Initial Mockup: LoveStorying - Storytelling app

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High-level Overview Diagram
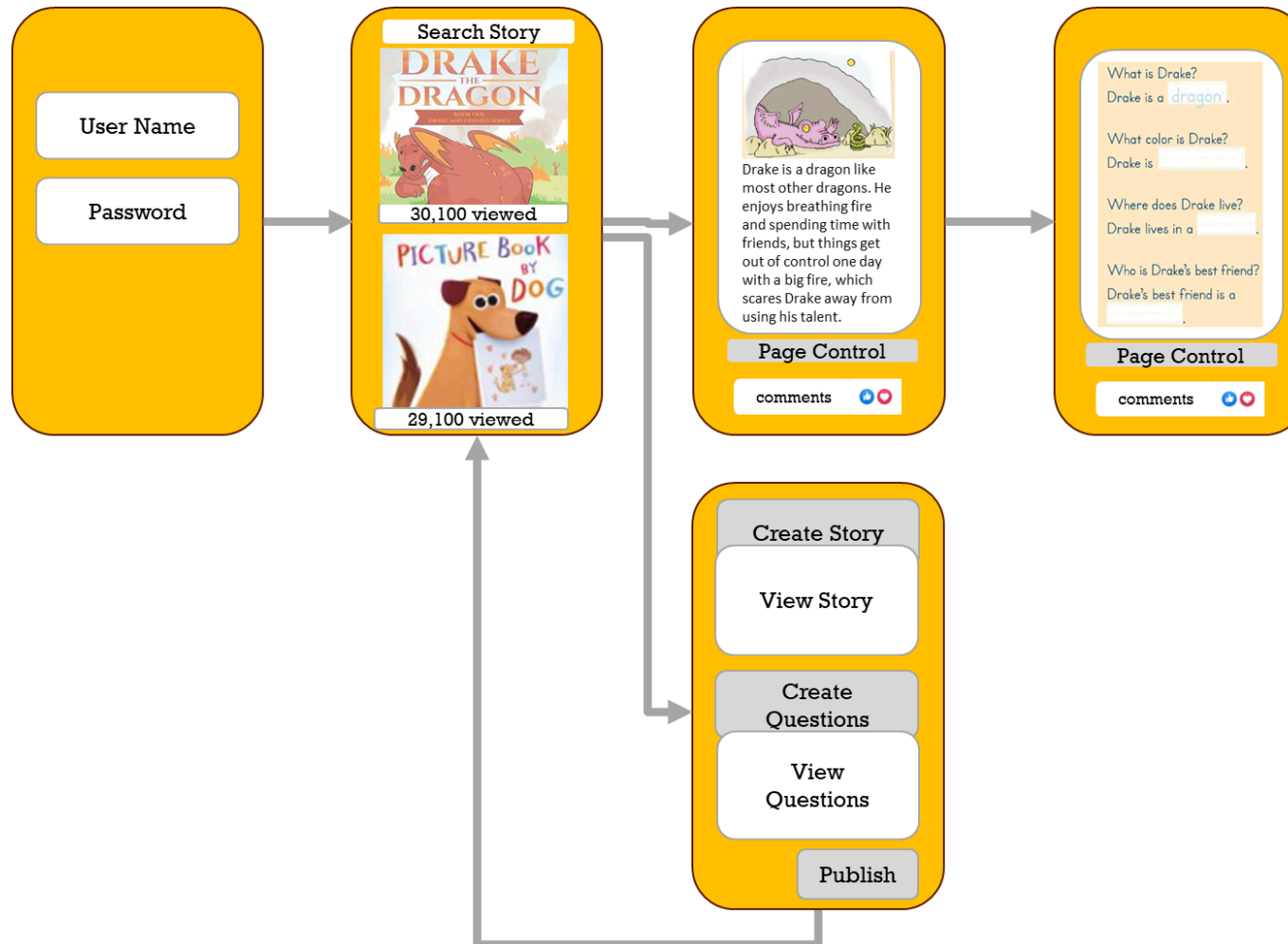

Figure 1. *High-level overview of the golden path for the storytelling app.*

High-level design for the storytelling app is presented in Figure 1, aiming to provide a user-friendly tool for kids, parents, and teachers to cultivate good reading habits in kids. Upon logging in, users will access the dashboard. Here, the children can create new stories with the assistance of AI or select from a library of previously created stories. To gauge reading comprehension, children will engage in a questionnaire after reading a story. Correct answers will earn them points, fostering engagement and incentivizing participation.

Value Proposition

In the past few years, a decline has been seen in children enjoying reading, and parents and educators find it difficult to cultivate good reading habits. Reading is an important life skill that children must learn to excel at academics and future careers. Moreover, nowadays the Internet has a lot of inappropriate novels, animated books, and comics that can influence the spreading of hate and violence. Through LoveStorying, children will enjoy the process of creating their own stories, reading and sharing them with friends, and they will build good reading habits without their parents and teachers having to worry about the content they are consuming.

