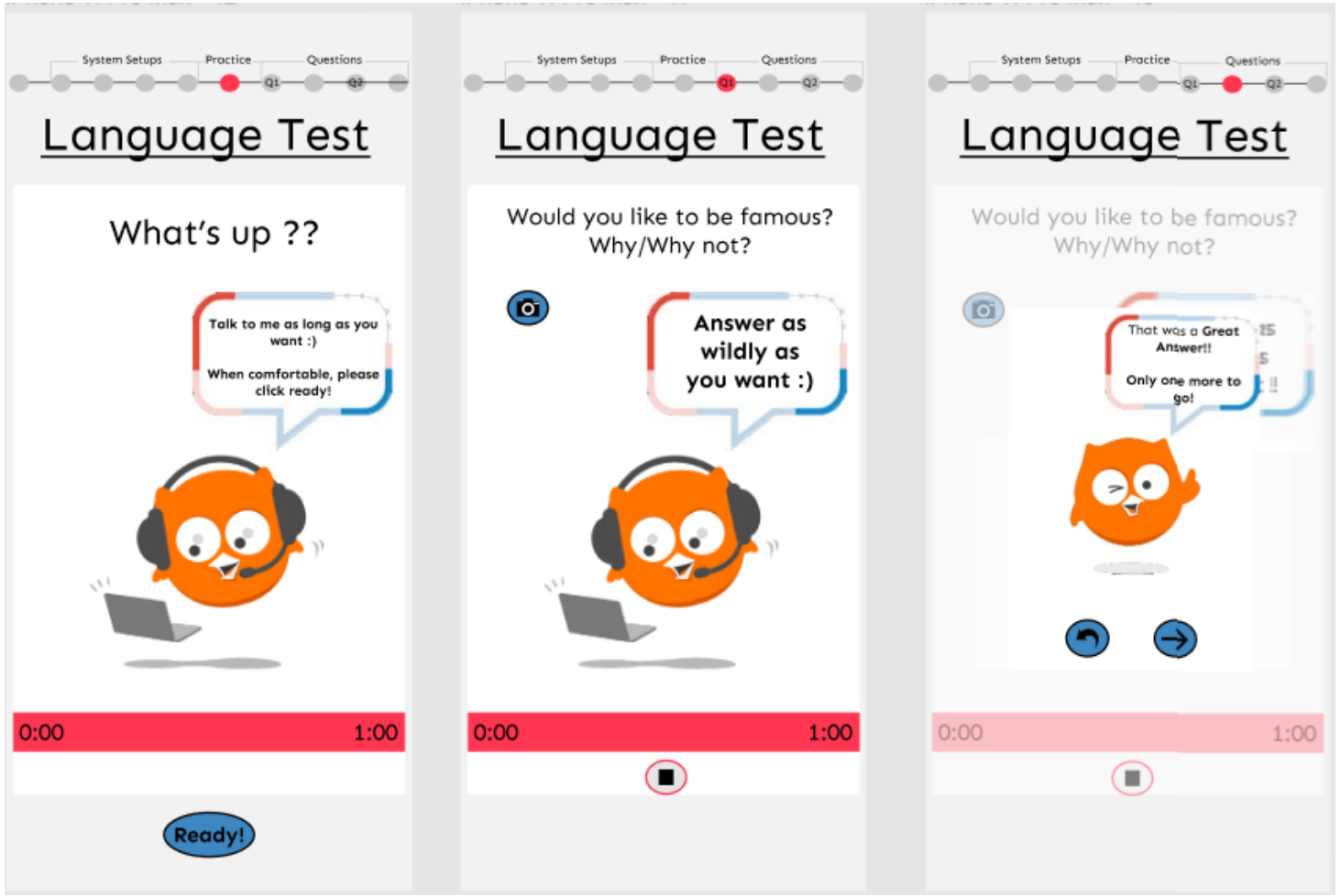


IXXN302 – Fixing it! *Presentation*

"THE LANGUAGE TEST"

Background

THE LANGUAGE TEST IS BECOMING AN UNFAIR USE OF APPLICANTS TIME THROUGH THE USE OF THE ‘REDO’ BUTTON CAUSING A DEMEANING OF THE PURPOSE OF THE TEST.

