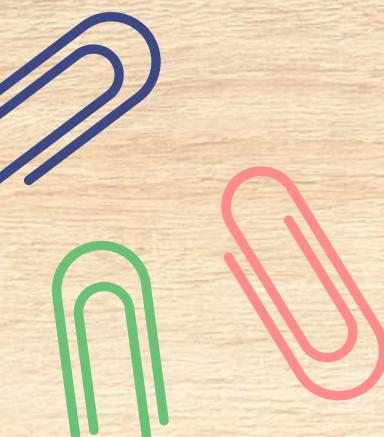
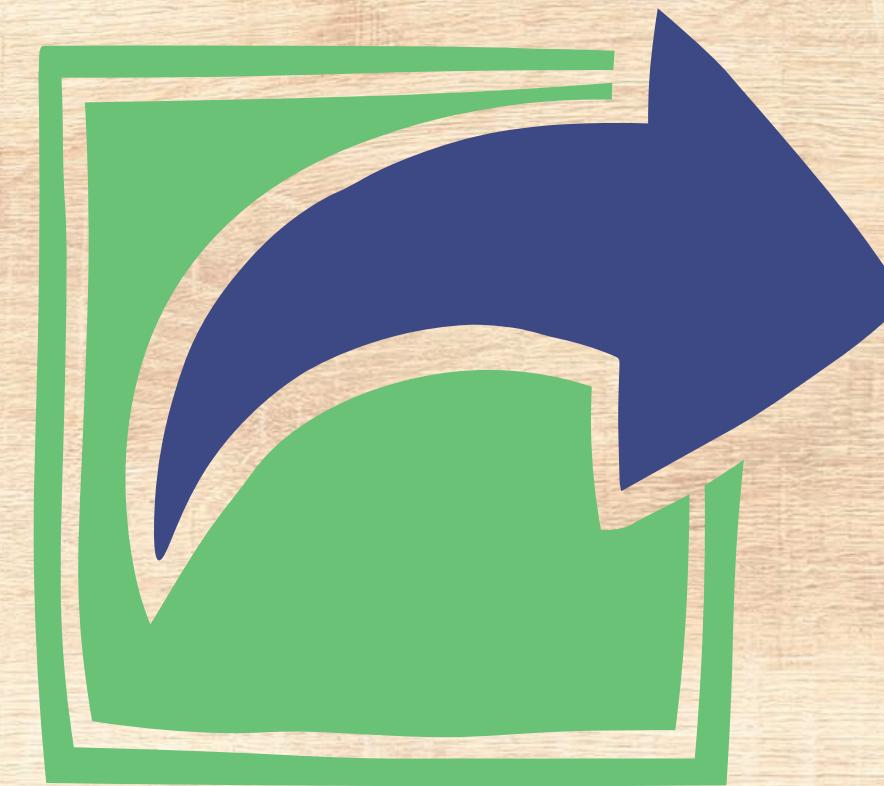


# NOVA

## Assignment 2

# SUMMARY

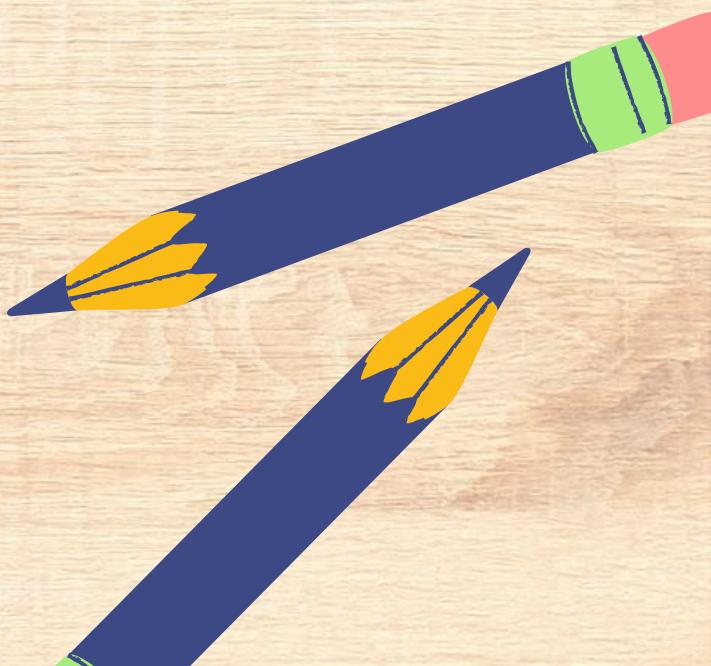
- Intro
- Tasks and storyboard
- Modalities exploration
- Paper prototype #1
- Paper prototype #2



# iNTRO

**Project title:**  
CommuniPrep

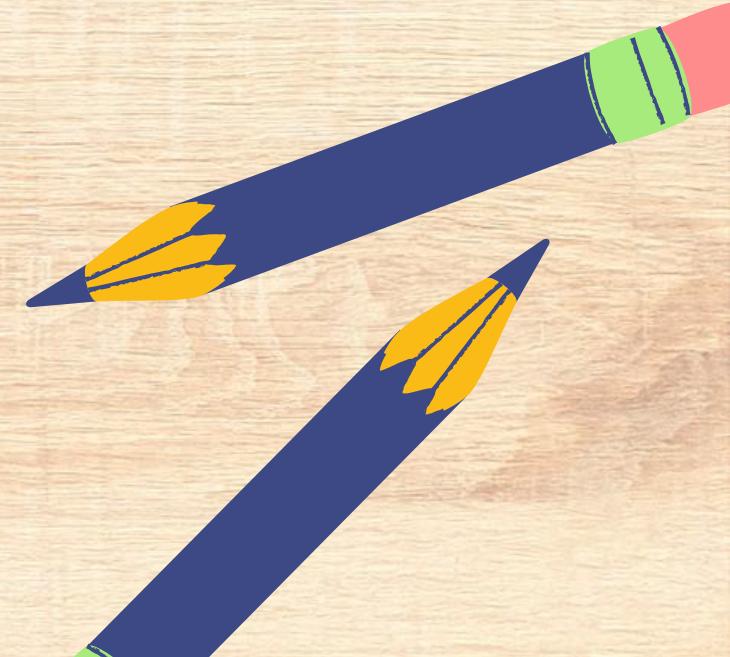
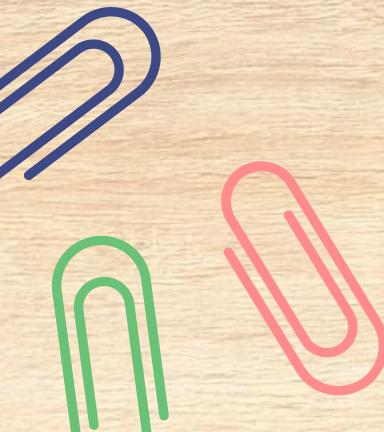
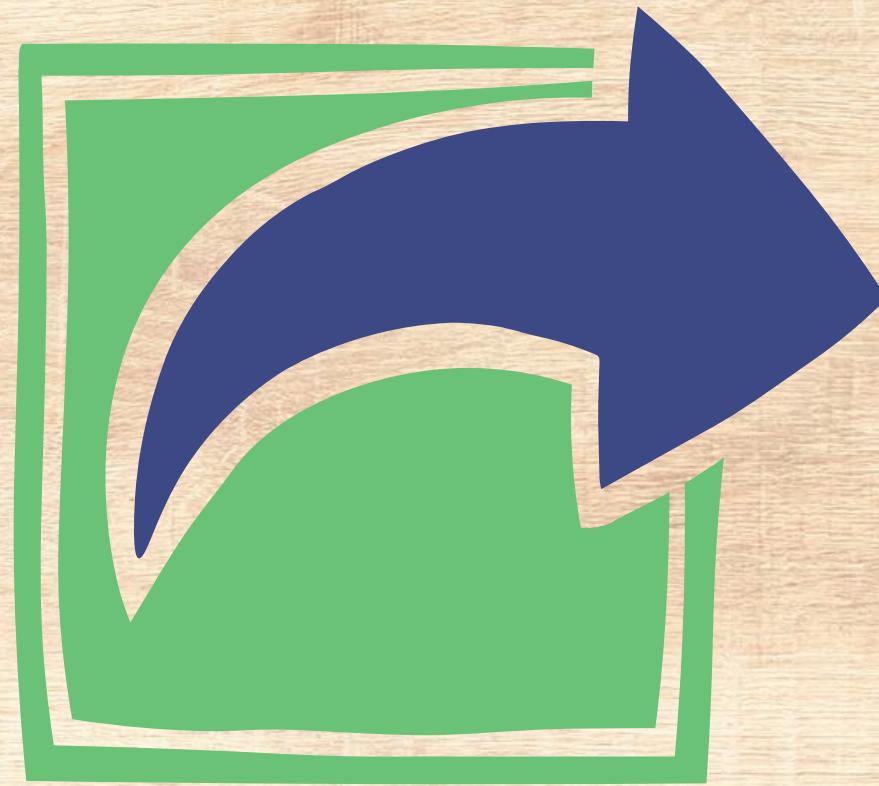
**Team Members:**  
Mahsa Arsalani  
Roshanak Jabbari  
Leila Alizadeh  
Giuseppe Pisanu



# VALUE PROPOSITION



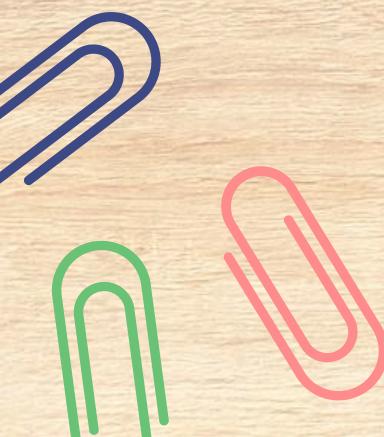
"Master your interviews with  
our storytelling guide to land  
your dream job."



# PROBLEM/SOLUTION OVERVIEW

Create a storytelling guide that helps users structure their answers by describing situations, their tasks, actions taken, and the results, making it easier to connect their experiences to the job role.

Develop a storytelling framework that guides users to structure their answers clearly and concisely, helping them connect their experiences to the job role. This framework also incorporates body language cues and communication tips, encouraging users to maintain eye contact, use confident posture, and express emotions appropriately to enhance their overall presentation.



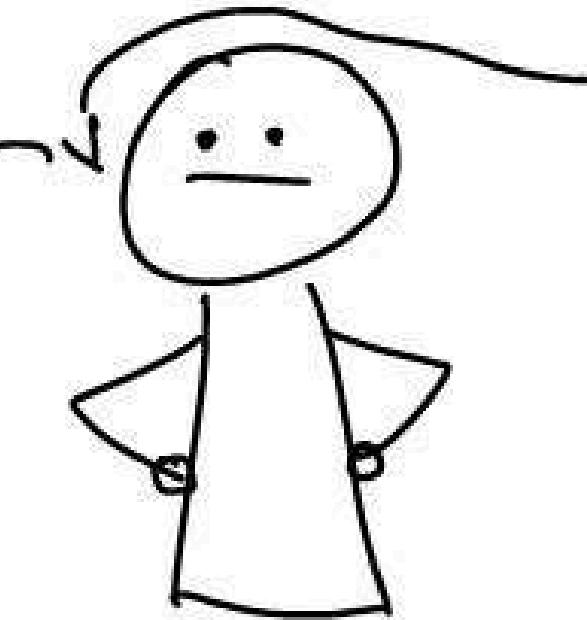
# TASKS AND STORYBOARD

**Simple:** Select the desired job role and conduct a simulated job interview to improve personal responses and behavior.

**Moderate:** Personalize the interview according to the user's preferences, adjusting the questions and difficulty level for a more engaging experience.

