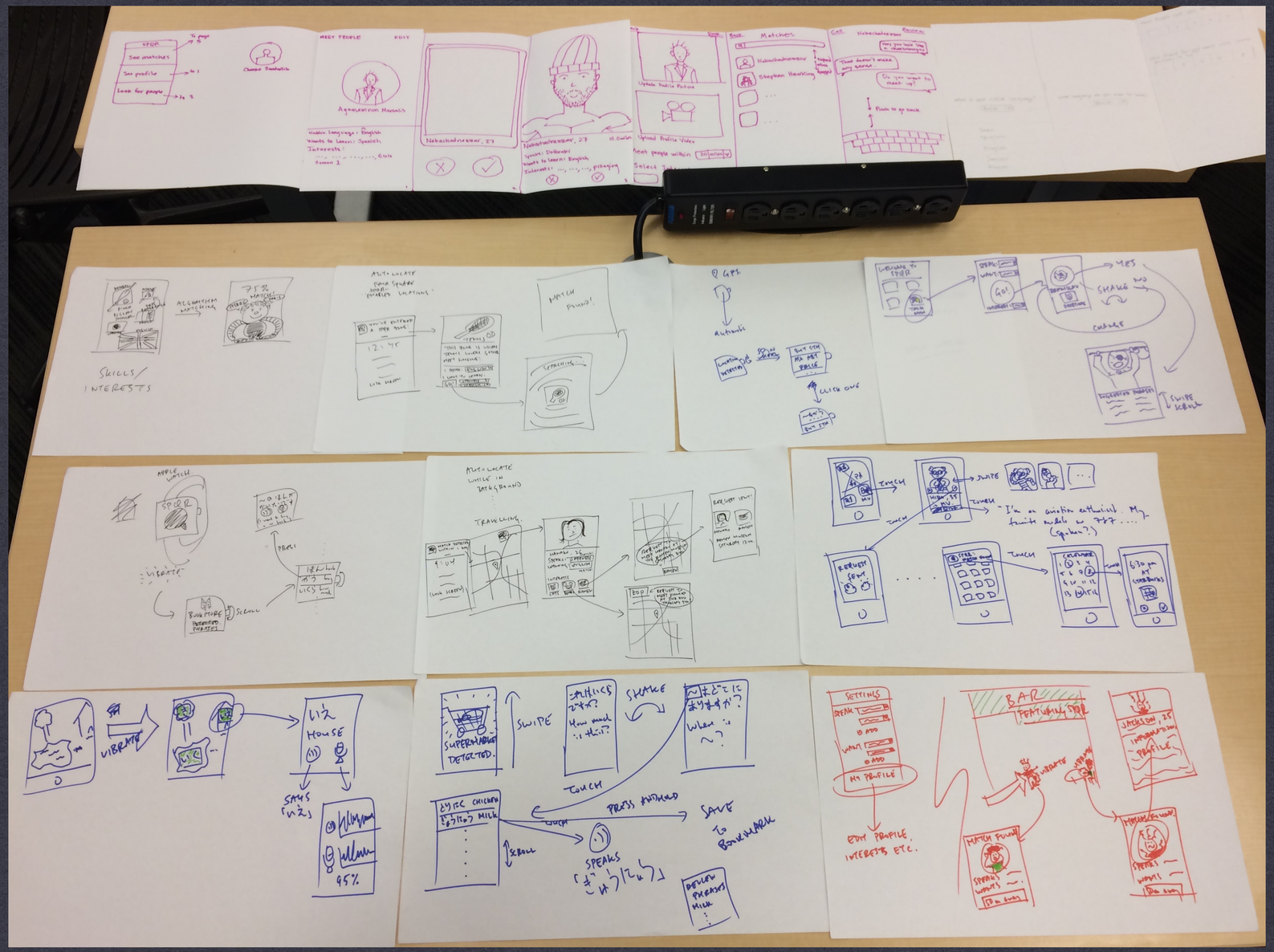
John R.
usability testing

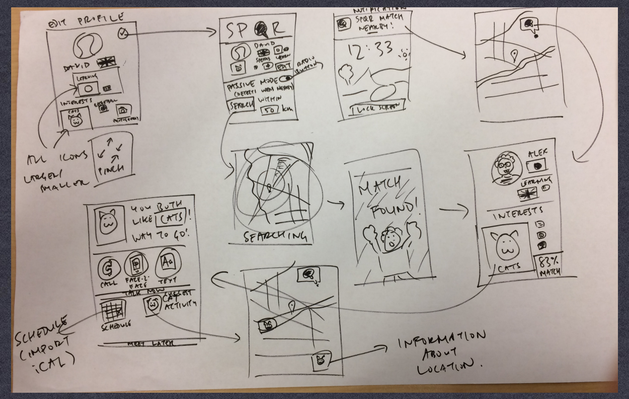
from pulleys to paper:

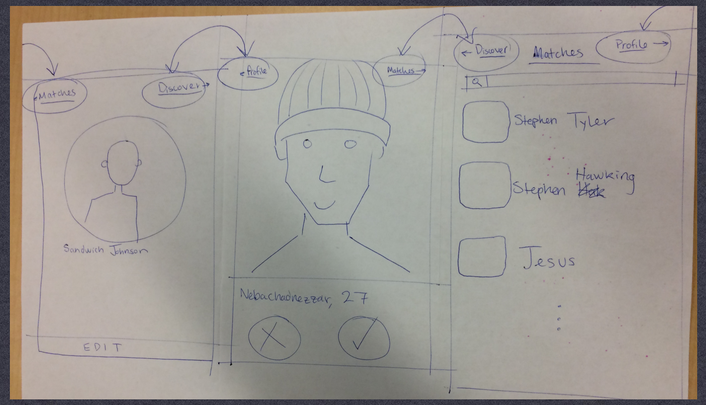
the SPQR story

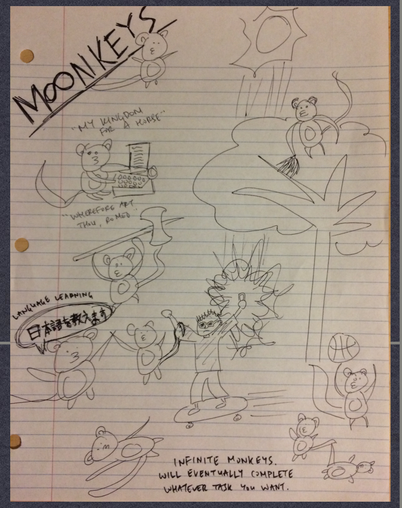
value proposition

bespoke language learning that focuses on your personal needs and interests