Challenge

DESIGNING A MORE PSYCHOLOGICALLY AND AESTHETICALLY PLEASING “LANGUAGE TEST” SPECIFIED TO THE ISSUE OF THE FREQUENCY OF THE REDO BUTTON BEING USED, MAKING THIS A LESS TIME-CONSUMING PROCESS.

Concept development

REDO BUTTON

THERE IS A MAJOR PROBLEM WITH THE OVERUSE OF THE REDO BUTTON IN THE LANGUAGE TEST AND THROUGH SELF-TEST AND STAKEHOLDERS, FOUND THIS WAS DUE TO NERVOUSNESS/COMFORTABILITY IN FRONT OF A CAMERA. BELOW ARE A FEW CONCEPTS TO ADAPT TO THIS.

Camera shyness

Background image

Functions

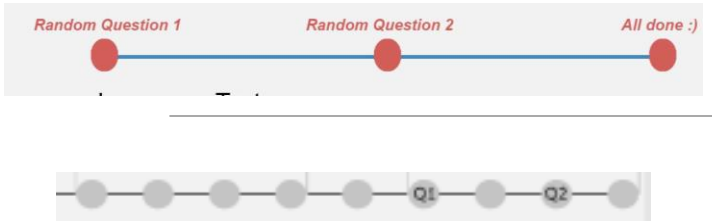
Animated Character

Ui Techniques

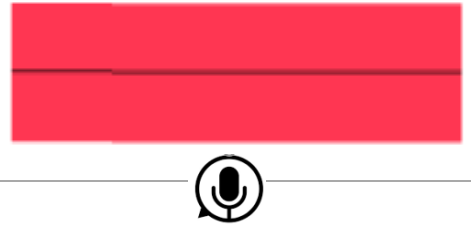
Intentional Gaps

Simulation

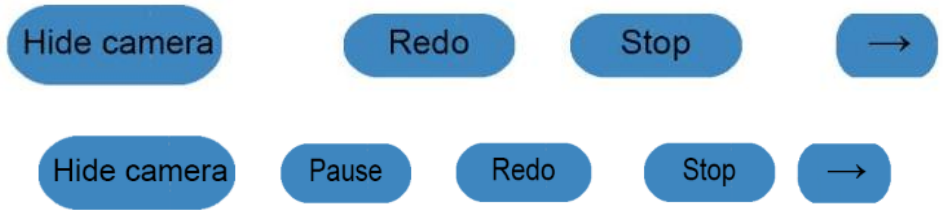
Steps left



Practice your answers

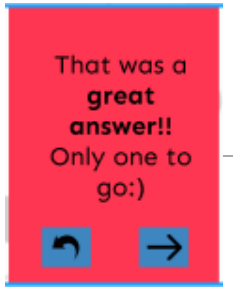


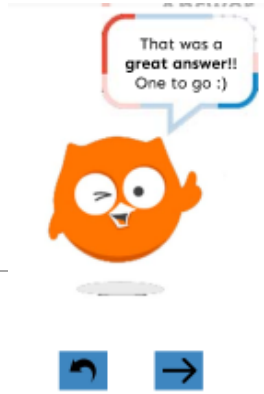
Power



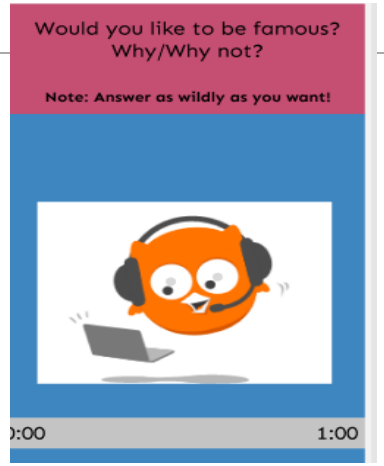
Positive Emotion

Achievement messages

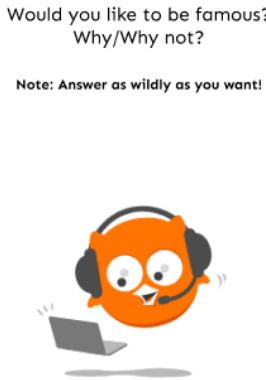




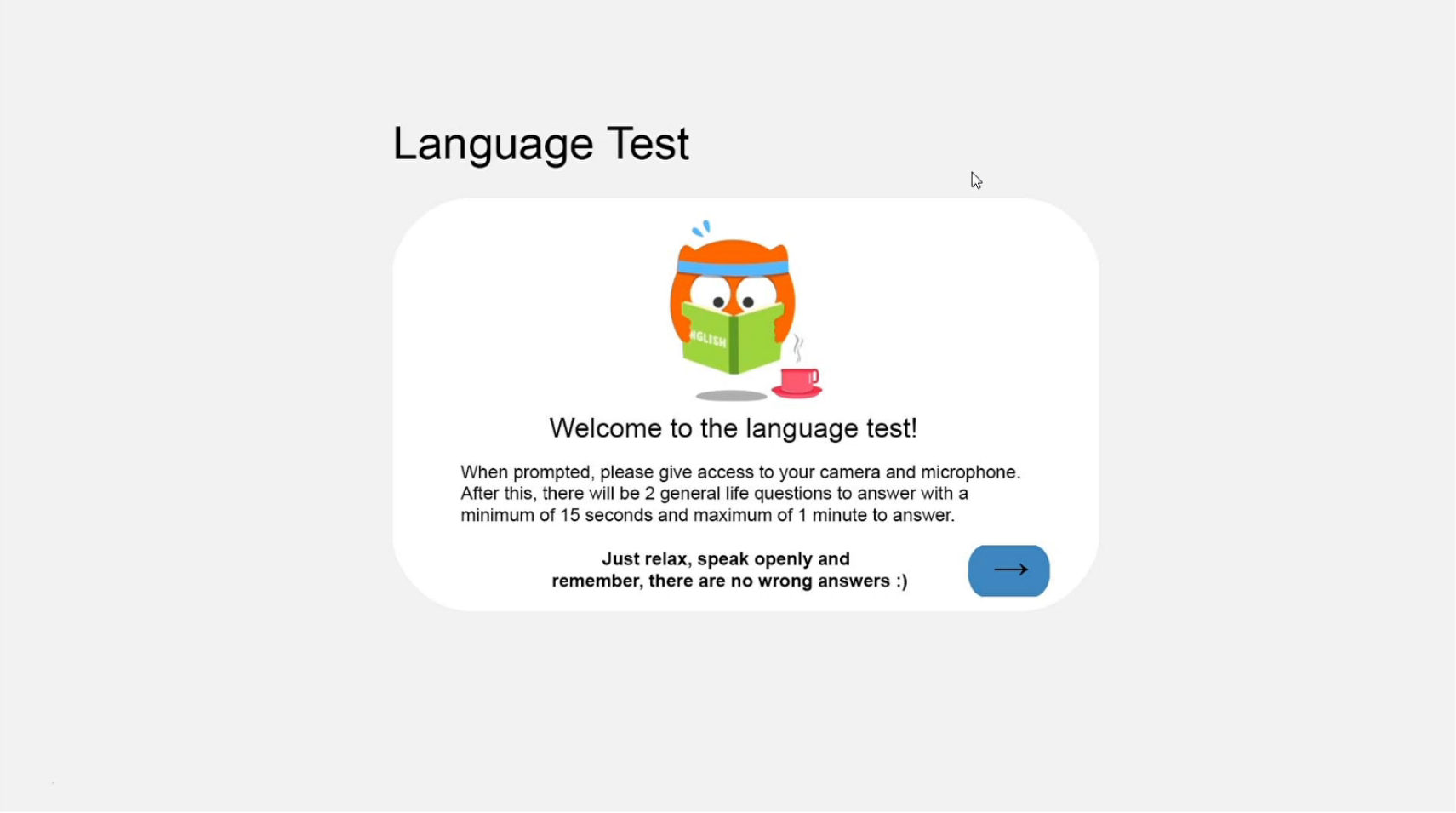
Color psychology



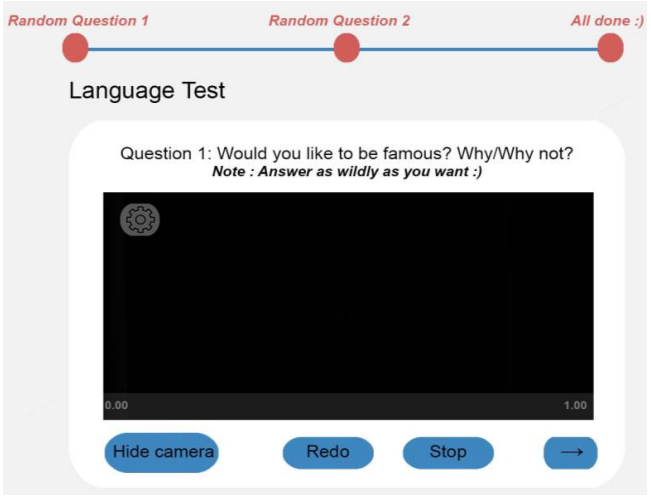