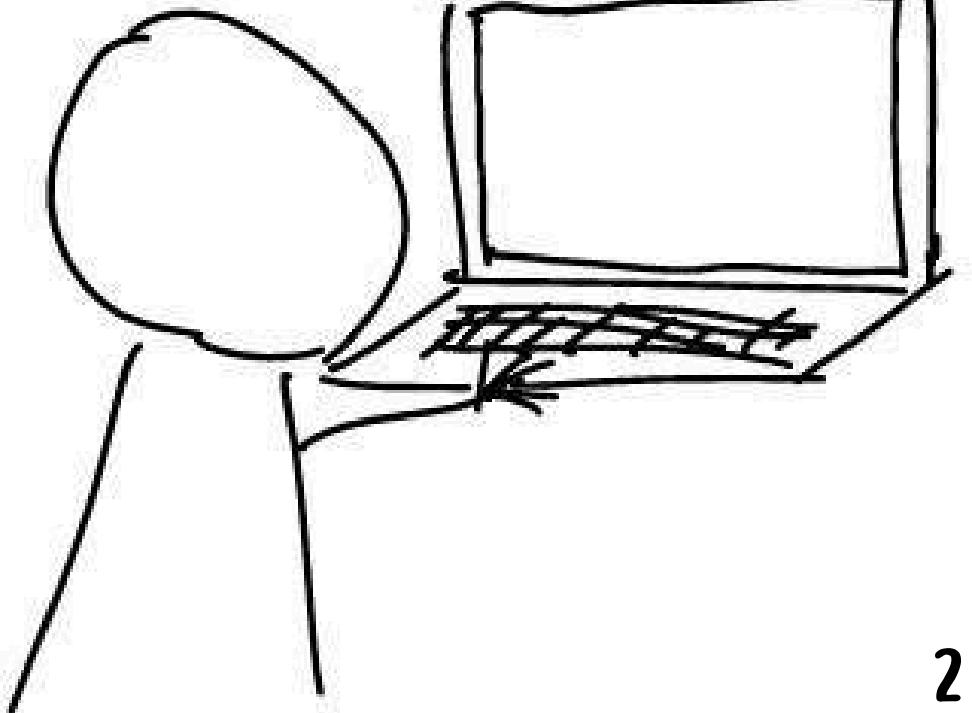
**Complex:** Provide sample questions from the past experiences in real interviews.

I'm going to graduate, so I need to find a job and make some money!



1

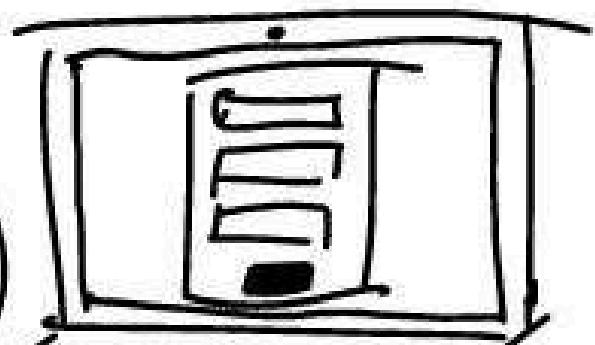
I applied to a company as a web developer and I want to prepare before my interview



2

Oh! Here I can do a simulation of an interview!

It only asks me which is the job role I'm applying to!

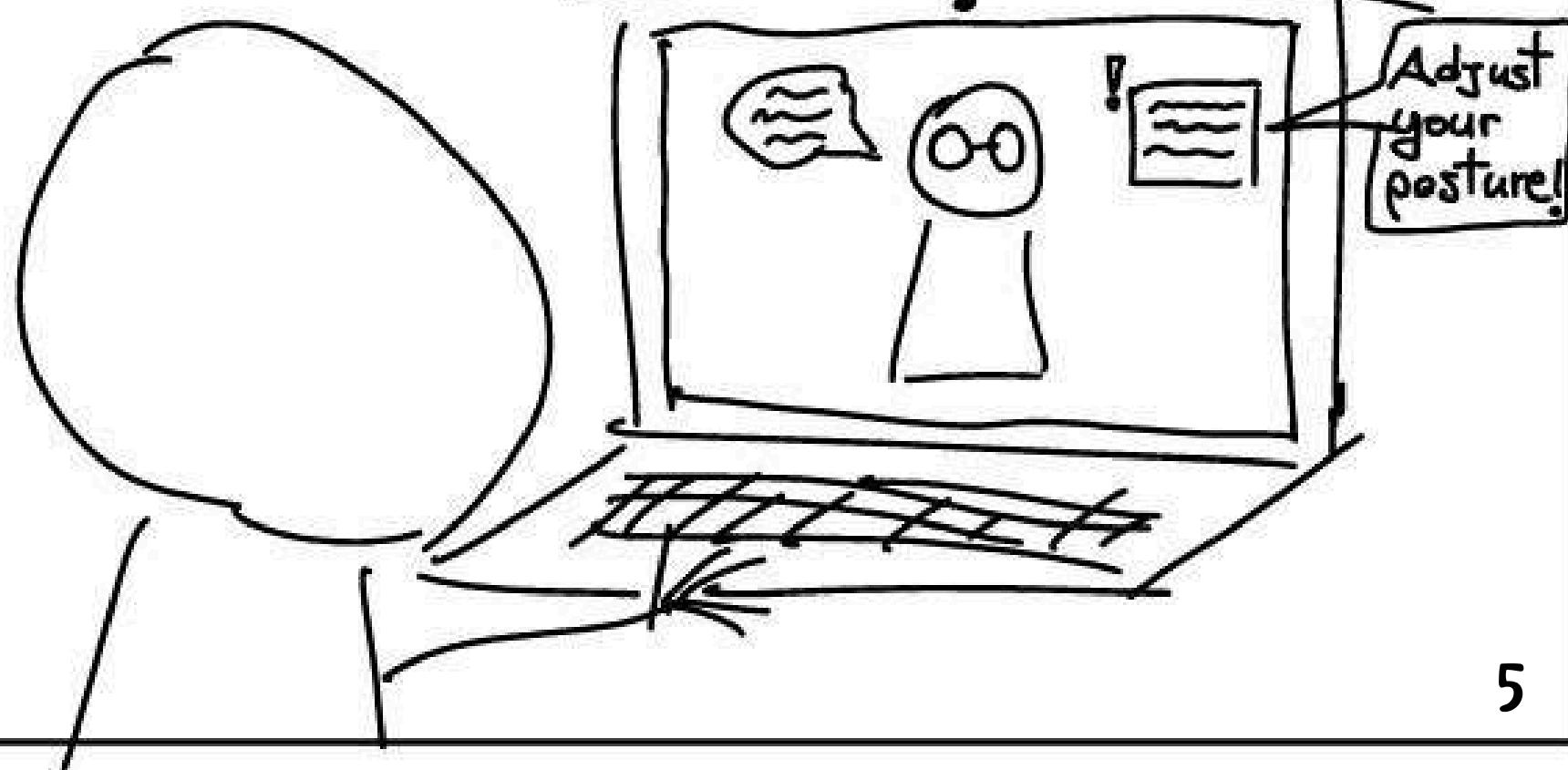


3

Welcome to the job interview  
What are your skills?  
My skills are...

