



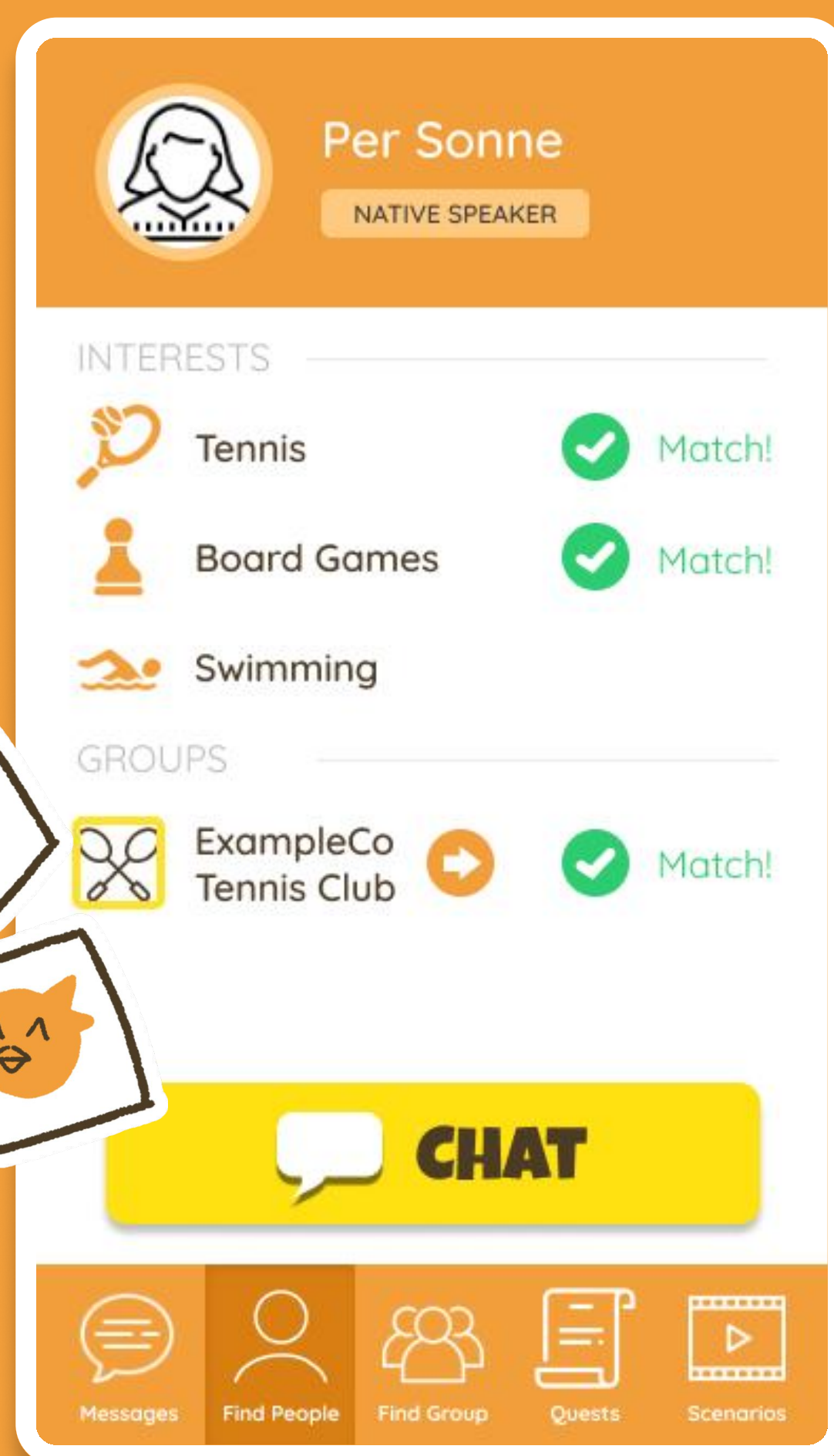
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