Language stimulation

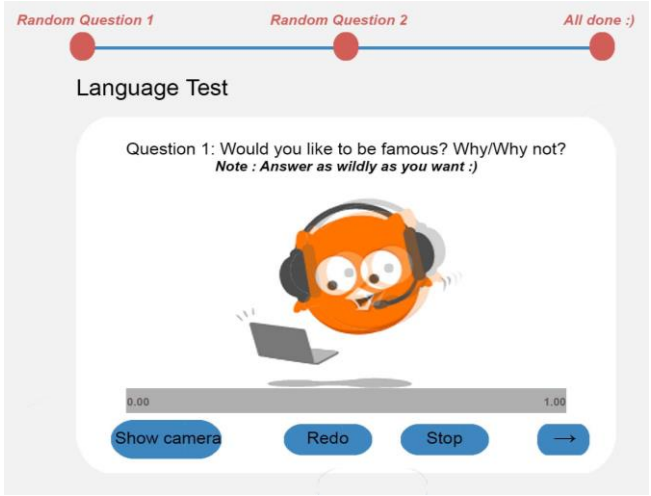


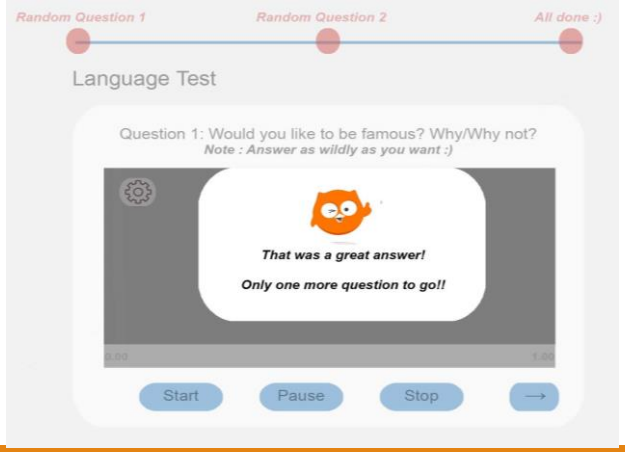
1st high fidelity



1st high fidelity



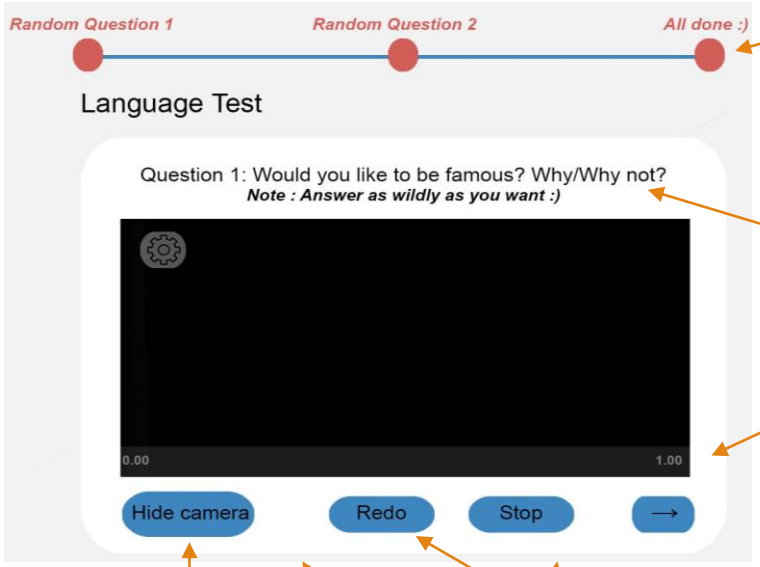




Key design points

- Timeline to decrease surprise
- Stop and Hide Camera buttons to establish self-control
- Note under question to promote comfortability
- Colour on timeline and buttons to promote relaxing feeling.
- Achievement messages after question answered to reassure applicants promoting less use of redo.