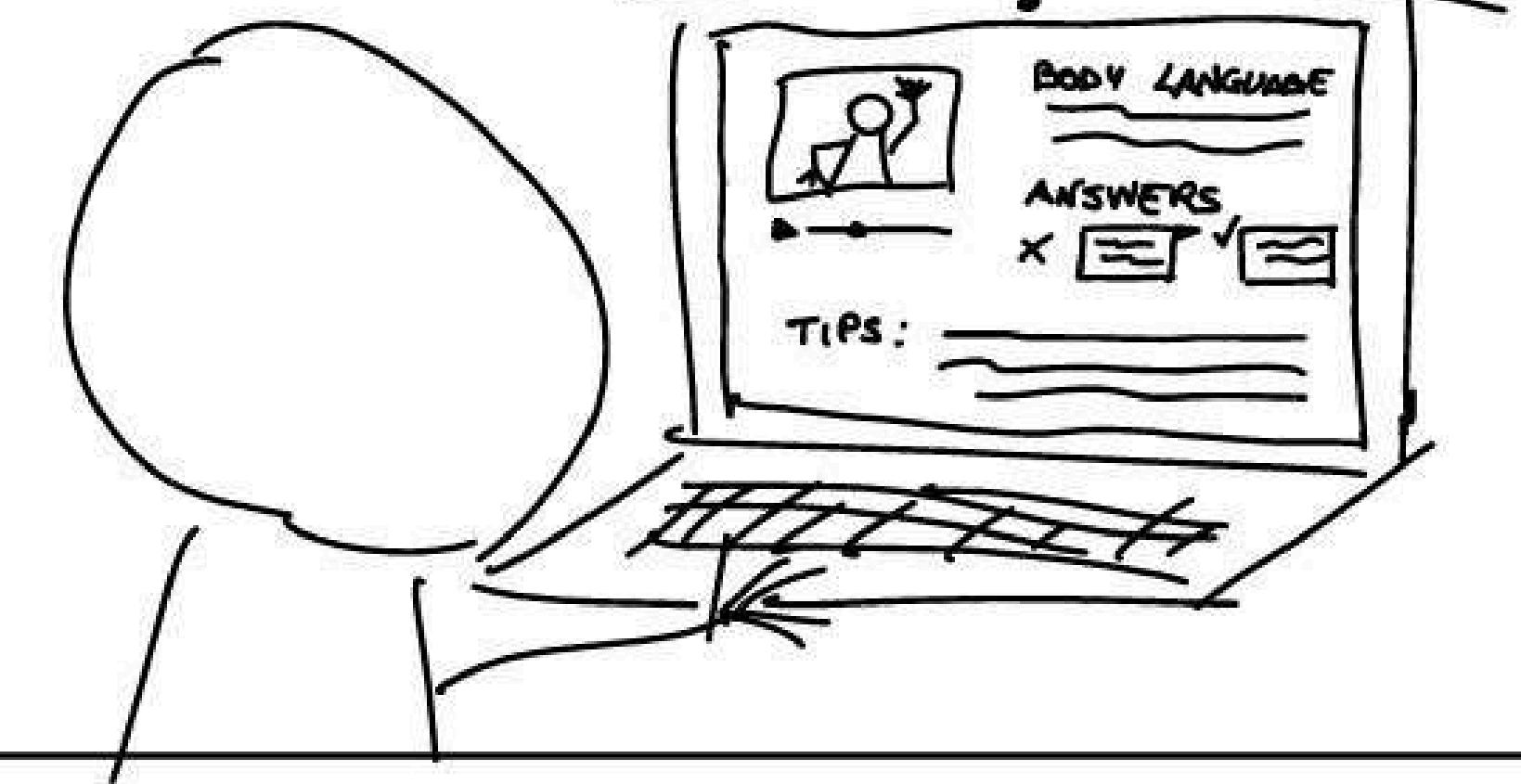
4

## REAL-TIME FEEDBACK

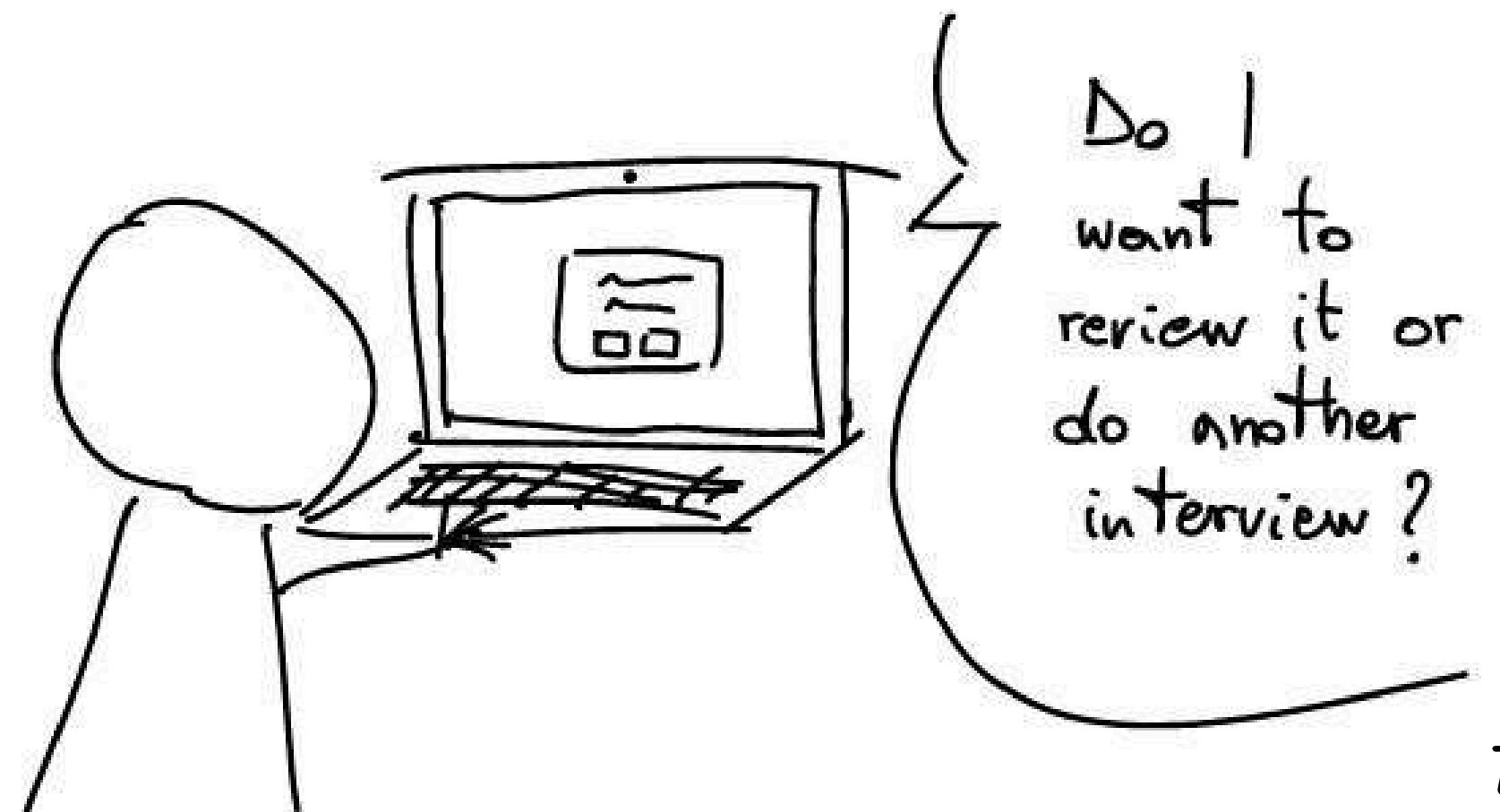


5

## OVERALL FEEDBACK

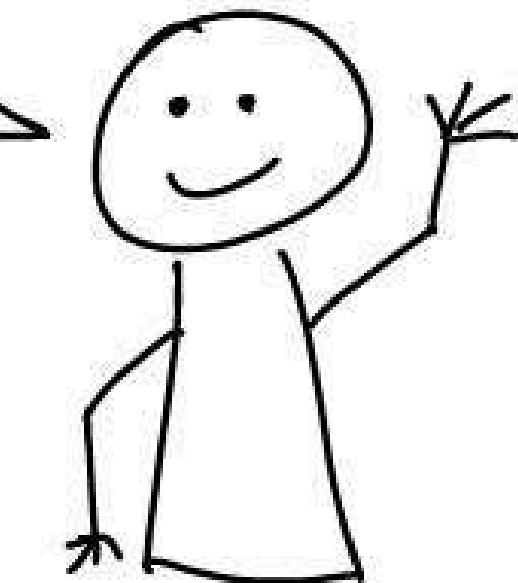


6



7

No, thanks!  
I'm satisfied!



8

# STORYBOARD

**Why we chose it and which are its strengths and weaknesses, and how well it achieves the identified goal/user need ?**

The storyboard reflects the need of the user to have a way to prepare himself before doing a job interview, practicing and reviewing his mistakes to arrive at the interview with the best attitude possible. Moreover, the storyboards focus on addressing the user to improve both answers and body language, which are essential aspects for interview preparation.

This approach supports users in building confidence and refining their communication skills, which aligns with the need for an education tool in interview preparation.

On another side, a weakness of these storyboards could be the inability to provide detailed system functionality. For example, while a storyboard shows the user providing information about the desired job role, it does not explain how the system will set up the interview simulation and how the user will receive real-time feedback during the interview.

# MODALiTIES EXPLORATION

The two selected modalities:

- Desktop Application with mouse and camera
- Mobile Application with touch and camera

The alternative modalities that we considered:

- Virtual Reality (VR)
- Voice Assistant (voice-only Interface)

# DESKTOP APPLICATION WITH MOUSE AND CAMERA

**Motivation:** A desktop application provides a large screen, which is ideal for viewing detailed feedback and reading questions clearly. Users can easily select a job role from a dropdown menu and start the interview comfortably, with the large screen allowing them to read feedback tips alongside a live video of themselves. Using the desktop camera to observe body language is convenient, enabling clear video capture and accurate feedback on posture, facial expressions, and eye contact throughout each question

# MOBILE APPLICATION WITH TOUCH AND CAMERA

**Motivation:** A mobile application suits users looking for flexibility, simplicity, and easy interactions. Feedback is provided through visual cues like icons, colors, and short phrases displayed in pop-up bubbles during each answer. Mobile access allows users to review their interview feedbacks anytime and anywhere, also making it more convenient for quick practice sessions.

# VIRTUAL REALITY (VR)

**Reason Not to Choose:** While VR can provide an immersive interview experience, it is not a suitable way because we need a clear view of the user through the camera to record and analyze body language for feedback. VR headsets obscure parts of the face and restrict the system's ability to observe expressions, posture, and eye contact.

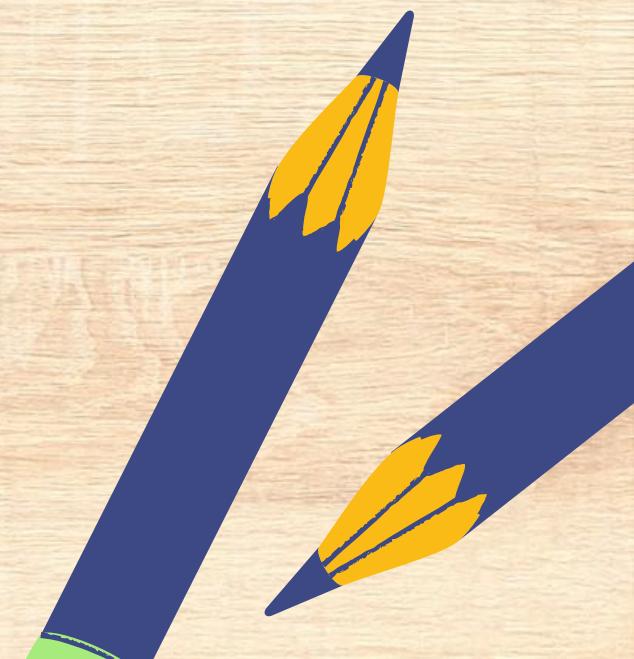
# VOICE ASSISTANT (VOICE-ONLY INTERFACE)

**Reason Not to Choose:** there is a lack of the visual component for detailed feedback. Users practicing for interviews need feedback not only on what they say but also on body language and facial expressions, which a voice-only system can't capture.

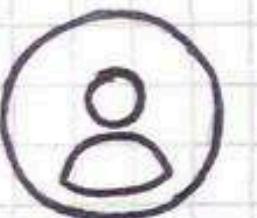


# Paper prototype #1

## Desktop



# CommuniPrep



Username

Dashboard

Contribution

## Select your job role

Web Developer



Start Interview

Personalize Interview

Job Role: Software Engineering

Date: 01/11/2024

Status: COMPLETED

Feedback

Delete

Job Role: UI Designer

Date: 02/11/2024

Status: INCOMPLETE

Continue

Delete

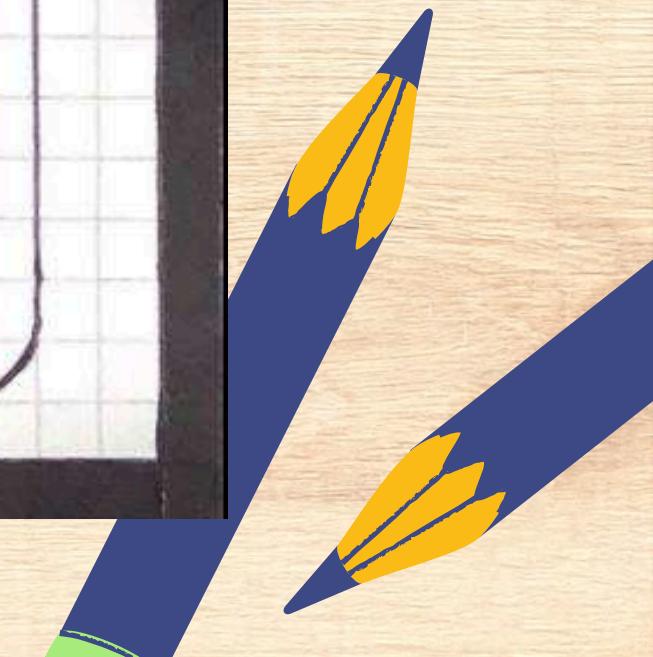
Job Role: Back-end Developer

Date:

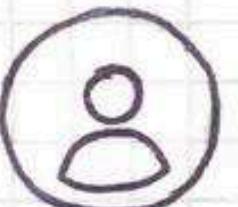
Status: COMPLETED

Feedback

Delete



CommuniPrep



Username

Dashboard

Contribution

Select your job role

Web Developer

Web Developer

UI/UX Designer

Job Role

Date:

Status

Software Engineer

Finalize Interview

Role: UI Designer

02/11/2024

INCOMPLETE

Continue

Delete

Feedback

Delete

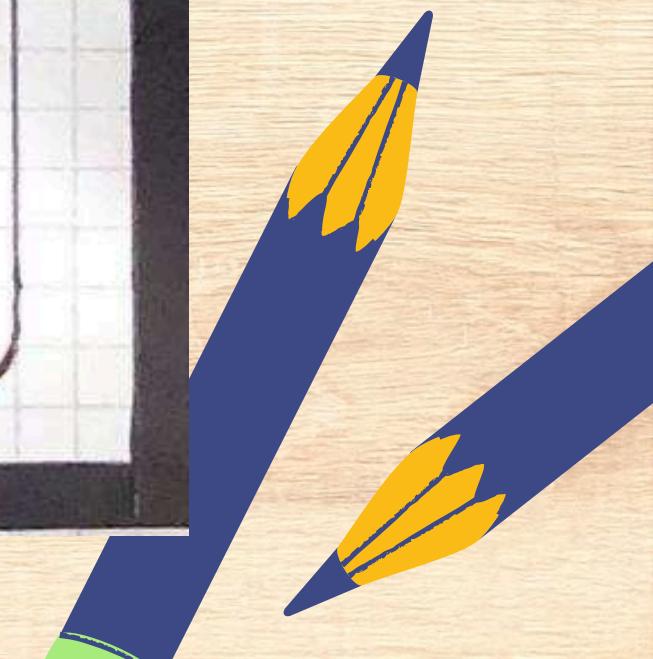
Job Role: Back-end Developer

Date:

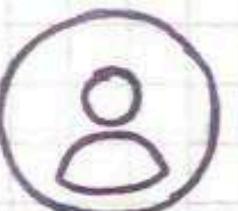
Status: COMPLETED

Feedback

Delete



# CommuniPrep



Username

Dashboard

Contribution

## Select your job role

Web Developer

S

Number of questions:

- 5
- 10
- 15
- 20

Interview

Job Role: S

Date: 01/1

Status: CO

Feedback

Interview Difficulty:

- Easy
- Average
- Difficult

START Interview

skip

I Designer

1/2024

COMPLETE

Delete

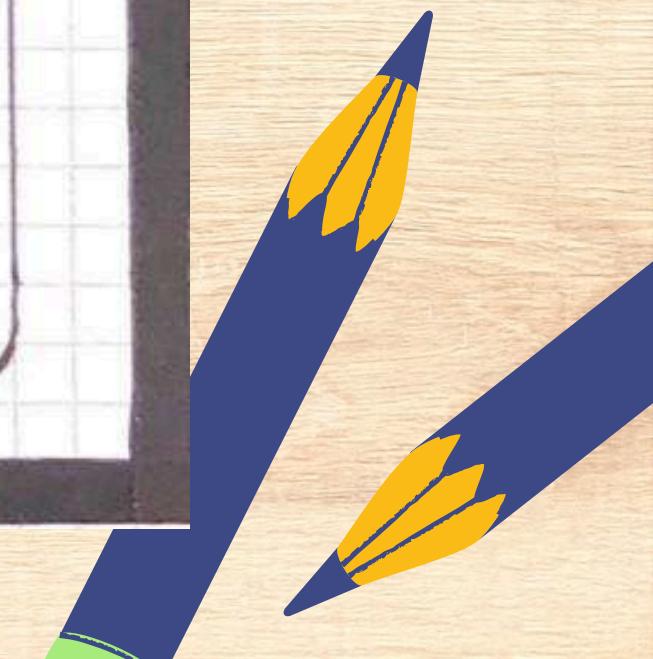
Job Role: Back-end Developer

Date:

Status: COMPLETED

Feedback

Delete

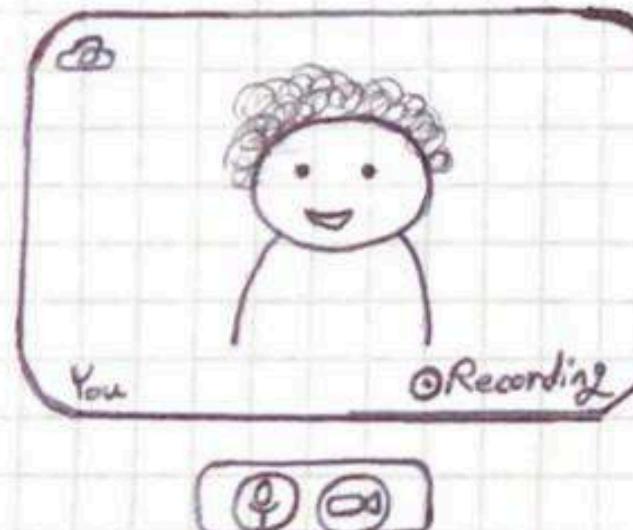


# CommuniPrep

Username



Question 1: Could you provide an

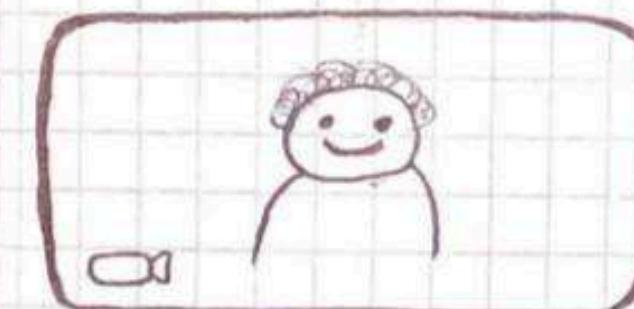


||||| Listening...

