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Prototype Link

[Figma Link](#)

Target Audience

mora is an educational app designed for language learners of all levels searching for a more engaging form of learning that incorporates their favorite TV shows and movies. Those who use **mora** seek to be immersed in the cultural context of a language and share their excitement with other fans in the community. Our main goal is to separate our users from the tedious, decontextualized language learning techniques of old.

Design Tools

We chose to use Figma for our Medium-Fi Prototype because it is an industry standard for designing phone app screens in relatively high fidelity without implementing any backend.

Operating Instructions

Aside from the onboarding process, this application can be split into three main functionalities that correspond with the three navigation bar buttons at the bottom of the display: Home, Review, and Community.



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Onboarding

When the app is first opened, it begins the onboarding process which explains the purpose of the app and how to get started. It then moves into the sign up process, where users can configure their profile information and preferences. Finally, there is an onboarding screen explaining the pairing process.

Home

This is the main screen a returning user will see when entering the app. There is a word of the day for all users of the specified target language. This page also houses the pair-to-screen and lesson customization process that users can begin by clicking the floating action button labeled "Pair".

Review

In this tab of the app, users will be able to see and review words learned from the TV shows and films they have watched with **mora**. This page links all vocabulary words that users have seen while watching with **mora**. Users can click on the vocabulary words to return to the lesson with a picture of the original context. After filtering (or without filtering at all), the user clicks "Start Practicing" to begin review activities. Review activities range from multiple choice to fill in the blank. After completing a review session, the user can see their statistics on the words that they reviewed.



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Community

This tab will lead to the chat channels that the user belongs to. A user can join as many channels as they want from the shows that they have seen. The chat will involve users who are watching the same show in the same language. Within a chat, users can start a live watch party where they will learn lessons and optionally compete. A live chat will open for the users participating in the watch party.

Limitations

1. **No real conversational element:** we couldn't create an interface where users could interact with other users.
2. **No live TV component:** unlike the low-fi prototype, we couldn't implement a real live TV component without a "Computer" pressing play/pause or creating a bluetooth backend.
3. **No real customization:** while there is now a screen for customization, we could not implement personalized language learning levels (or even real choice in TV show) without an AI lesson creator.
4. **No audio/haptic feedback features:** due to limitations of Figma configuration, there is no haptic feedback for lesson notifications and there is no audio for text to speech features.



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Hard-Coded Items/Wizard of Oz Techniques

We had to hard-code/Wizard of Oz components of our app that rely on other users, involve customization, or require technology that Figma does not support. We will be able to include these features in our High Fidelity Prototype.

1. Only one option for language you learn, difficulty, frequency of lessons, etc hard-coded in
2. All profile information is hard-coded
3. Pairing of devices is not real
4. All chosen pause moments and words are hard-coded
5. Typing answers/drag and drop answers are hard-coded
6. Typing chats is hard-coded
7. Choosing show is hard-coded
8. Standings and stats are not real and are hard-coded
9. Must interrupt instead of suggest because screen is not actually paired to phone