Success Criteria

- **Phase 1:** 1) Monitor time of reading stories and correctness percentage of comprehension questions (Ref. Comprehension page in the navigation diagram) to assess if children are reading more; 2) Download: over 5,000 downloads; 3) User satisfaction survey: In the effective feedback, over 80% users give positive feedback (Points 2 and 3 are monitored from app store)
- **Phase 2:** 1) Perform analysis of generated content to make sure no inappropriate/violent stories are generated; 2) Download: over 100,000 downloads; 3) Financial gain: over $5,000; 4) User satisfaction survey: over 90% positive feedback.

Navigation Diagram

The navigation design for the storytelling app is depicted in Figure 2. This diagram illustrates the user navigation through the app's features, which aim to cultivate good reading habits in kids. This app will provide an easy to use interface where users will be able to create and log in to their accounts. Once logged in, users are welcomed with a user-friendly dashboard offering several options. They can create new stories, revisit their previous creations, discover new friends, and read stories shared by their friends. When opting to create a new story, users are prompted to fill out a set of fields to craft their narrative. Upon clicking the 'Create Story' button, a new page displays the story created by AI along with related images. Users have the option to share the story with friends, save it to their libraries, and participate in evaluations to earn points.

The **full diagram** can be accessed for view and interaction via the following link: Figma navigation diagram

Please try our **figma prototype** with this link: Figma prototype
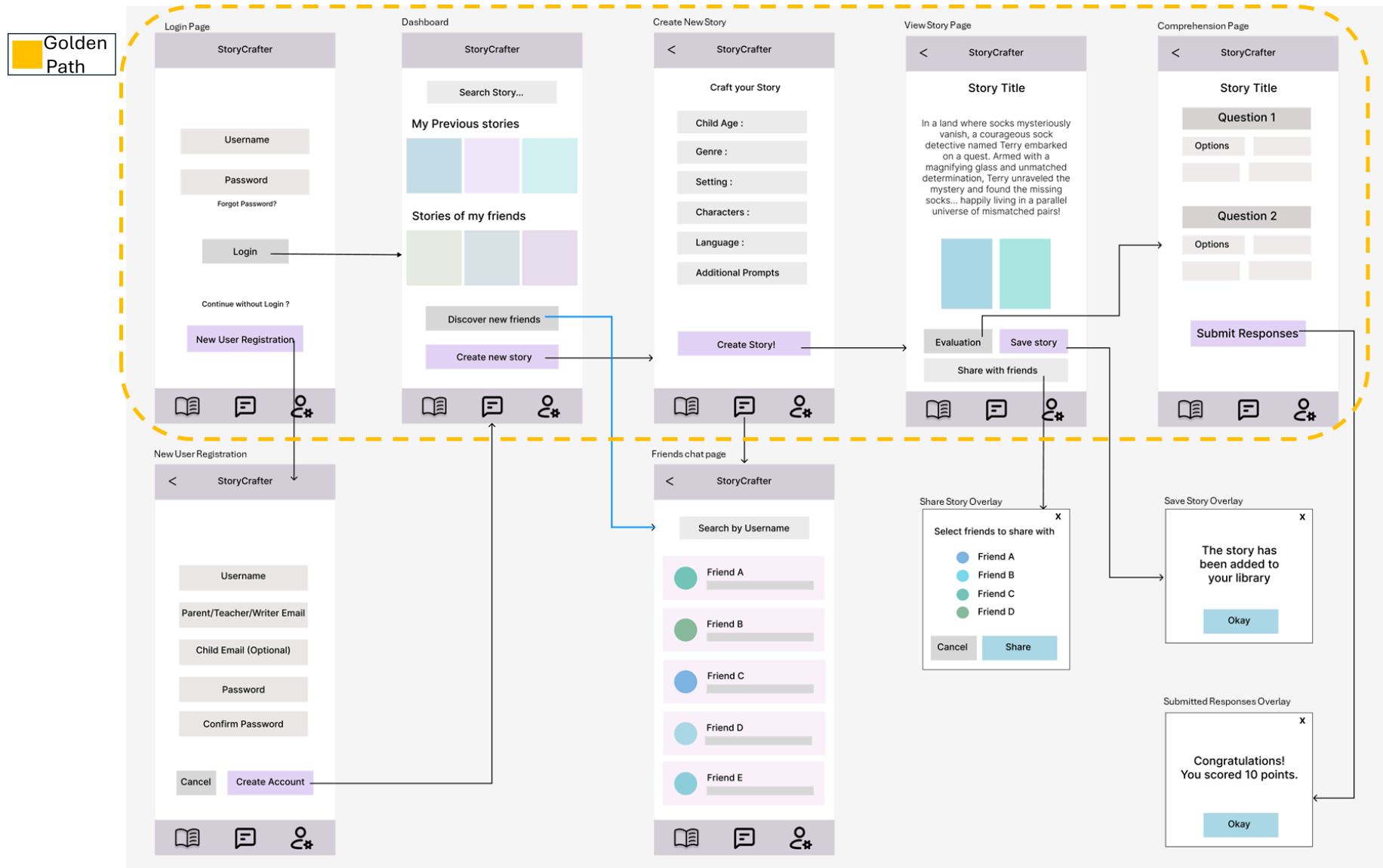
Figure 2. *Navigation diagram of the storytelling app, this UX flowchart demonstrates the E2E experience.*