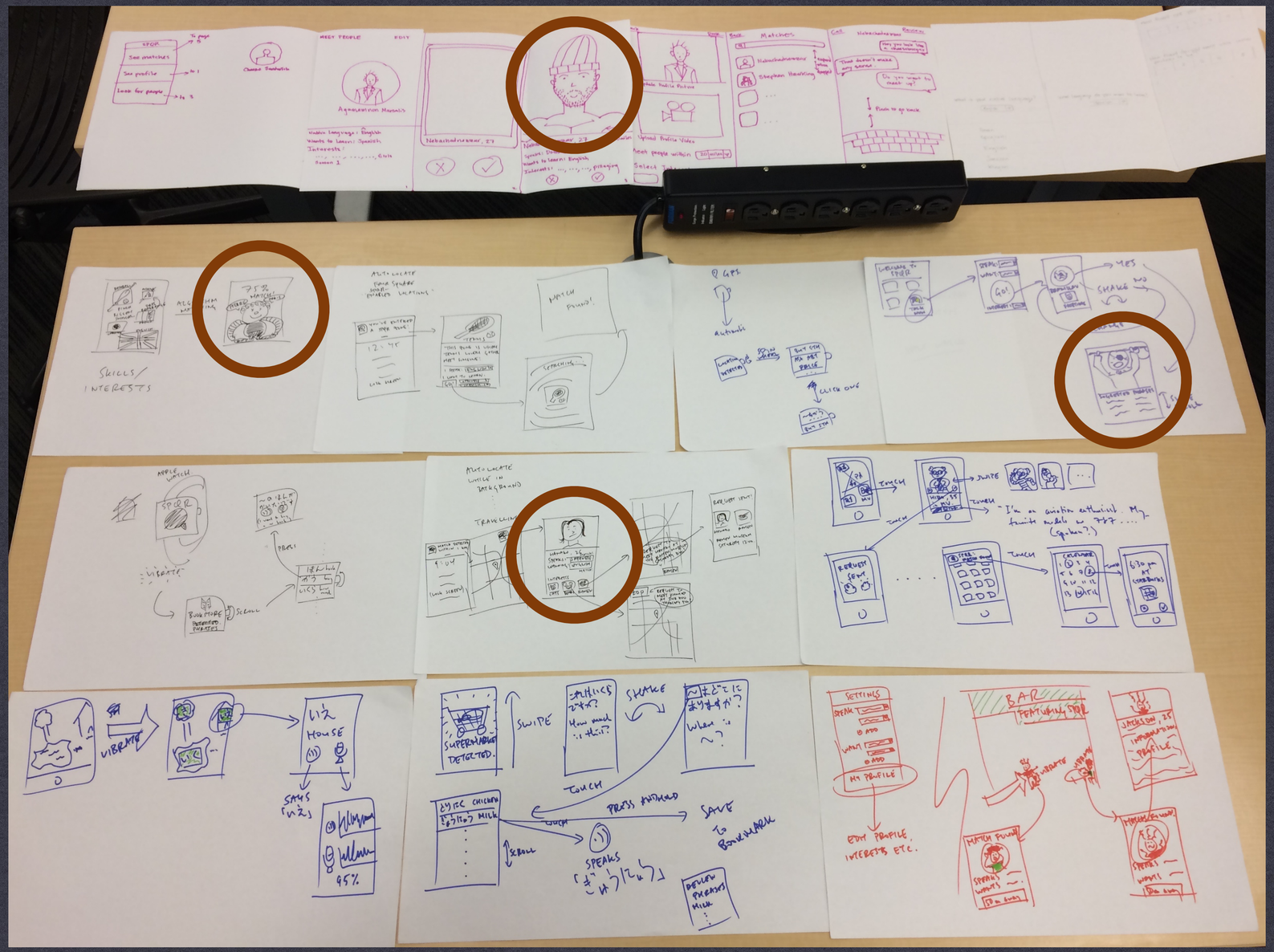


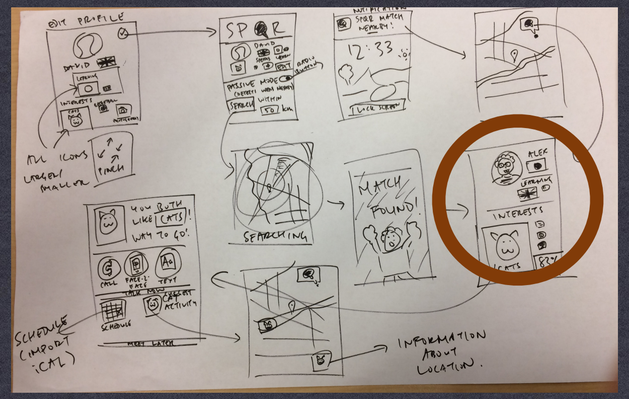


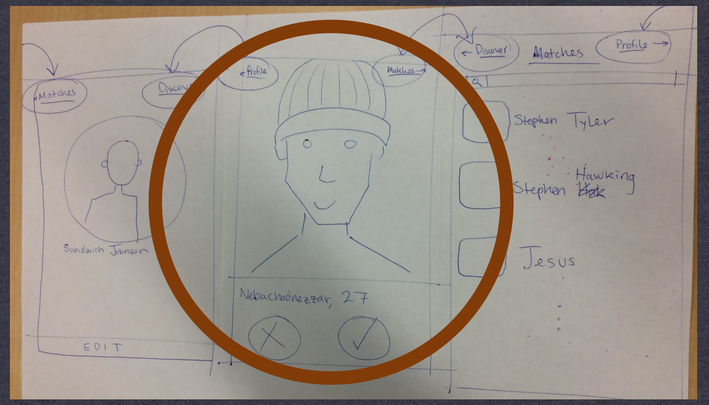


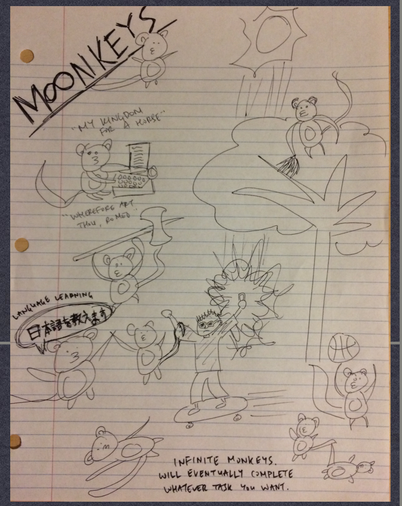
rejected concepts