- Animated character to promote talking partner to counter camera shyness.

1st high fidelity – key feedback points



Timeline for whole process not just test part. Circles shape feel wrong and don't know which stage I am at present.

Spacing between elements reduce readability (e.g. note and question)

Could add a faded red to time bar to implement colour

If I was camera shy id feel nervous on ready screen.

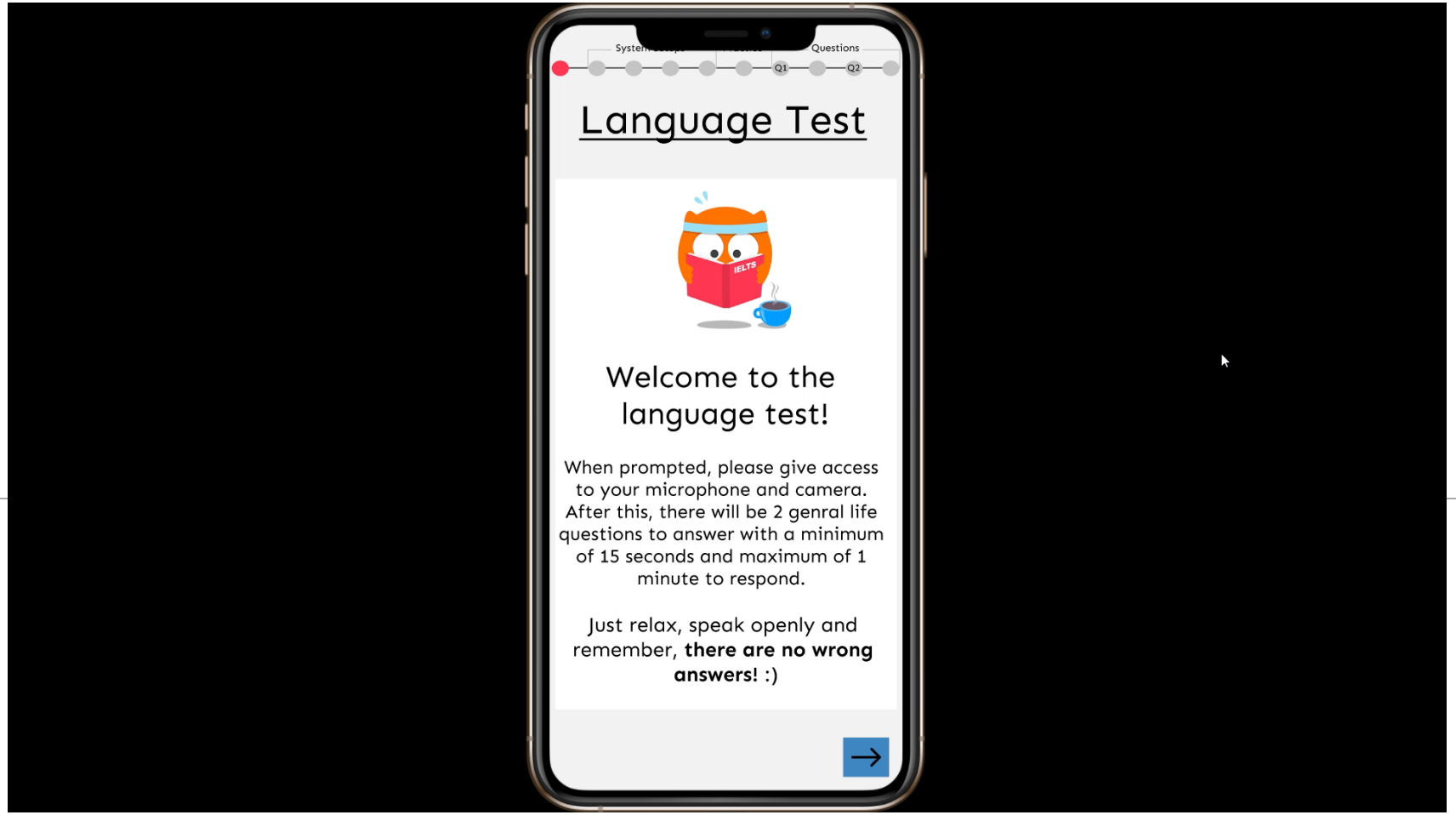
Also felt like before hiding my camera, id see myself and feel even more nervous knowing the camera is there.