Interview Duration

20:10

Check your video and microphone



Microphone detected

Continue

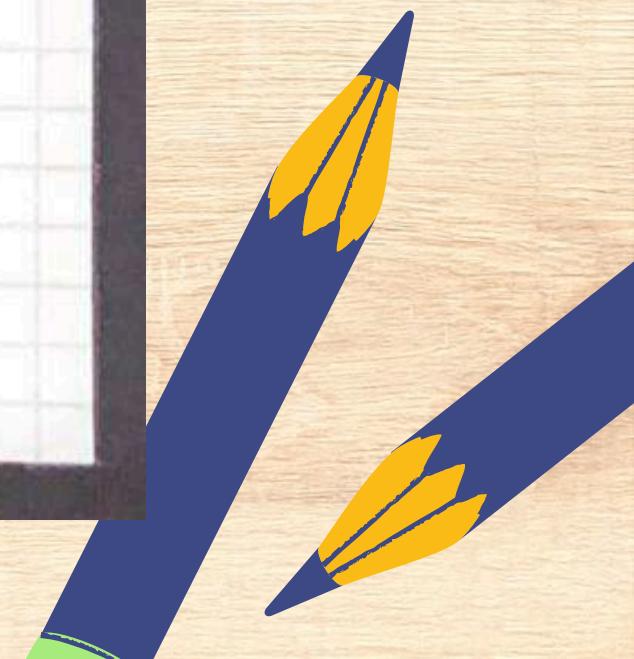
If you can't see video, it means your browser require access

of warmth!  
room, Keep eye contact!

08:20

Pause

Complete Interview →



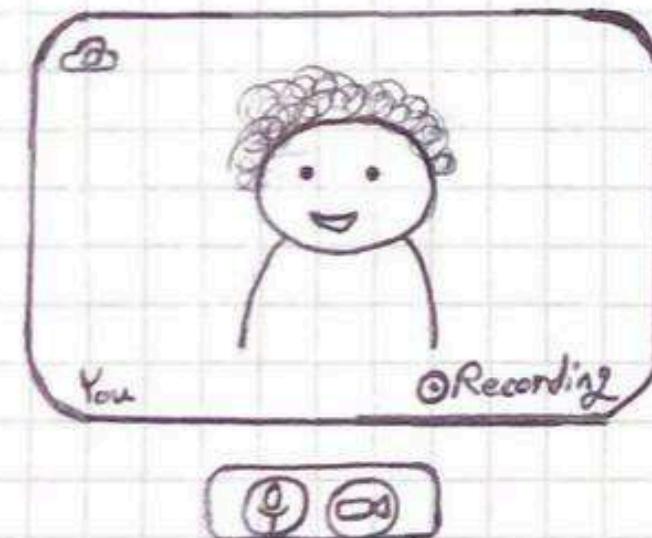
CommuniPrep

Username



Question 1: Could you provide an overview of your professional background and experience?

(Real-time Feedback)



ⓘ Watch for fillers like "um", Pause briefly instead!

😊 You did a great job of linking your experience to the role.

||||| Listening...

✓ Your smile add a lot of warmth!

✗ Avoid Looking around the room, Keep eye contact!

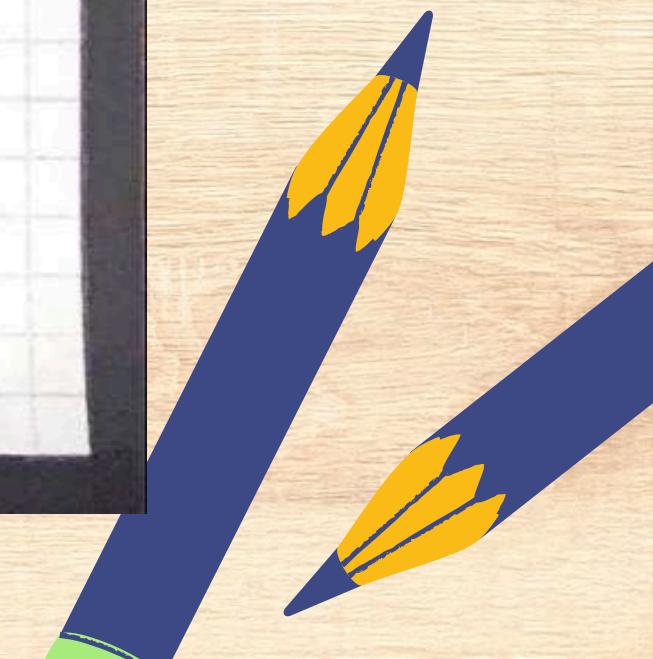
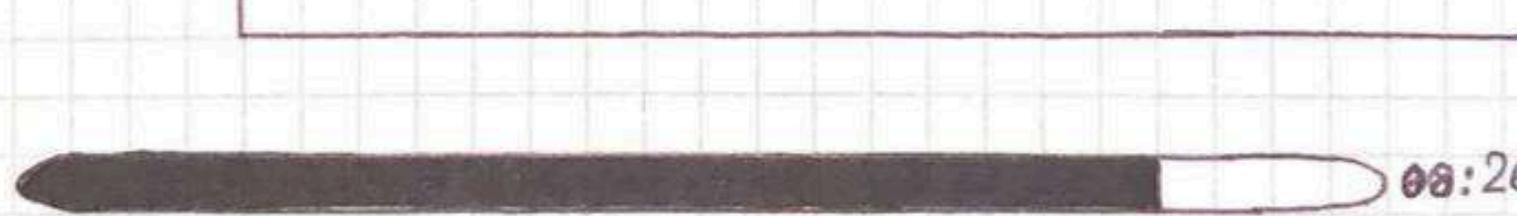
Interview Duration

20:10

08:20

Pause

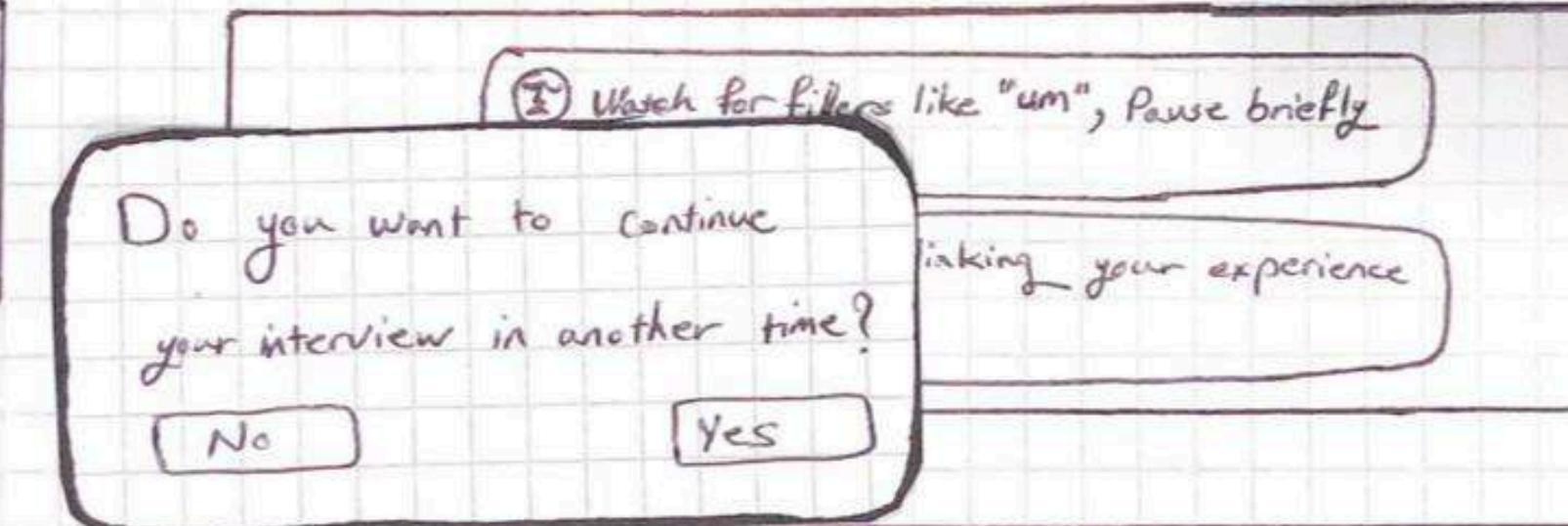
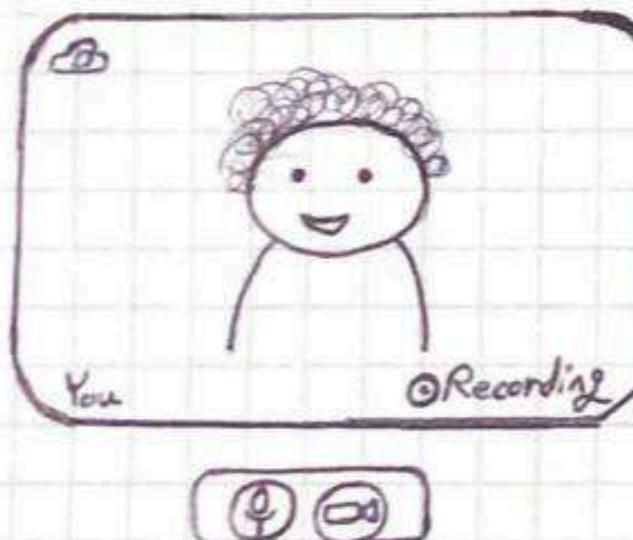
Complete Interview ➔





Question 1: Could you provide an overview of your professional background and experience?

(Real-time Feedback)



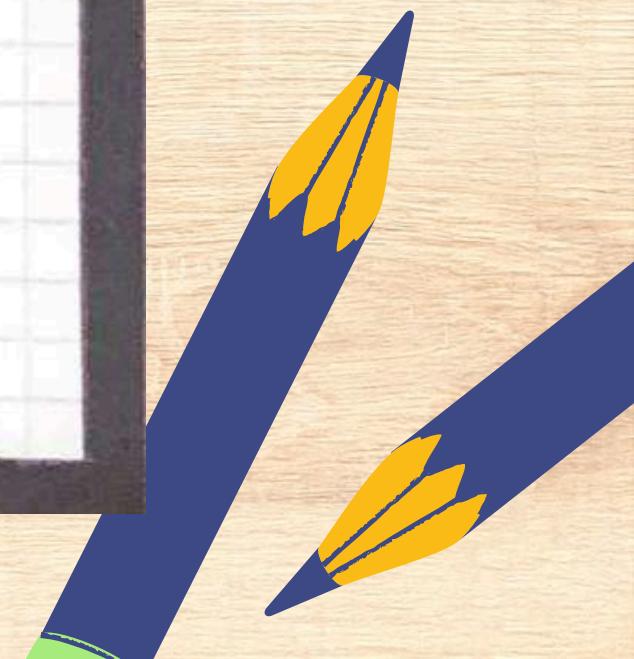
||||| Listening...

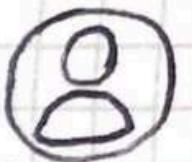
- ✓ Your smile add a lot of warmth!
- ✗ Avoid Looking around the room, Keep eye contact!