exploring different media, formats, interfaces









rejected concepts

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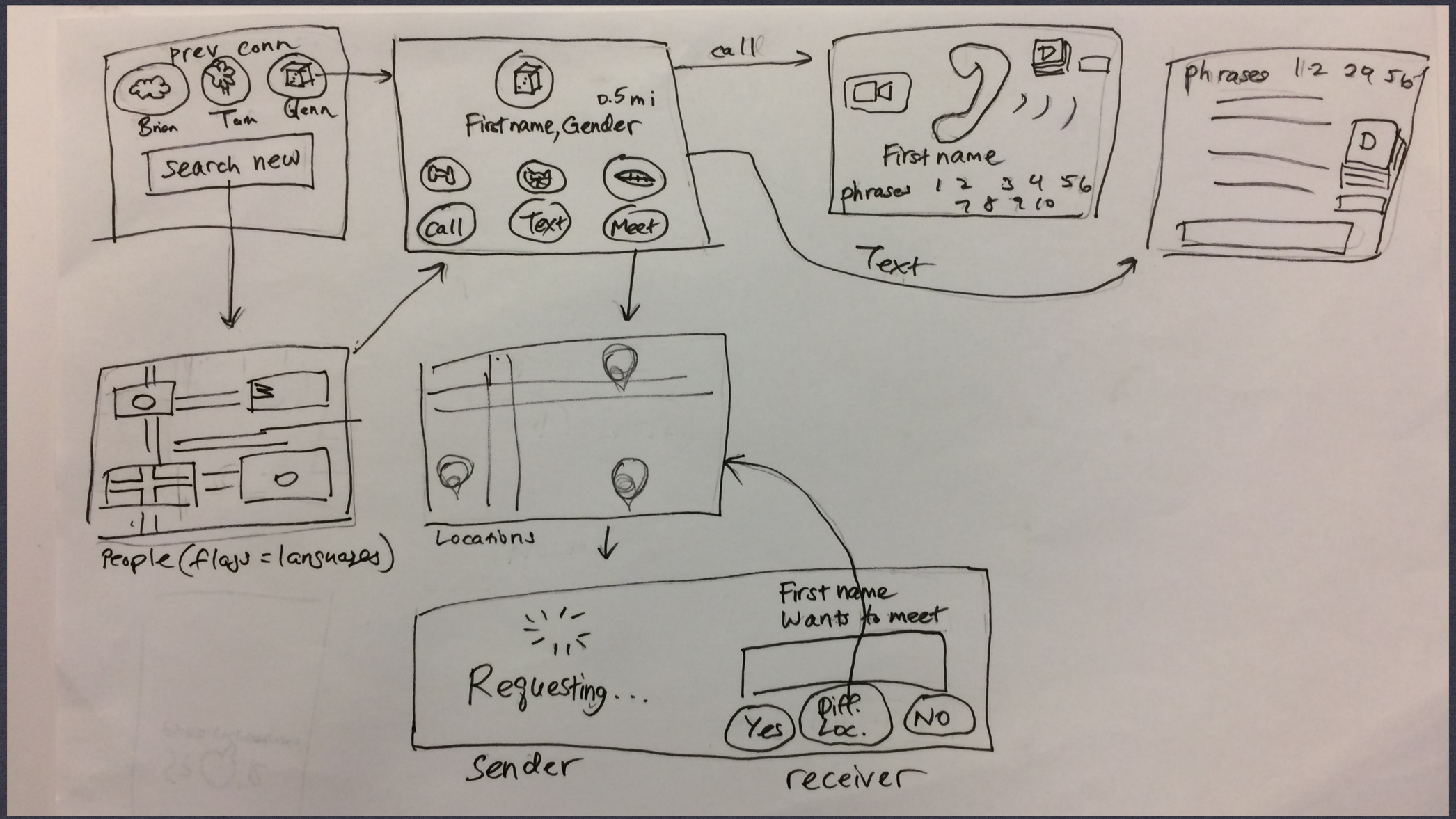
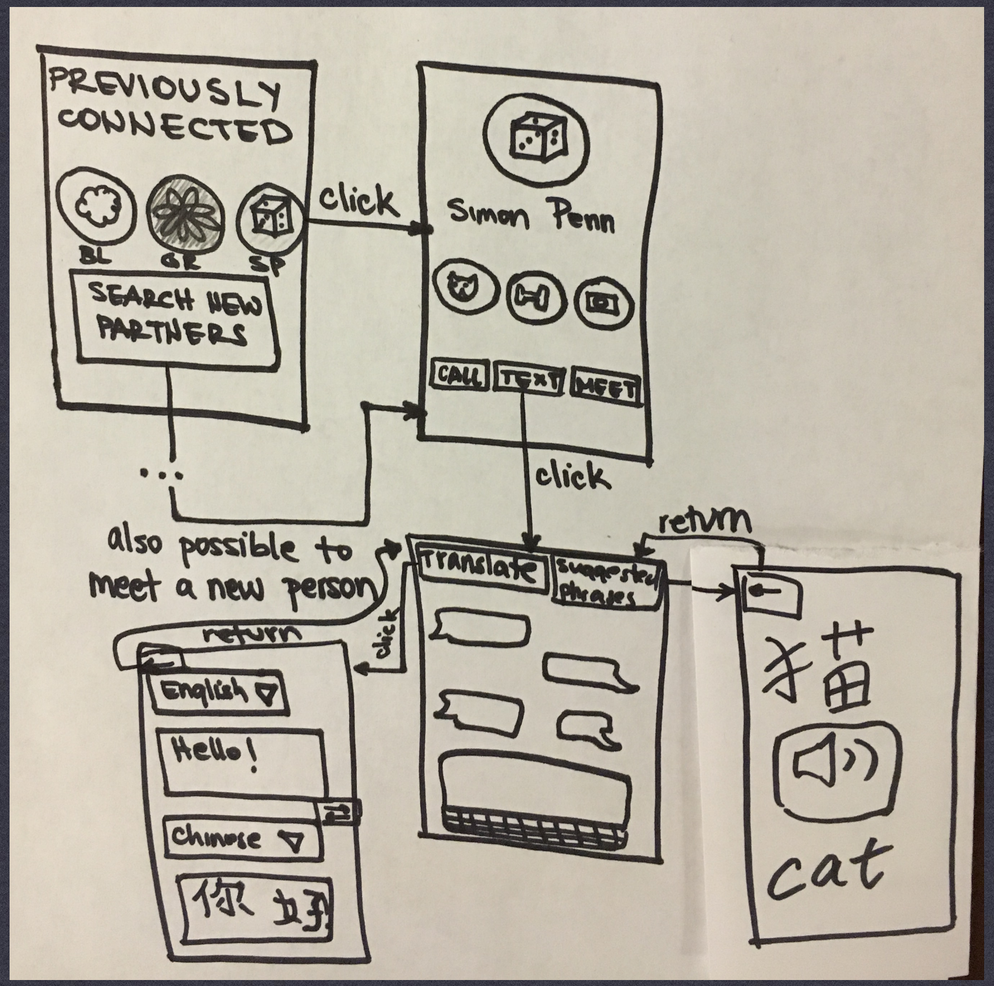