If I see the redo button already there, id feel more like pressing it as a constant backup option.

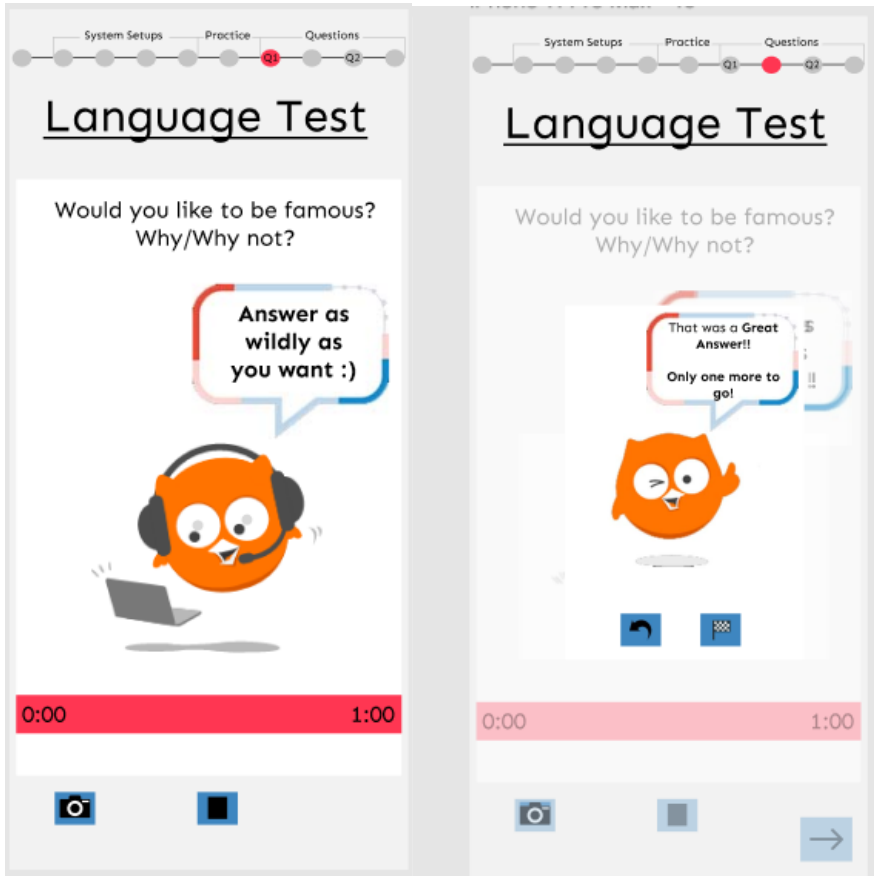
original is more cleaner in terms of ui (too many buttons..size?) – Icons could be a better option

I felt like I was engaged in too much reading instead of feeling.