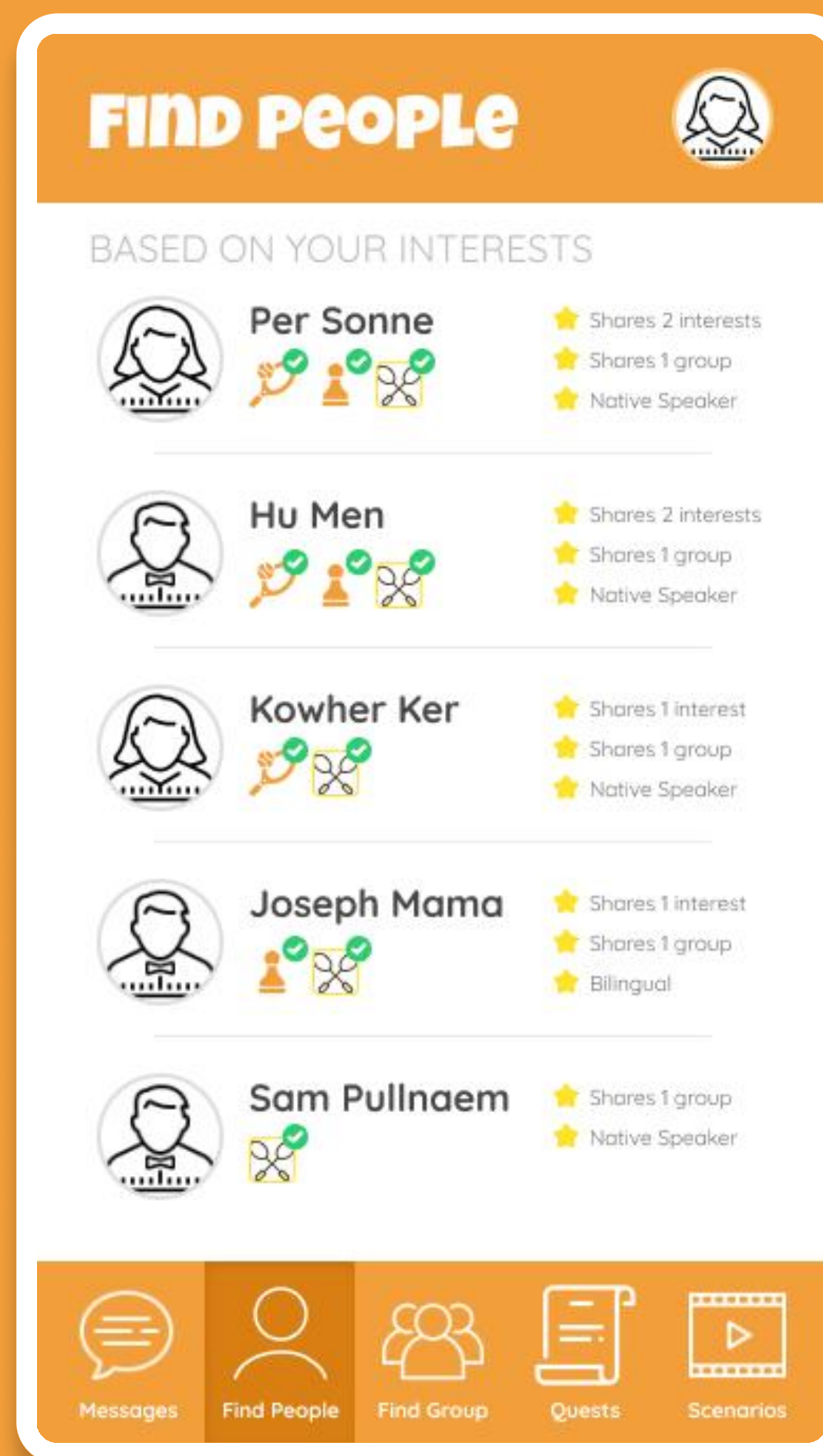
For English Language Learners, learning slang can be difficult.