chosen concept

focus on simplicity and on the main purpose

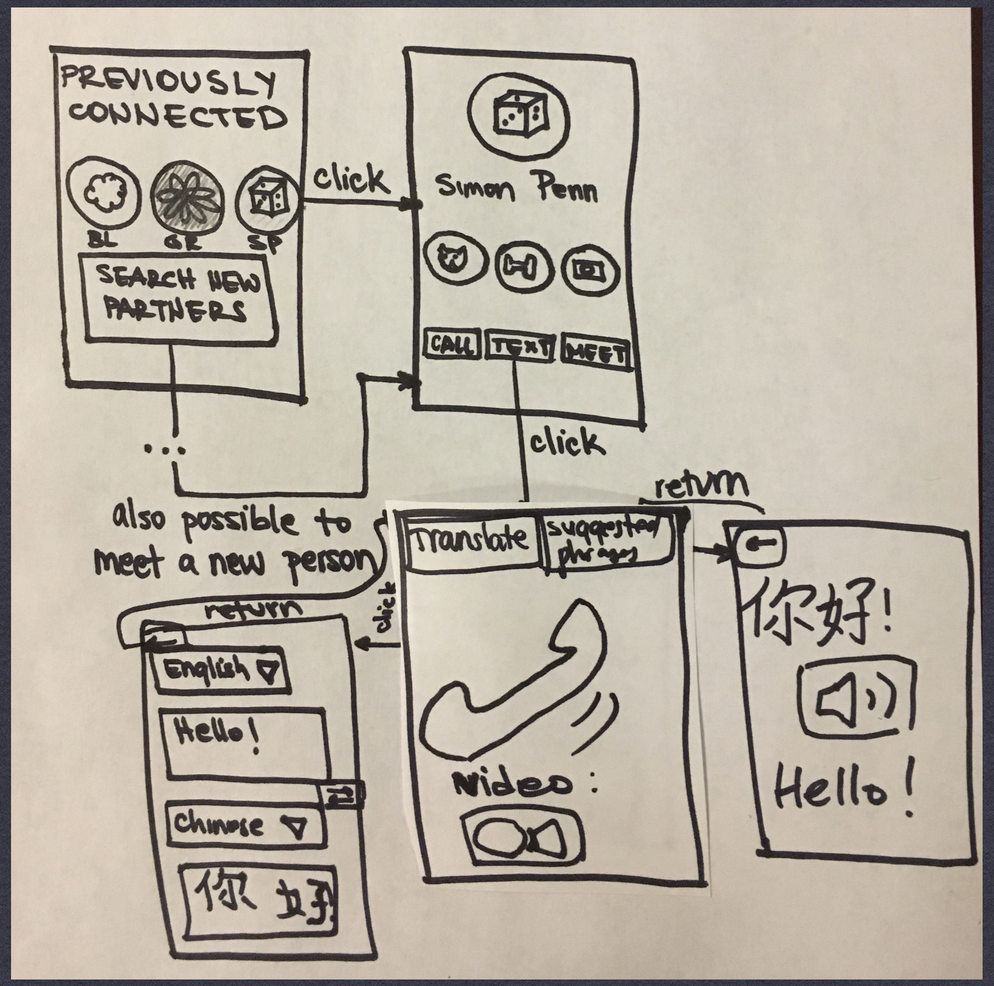
task 1

learn vocabulary and phrases tailored to your interests in a conversational context