2nd high-fidelity



2nd high fidelity



Key design points

- Cleaned up timeline and added sections to make the purpose clearer
- Reversed hide camera/show camera sequence so applicants don't need to see themselves at first which demeans purpose.
- Speech bubble coming out of character so its more like the applicant has someone to talk to
- Redo only pops up when question is done so they don't think about using it.
- Used icons to suit target audience and be much more professional
- Colour used more professionally to signal stage on timeline and the answer time bar.

2nd high-fidelity – Feedback points

Positives

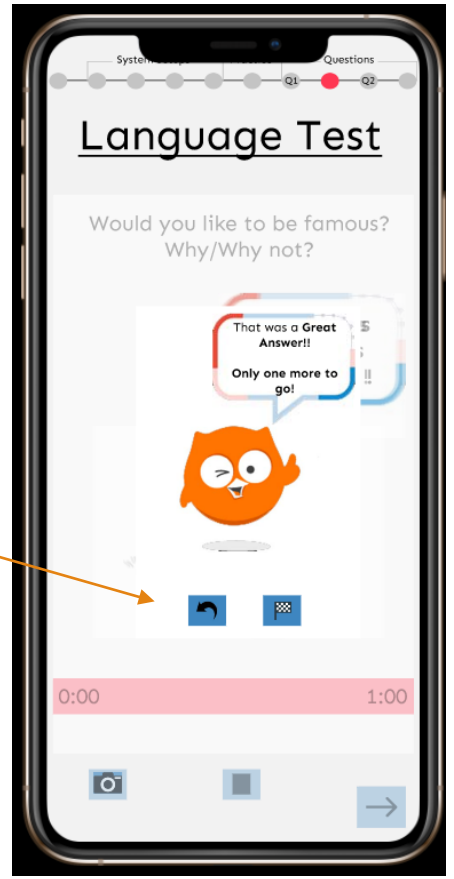
- Felt comfortable - not pressured/demanding
- The wording and way of positive message delivering was desired
- Color except for buttons on pop up were welcoming
- Liked it more as didn't think about camera so felt comfortable answering questions
- Would prefer a stop button as I can't speak for a minute with these questions
- Didn't feel like redoing my test