Interview Duration  
20:10

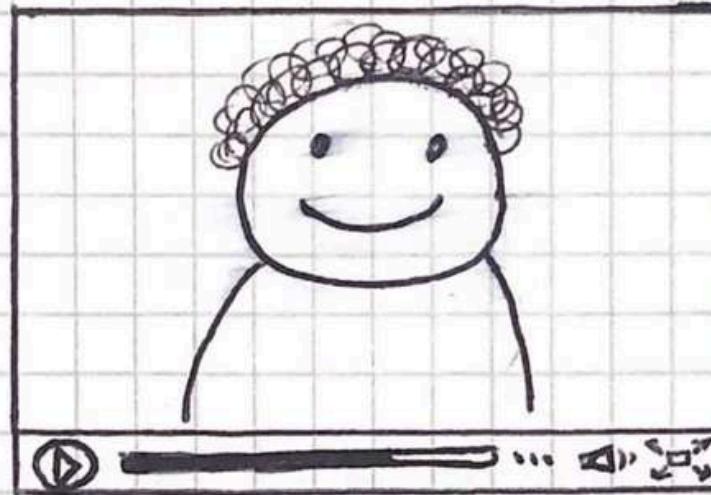


Pause      Complete Interview →





Feedback



Question 1: Could you provide an overview of your background in?

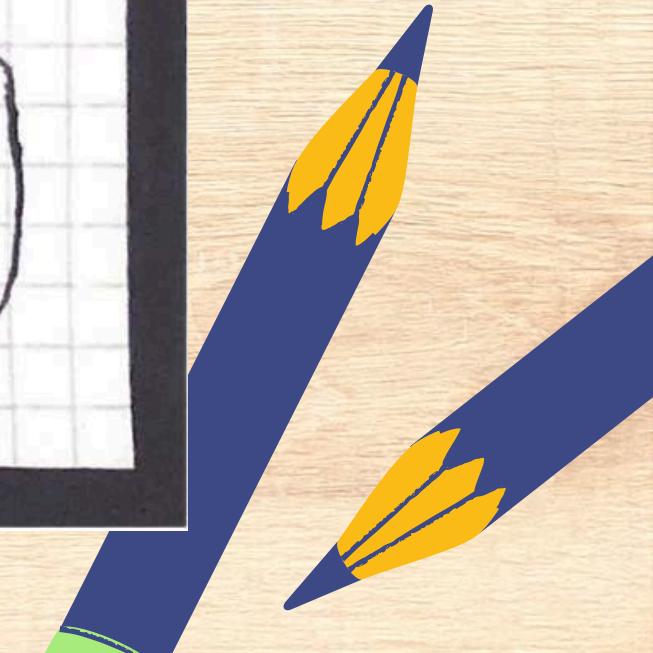


Your Answer: ~~~~~~

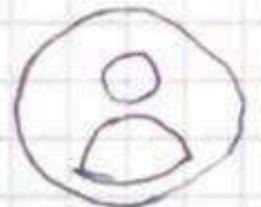
Tips: ~~~~

Body language Feedback

1. ~~~~~~ . 12:14
2. ~~~~~~ . 17:20



CommuniPrep



Username

Dashboard

Contribution

Tell us about a recent job interview:

Select Job Role

Q: What was one of the questions they asked you?

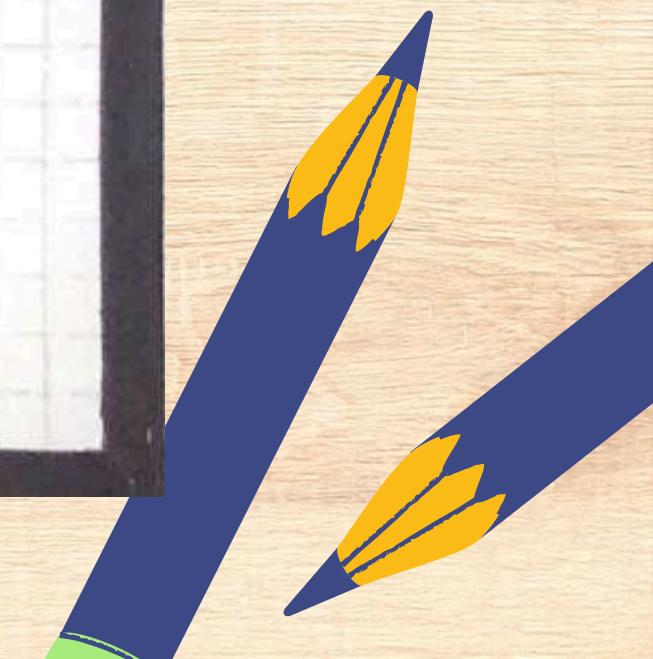
A: How did you respond? (optional)

Duration 02:00

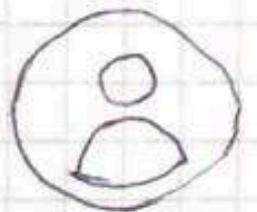
Difficulty

ADD

Question	Answer	Action
What --- ?	It is --- .	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
How --- ?	doing ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
When --- ?	in the ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Which --- ?	The ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>



CommuniPrep



Username

Dashboard

Contribution

Tell us about a recent job interview:

Select Job Role

web Developer

UI/UX Designer

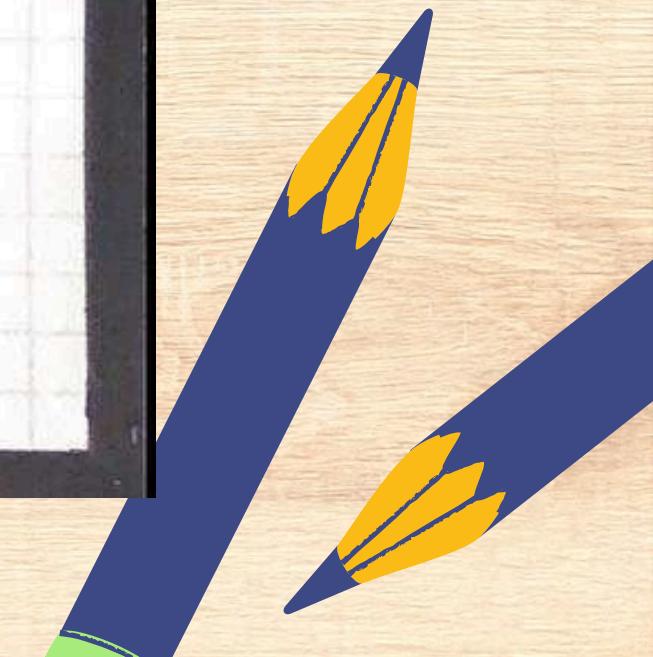
Software Engineer

Difficulty



ADD

Question	Answer	Action
What --- ?	It is --- .	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
How --- ?	doing ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
When --- ?	in the ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Which --- ?	The ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>



CommuniPrep

Tell us about a recent job interview:

Select Job Role

Q: What was one of the questions they asked you?

A: How did you respond? (optional)

Duration 02:00

Difficulty

easy

average

difficult

Question

What - - -

How - - -

When - - - ? in the - - -

Which - - - ? The - - -

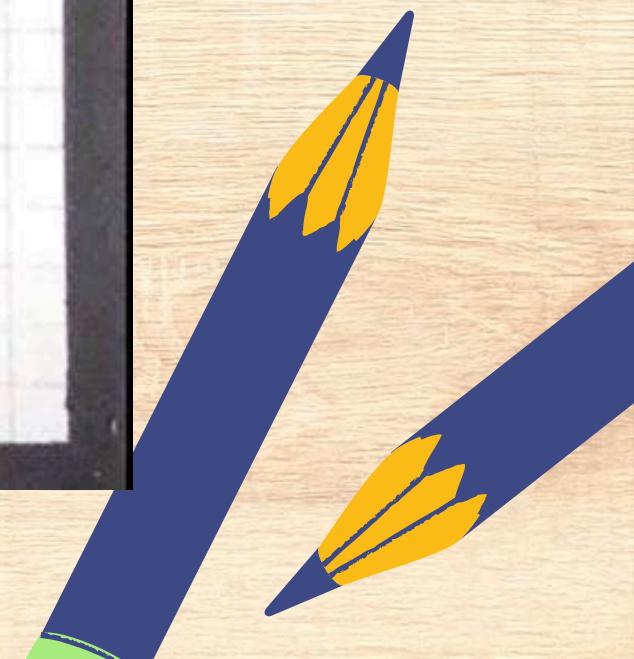
Action

Edit Delete

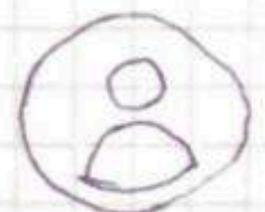
Edit Delete

Edit Delete

Edit Delete



CommuniPrep



Username

Dashboard

Contribution

Tell us about a recent job interview:

Select Job Role

Q: What was one of the questions they asked you?

A: How did you respond? (optional)

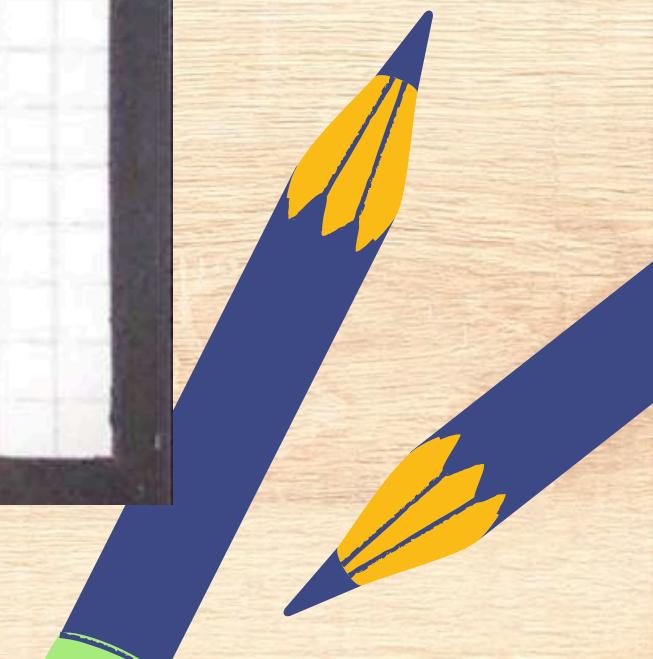
Questions submitted

successfully

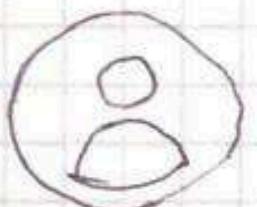


OK

Question	Answer	Action
What --- ?	It is --- .	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
How --- ?	doing ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
When --- ?	in the ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Which --- ?	The ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>



CommuniPrep



Username

Dashboard

Contribution

Tell us about a recent job interview:

Select Job Role

Q: What was one of the questions they asked you?