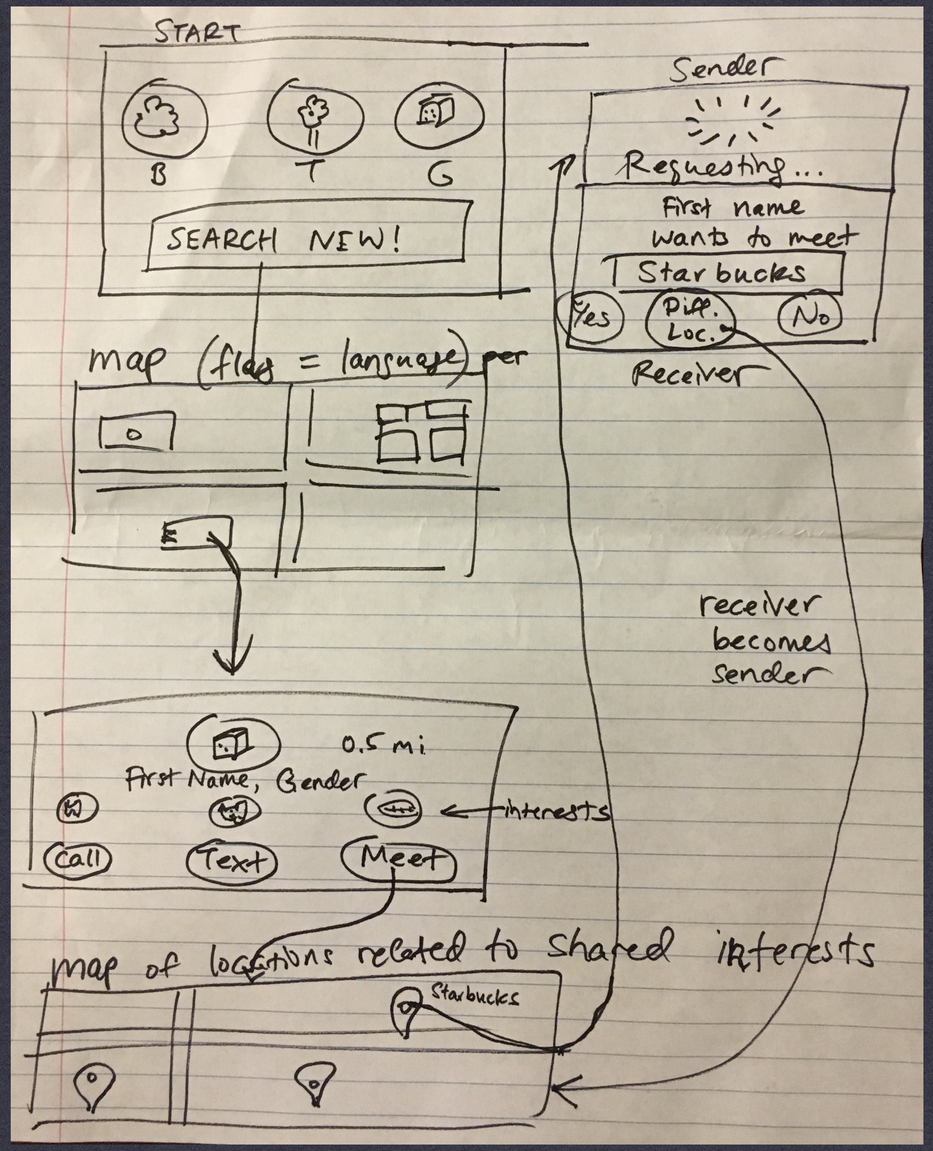
task 2

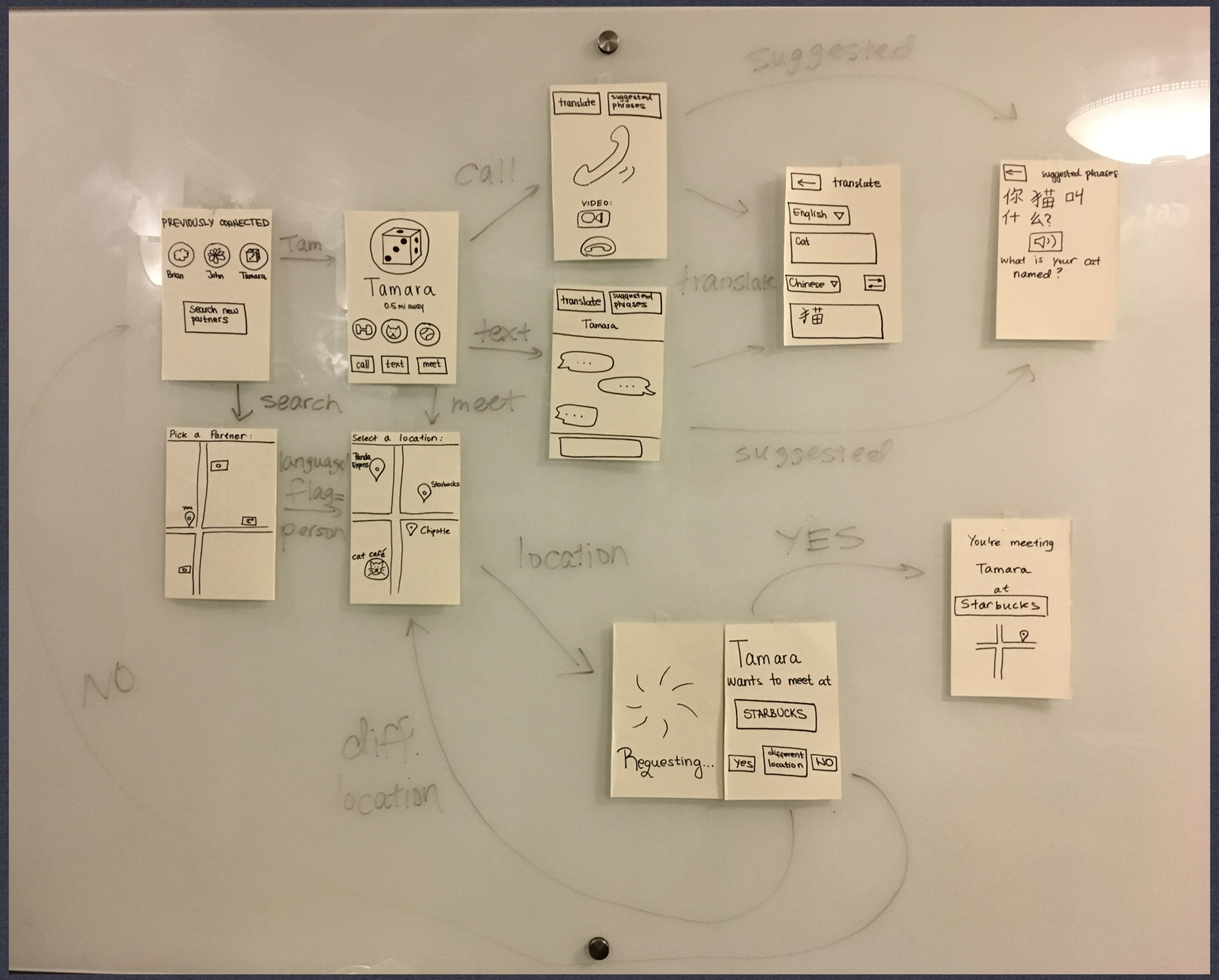
have a real-time conversation with a speaker of the foreign language