Progress bar needs to be more visible on phone display

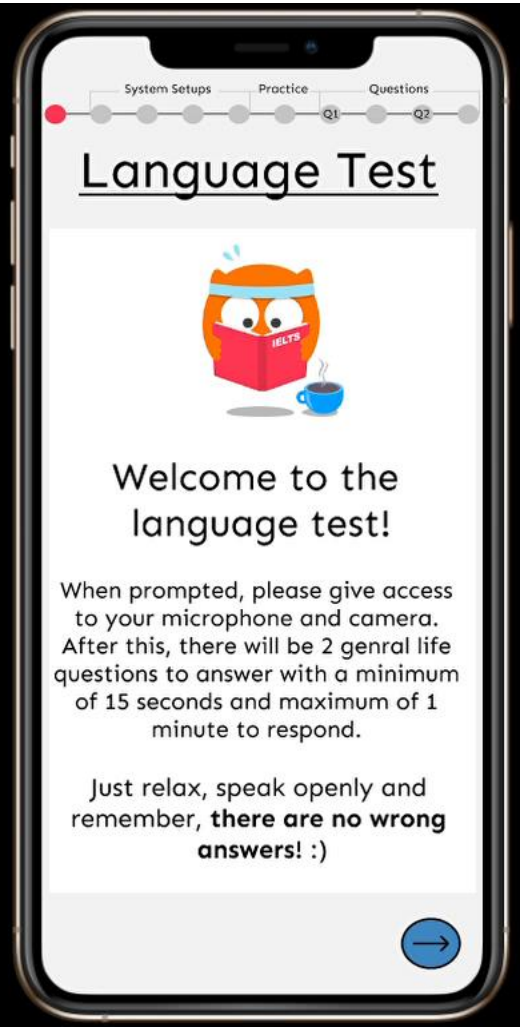
Rounder buttons look better

Make buttons bolder on pop up

Has to be clearer that stop button is for recording



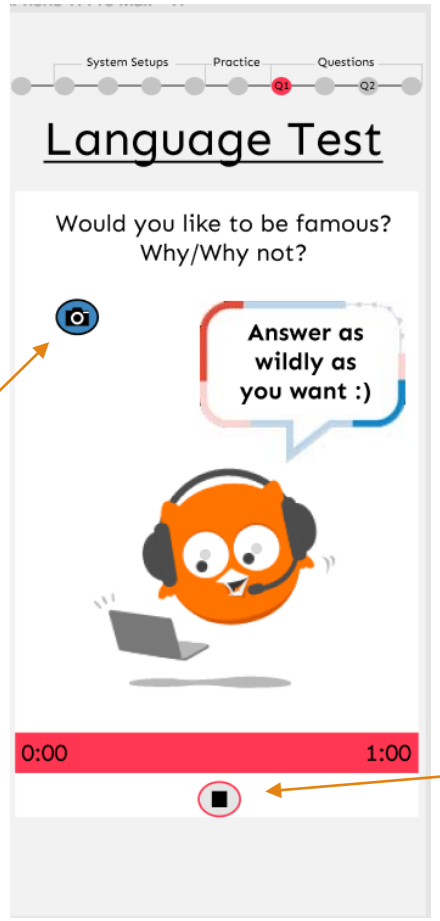
Final design



Final design – refinements made

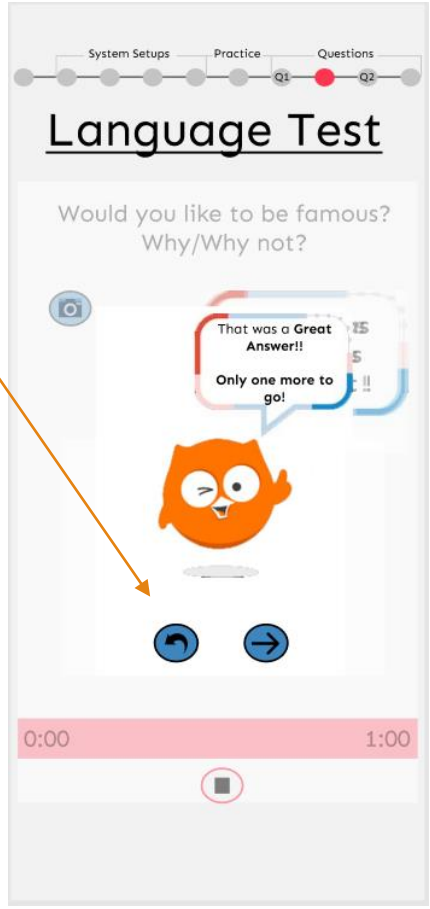
Moved timeline down so better visibility on phone screen

Moved Upwards to relate to layout better and create mental model of “camera settings” position



Rounded shapes/buttons to display a more professional look.

Moved right beneath time bar to create more obvious connection and purpose



Key design points

- Participant couldn’t see timeline when used on phone (moved downwards)
- Participant wasn’t completely sure that the stop button was meant to stop the recording (moved closer to time bar)
- Participant preferred more rounded shapes for buttons (Used ellipses)
- Participant also preferred bolder buttons (Added a stroke to all buttons)
- Additionally I moved the Hide camera button to where “camera settings” would be to create a mental model.

Future design plans

Interactive graphics

Potentially an idea of interacting with the graphics especially during the simulation phase could further release nervousness through deliberate distraction.

Desktop version

Having another version set out for desktop could enable the use of my prototype on different screen sizes increasing accessibility and convenience with it also being less stress on an applicants mind to remember to use a single device.

App feedback

Giving the app a voice feedback function enabling the physical talking of the graphics and questions/notes to stimulate the real-life mindset of applicants making conversation further, making them less susceptible to needing perfect answers.

Thanks for listening!