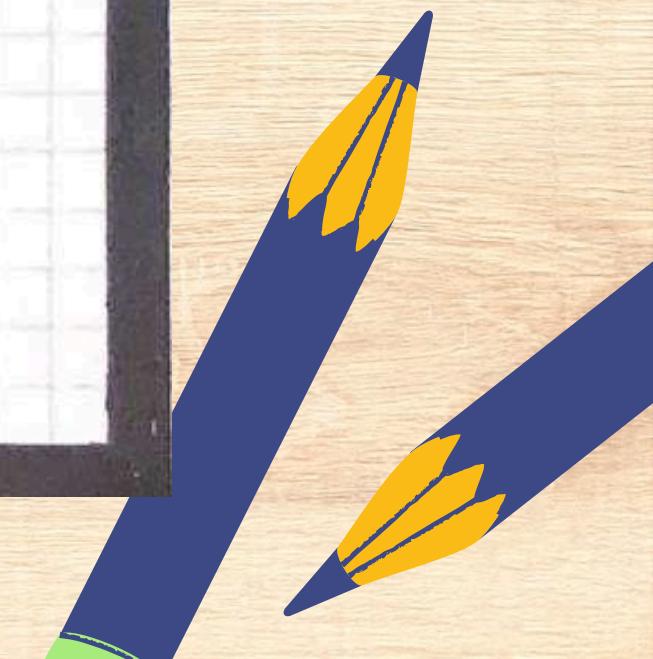
A: How did you respond? (optional)

Duration 02:00

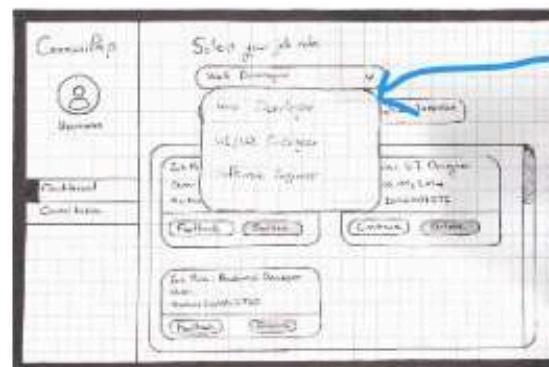
Difficulty

Modify

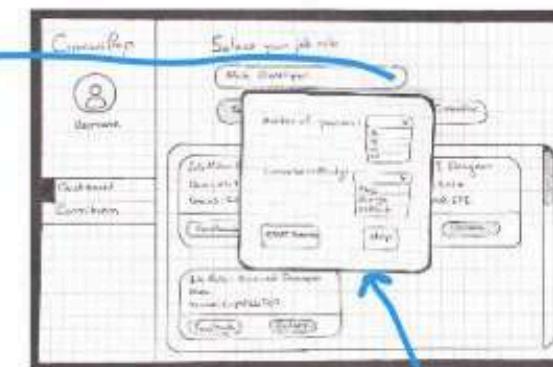
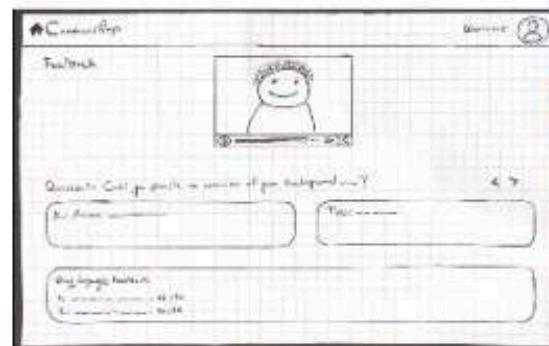
Question	Answer	Action
What --- ?	It is --- .	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
How --- ?	doing ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
When --- ?	in the ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Which --- ?	The ---	<input type="button" value="Edit"/> <input type="button" value="Delete"/>



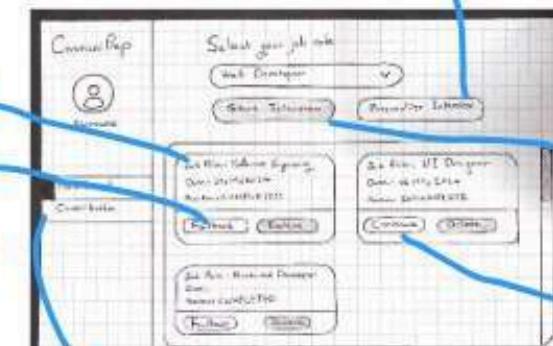
The user selects a job role, begins the interview, and receives real-time feedback.



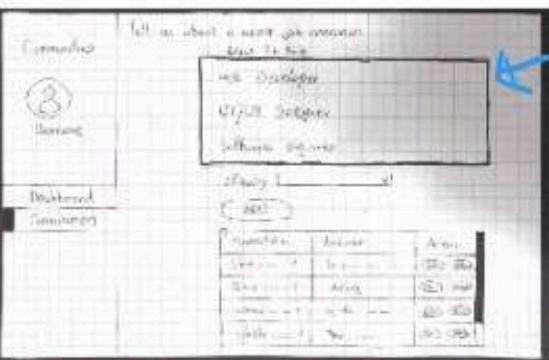
Final feedback



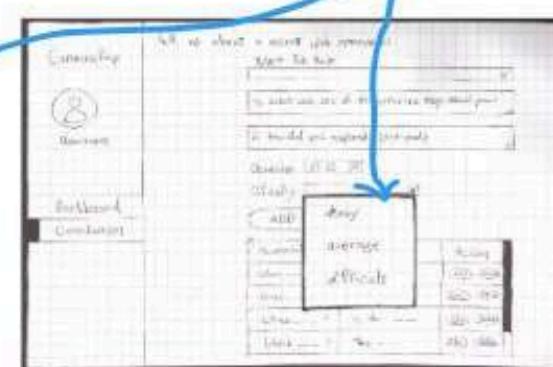
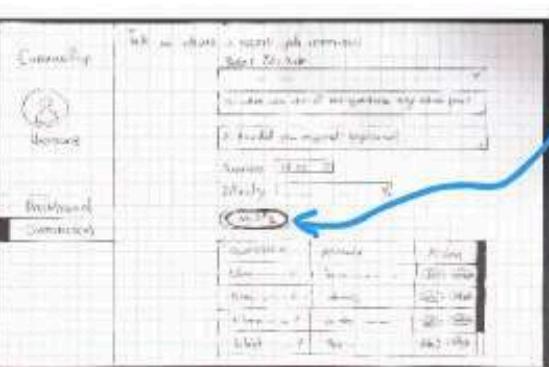
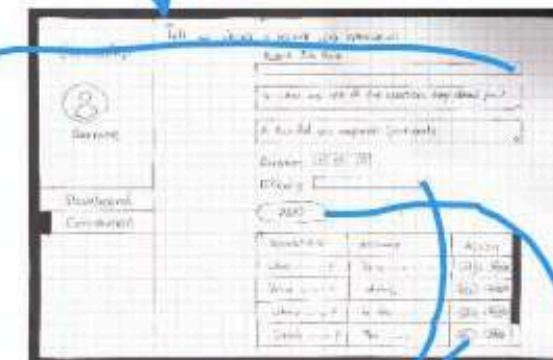
Dashboard



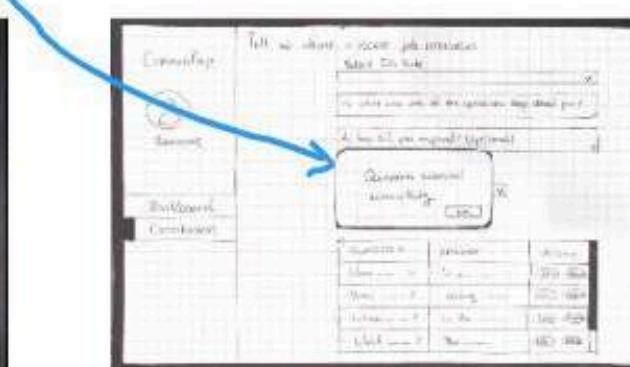
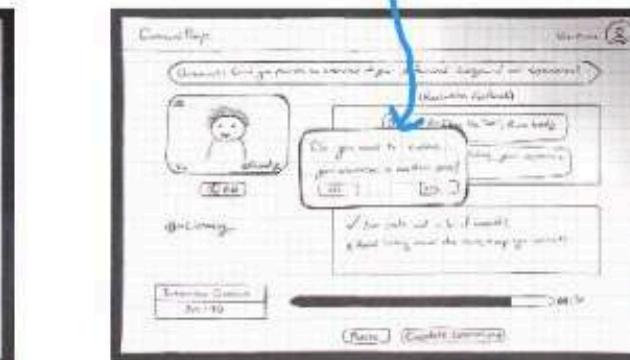
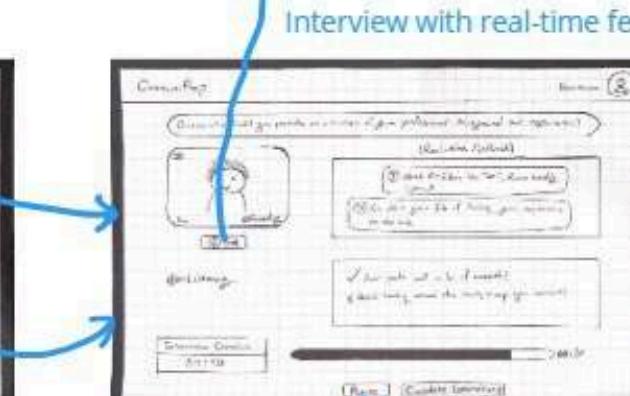
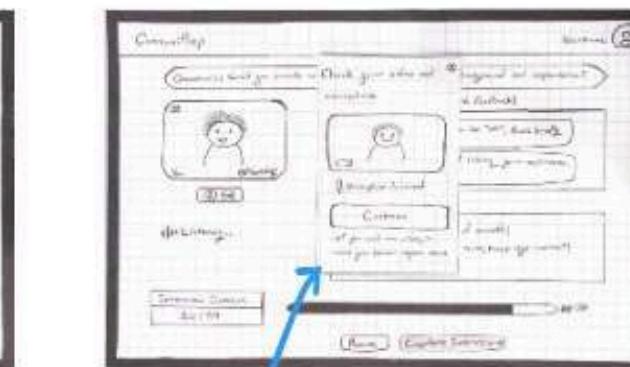
Interview with real-time feedback



Contribution



The user adds new questions along with their answers, specifying both the time required to answer and the difficulty level.



## **How does it connect to the storyboard and the three tasks?**

### **Simple Task:**

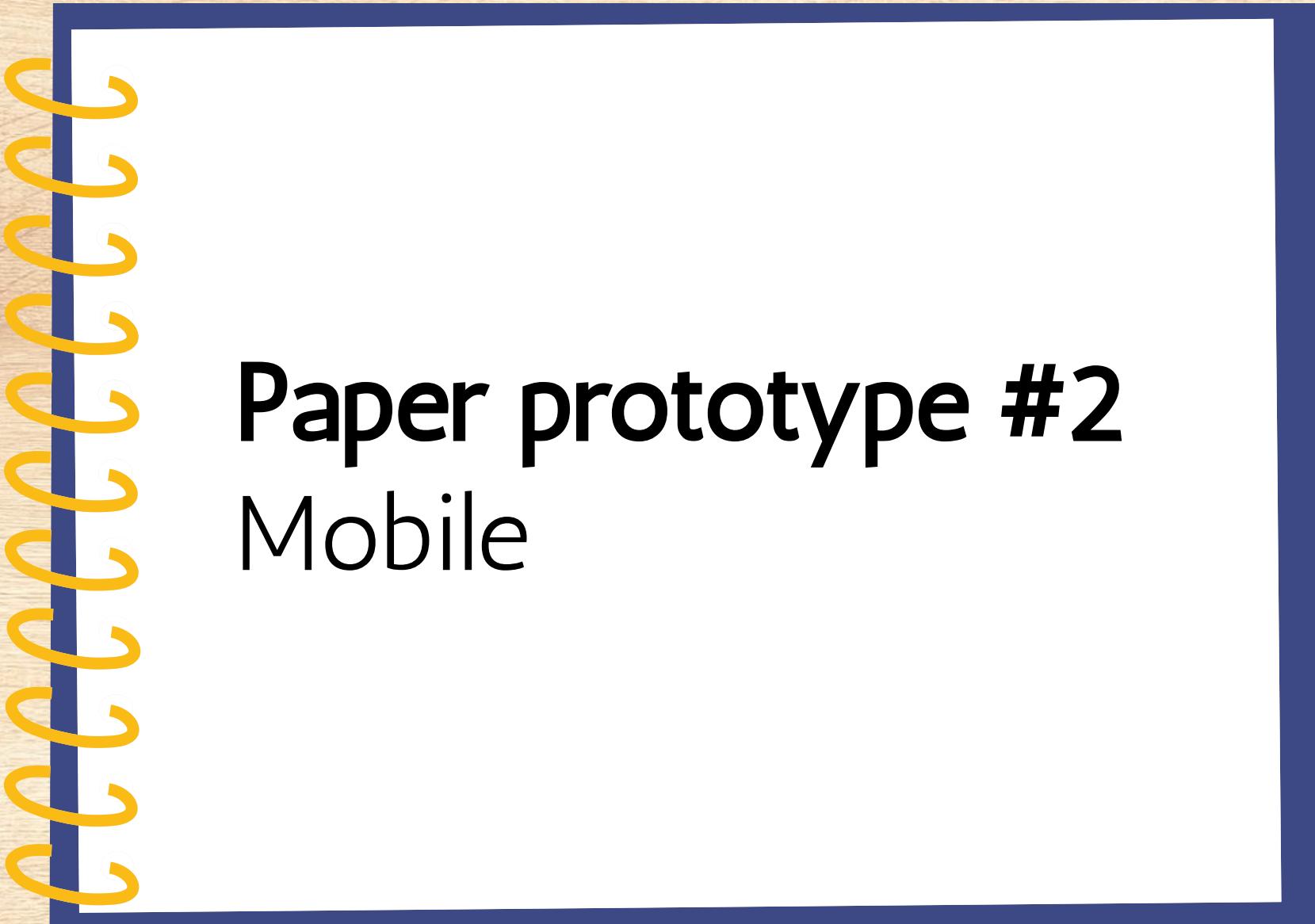
In the first two panels of the storyboard, the user expresses a desire to find a job and applies for a position. They discover an option for a "simulation of an interview." The third panel aligns with the "Simple" task, where the user selects the specific role they wish to apply for, enabling the application to tailor interview questions and the overall experience. On the Dashboard page, users can specify the job role they are preparing for, prompting the application to generate role-specific questions.