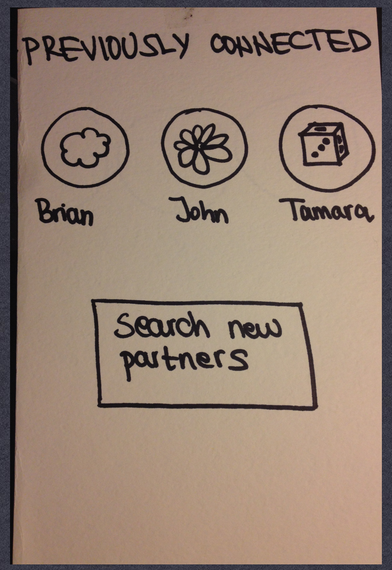


task 3

meet people nearby with similar interests and opposite language needs





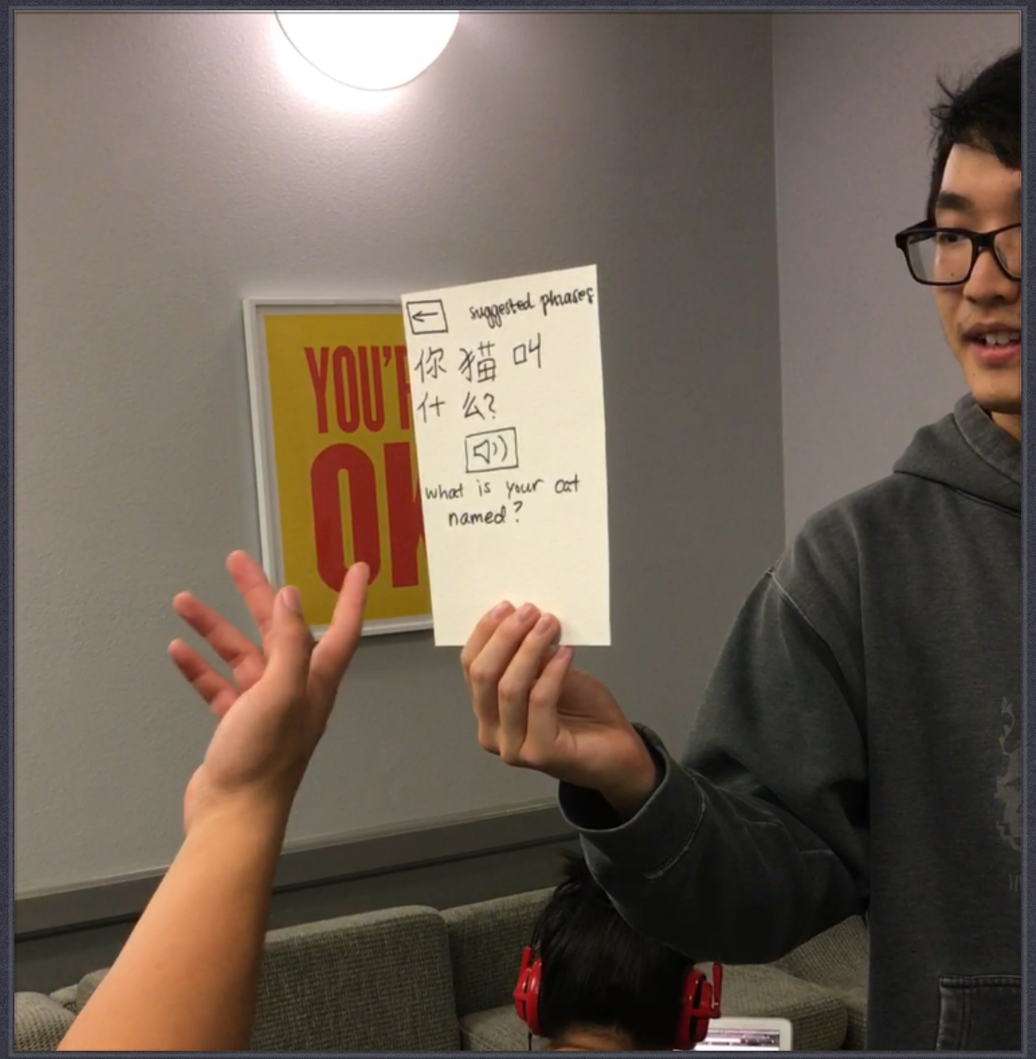


low-fi prototype

focus on ease of use

prototyping method

full screen replacements



prototyping results

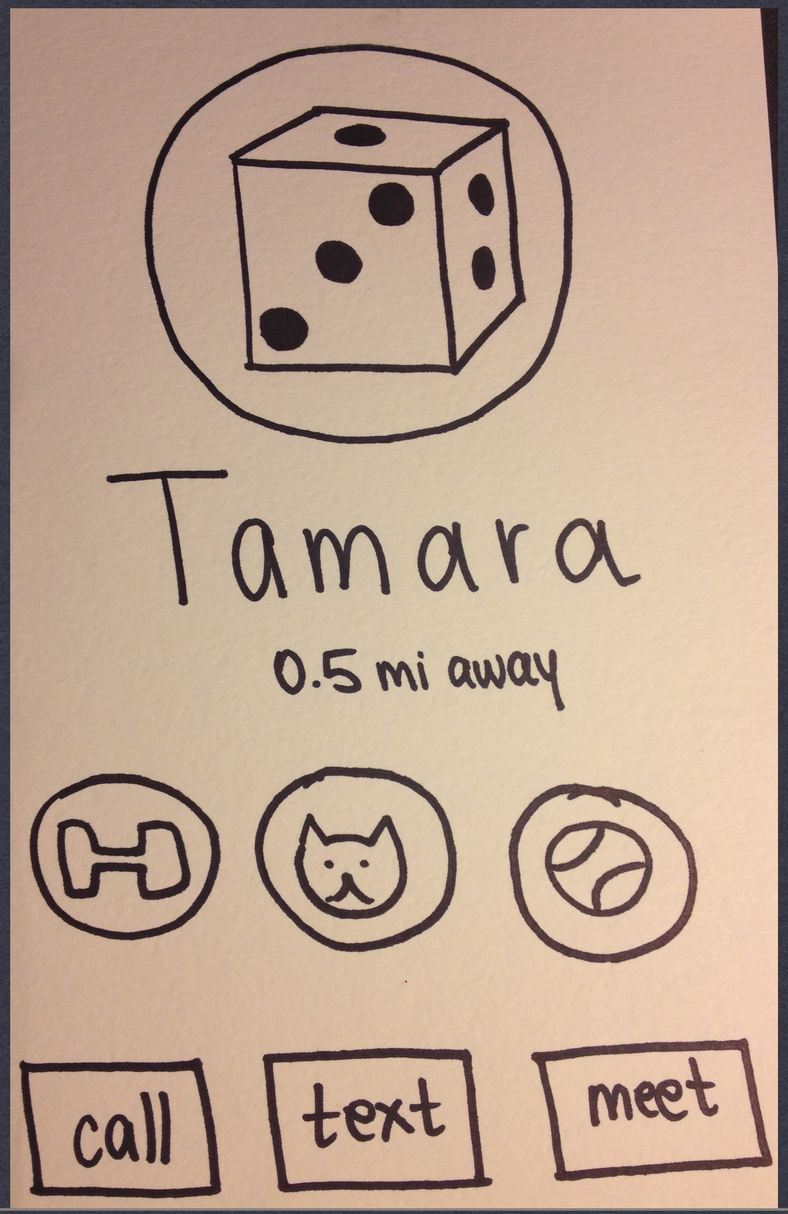
feedback and video analysis

interface