We wanted to design a mobile application to help English language learners, specifically immigrants, learn slang and informal language so that they can feel more comfortable communicating in casual and professional situations.

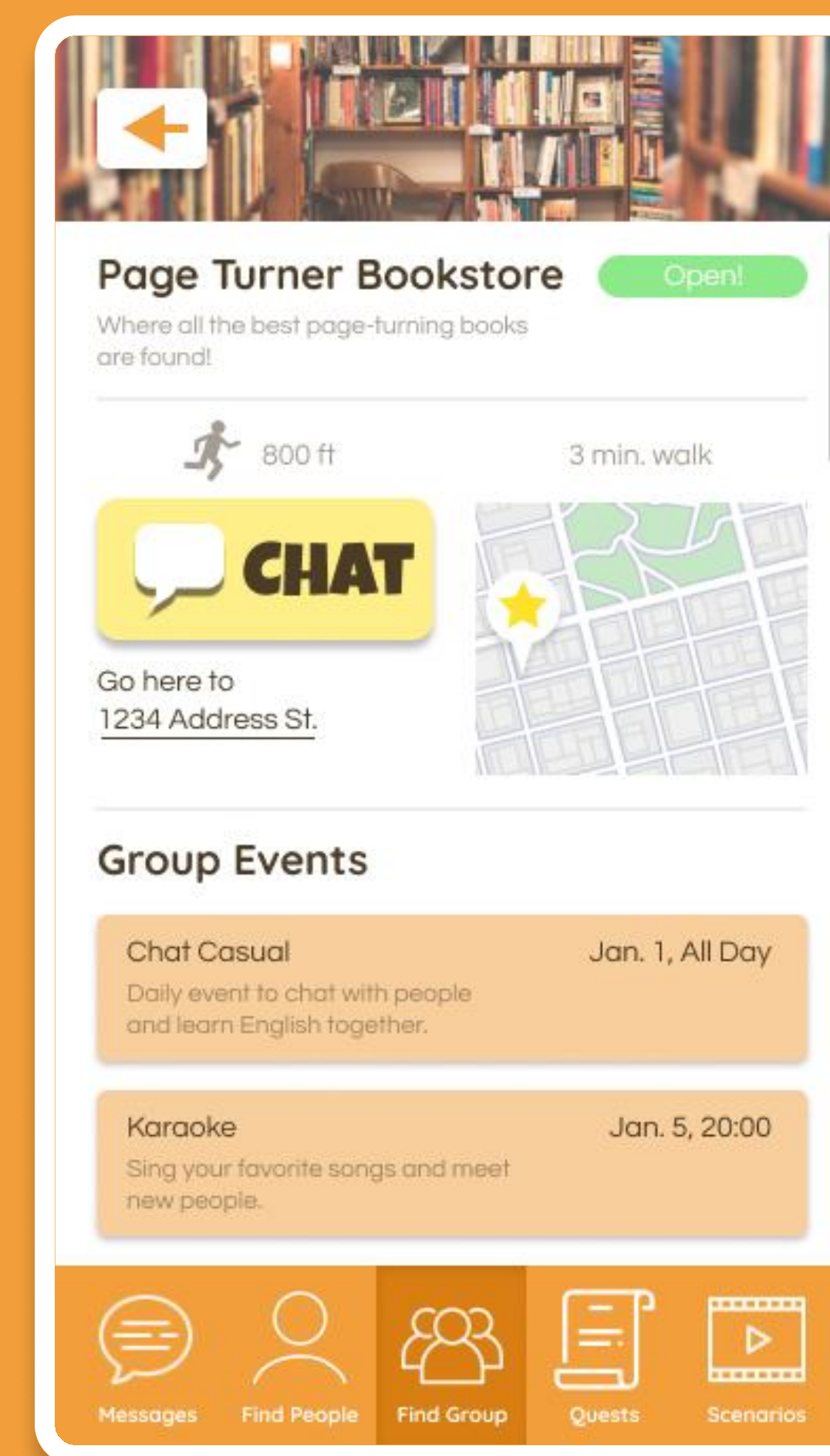
LinGO! helps them learn slang by providing a safe space to meet native speakers and join groups based on their interests to practice with!



Meet with native speakers and learn English together.



Find people with similar interests.



Join groups & meet up to learn English on the go.