### **Moderate Task:**

The middle panels depict the user participating in a simulated interview, answering questions relevant to the chosen role and receiving real-time feedback. This feedback covers both verbal and non-verbal cues, including content, tone, body language, and facial expressions. It helps the user identify areas for improvement, such as answer structure and eye contact. This section aligns with the "Moderate" task by offering detailed, actionable feedback during the simulation. The Interview page of the application presents role-based questions and employs AI to assess the user's responses and body language in real time, utilizing a webcam for monitoring body language and voice recording for analyzing content and tone.

### **Complex Task:**

The application will feature a page where users can input specific questions they have encountered in previous interviews

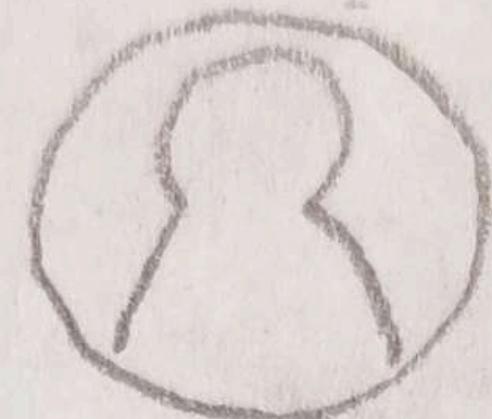


# Paper prototype #2

Mobile



# 5) CommuniPrep



Username

Start Interview

Add Questions

# 6) CommuniPrep



Username

Name :

Surname :

Degree :

Select job role ▾

Personalize >

START



CommuniPrep 223

Username

Name : \_\_\_\_\_

Surname : \_\_\_\_\_

Degree : \_\_\_\_\_

Select job role

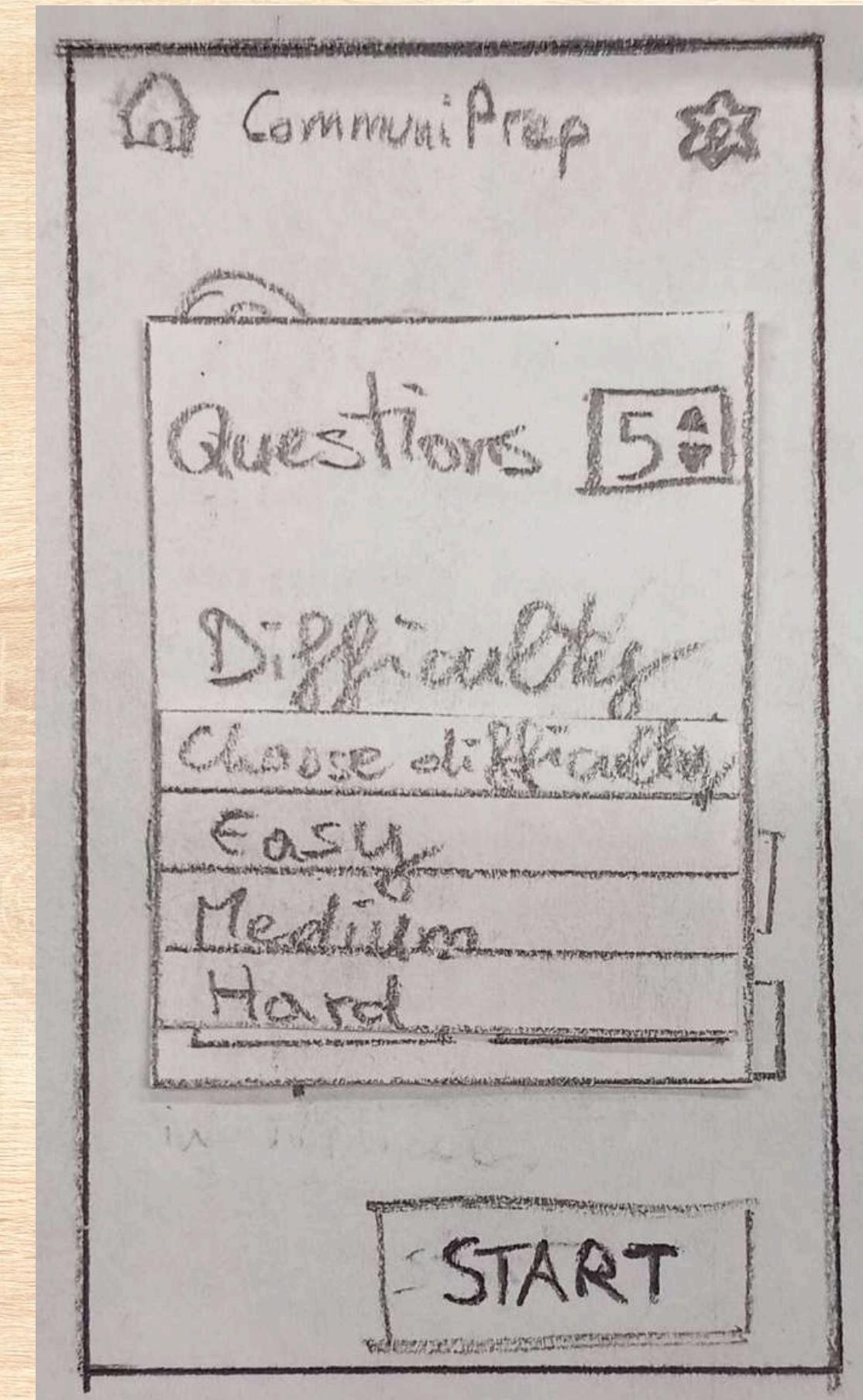
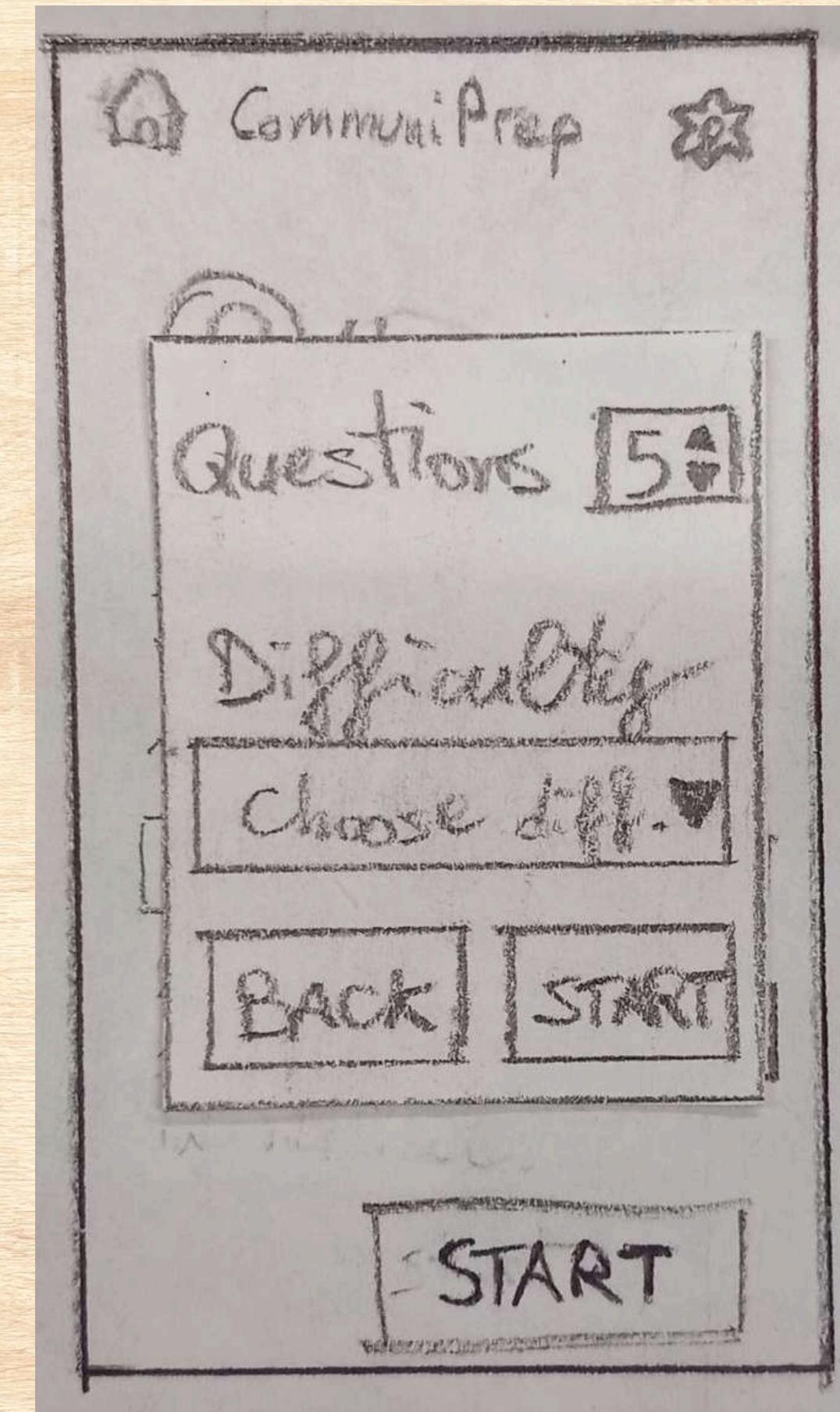
Web Developer