prototyping results

feedback and video analysis

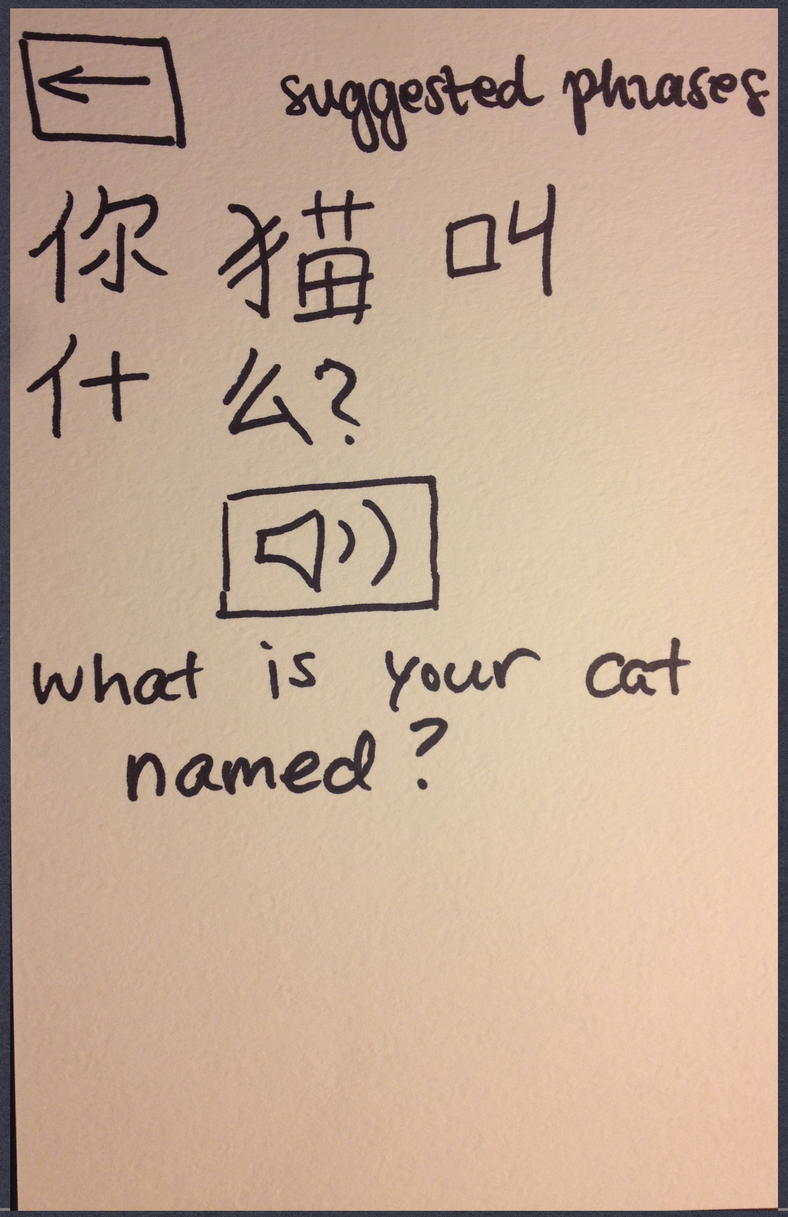
profiles



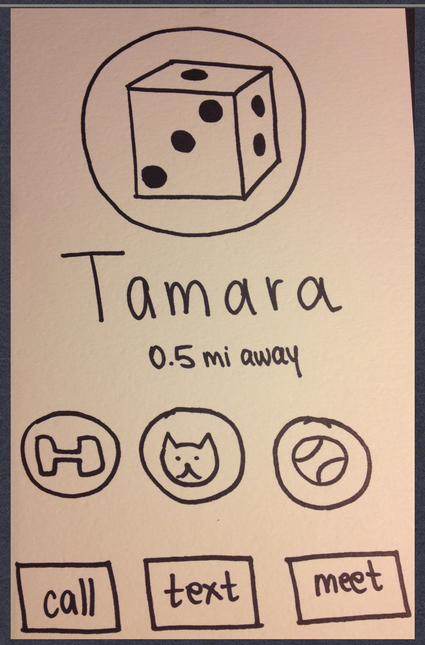
prototyping results

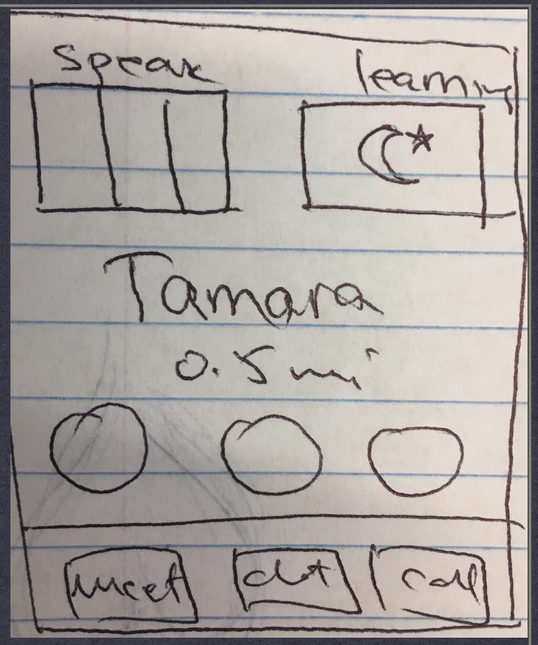
feedback and video analysis

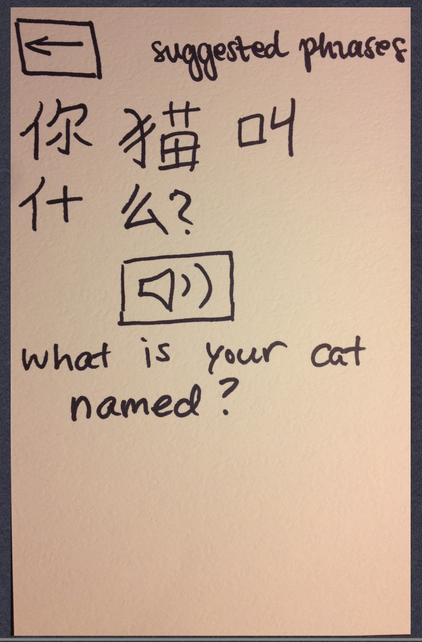
suggested phrases

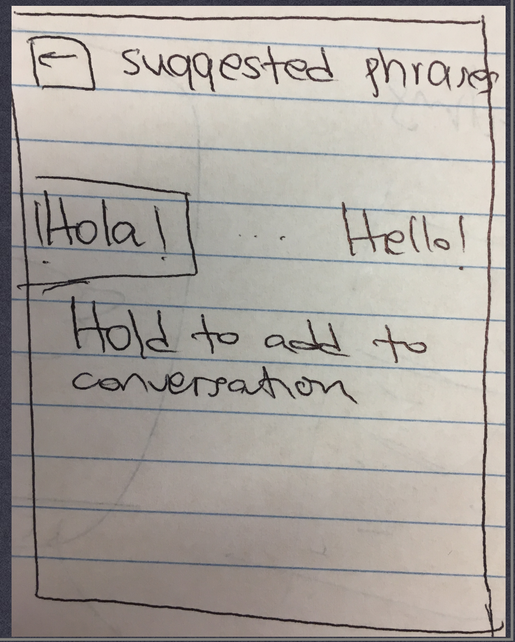


proposed changes









summary

SPQR