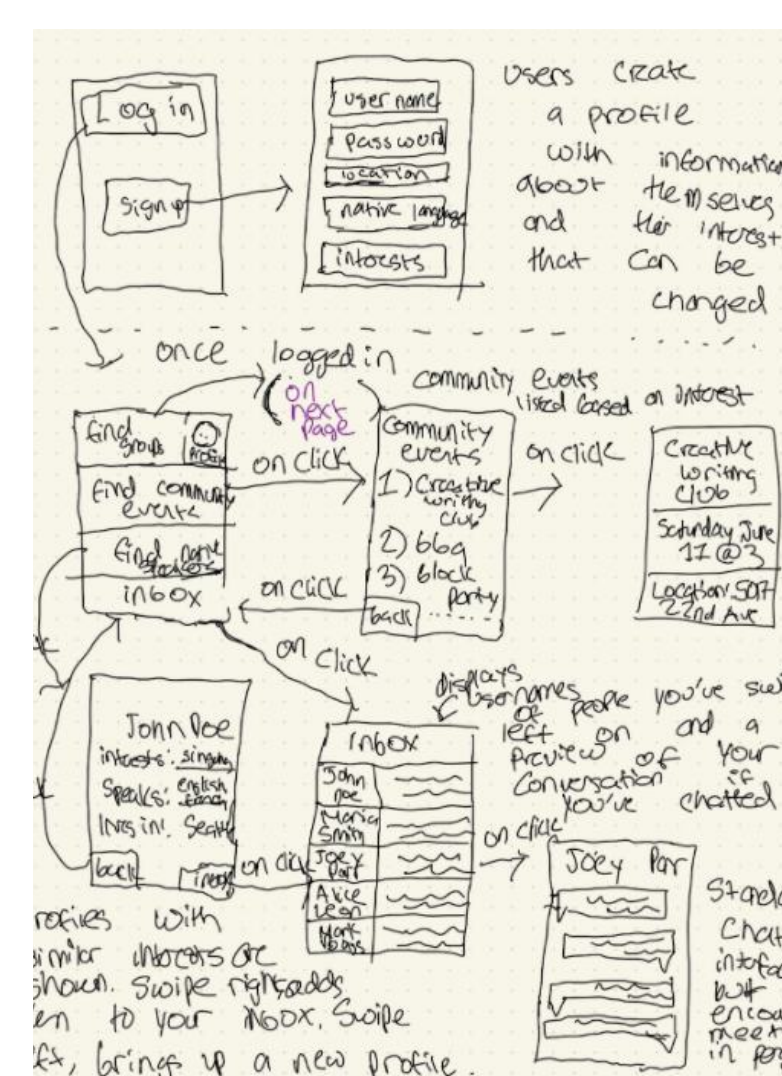
Learn to navigate a variety of social situations.

This was how we designed it.

User Research

We first conducted user research through interviewing and surveying English language learners. The majority of respondents talked about the difficulty of communicating sometimes due to a lack of understanding of slang and cultural references. They identified the most helpful method is talking with native speakers in casual settings, instead of using language learning tools like dictionaries or vocabulary apps. They also identified that learning English through a medium they enjoy is easier. This led us to design an app centered around meeting native speakers and doing activities based on one's interests.

Sketching



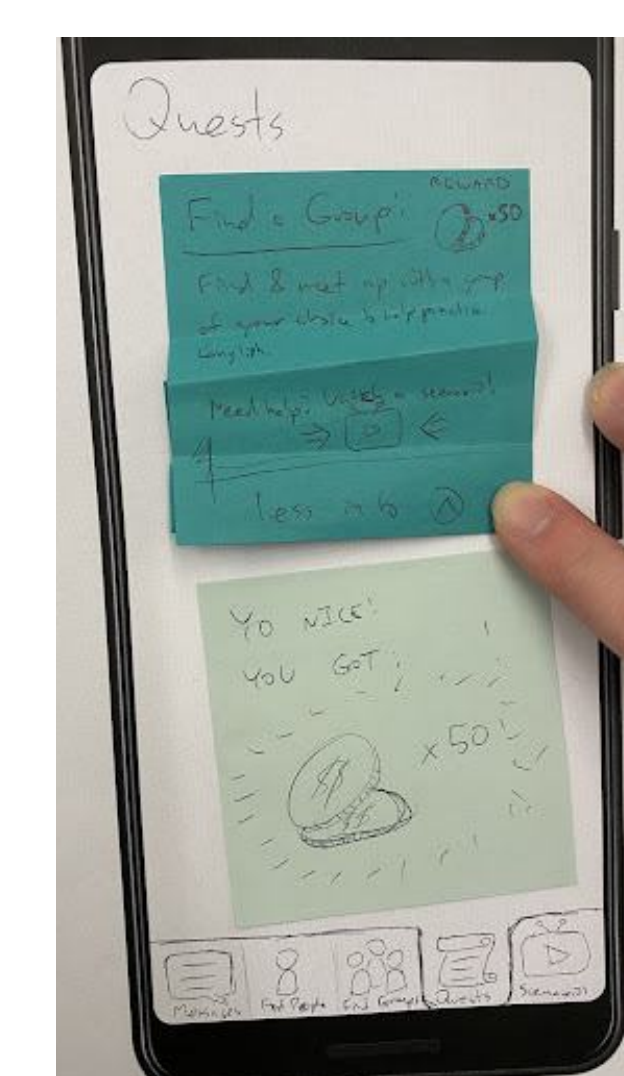
Some of our initial sketches, for quickly fleshing out ideas. This was part of one of the three ideas we made detailed sketches of.

Storyboarding



Storyboards help convey a scenario where this application would be used and more fully flesh out the tasks and use cases of the application while still being relatively quick and disposable.

Paper Prototyping



Paper prototype includes much more detail and is interactive in order to allow for user testing. Our paper prototype also included new features inspired by our alternate designs.