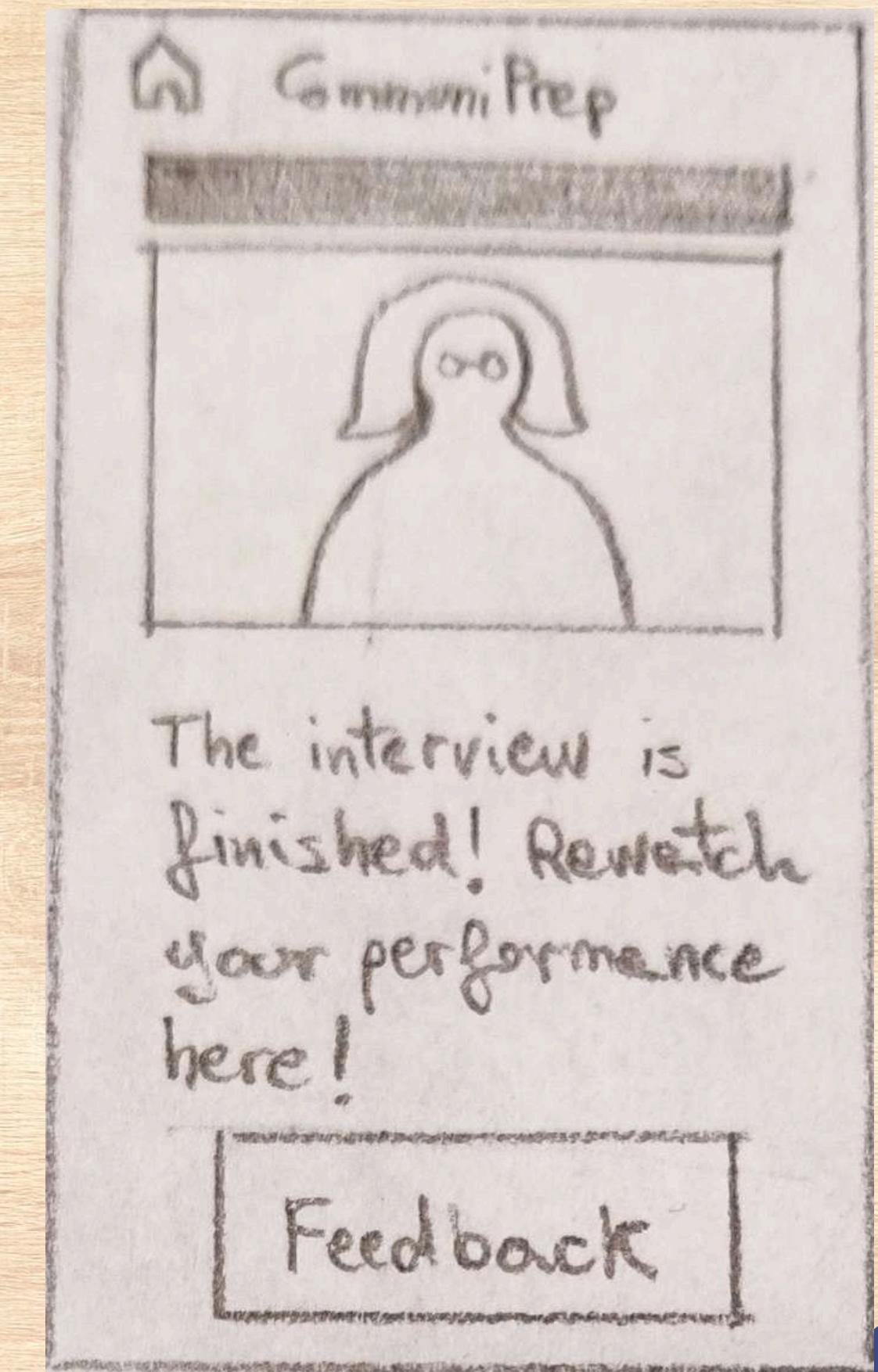
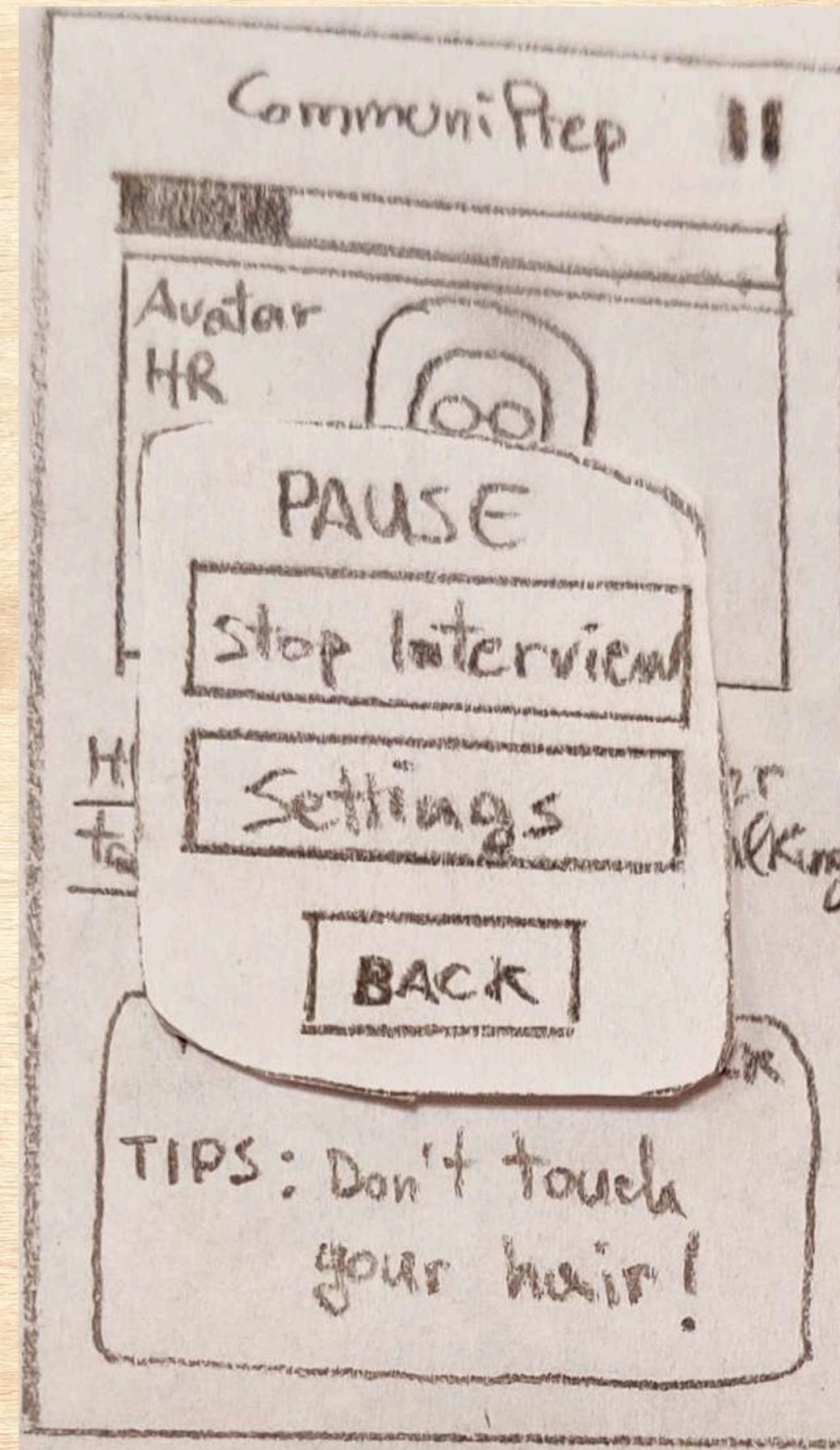
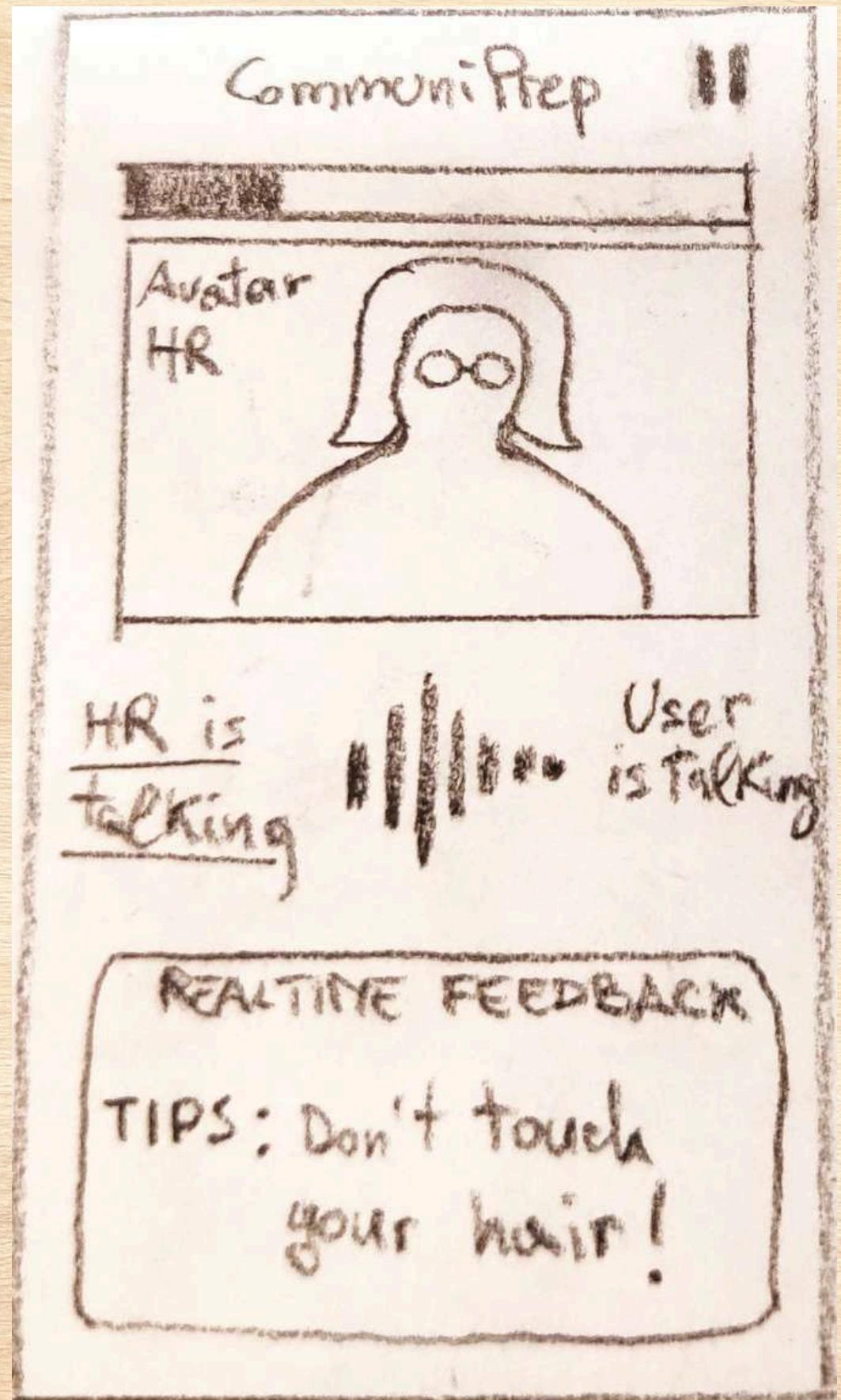
Frontend dev.

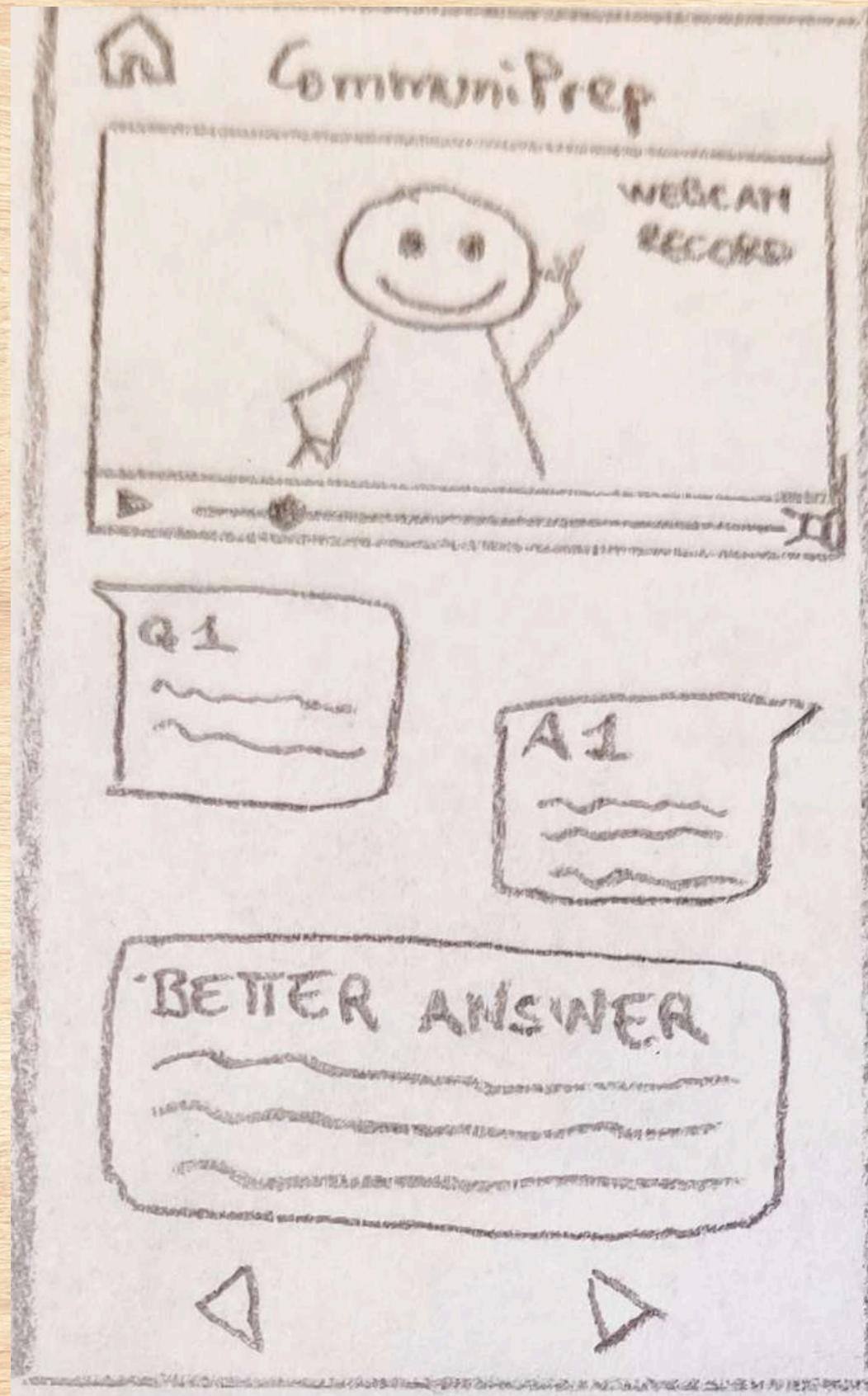
Backend dev.

Fullstack dev.

Data scientist







A hand-drawn wireframe sketch of a form titled "ADD QUESTION". At the top left is a house icon. To its right, the text "CommuniPrep" is written above a small flower icon. Below this, the text "ADD QUESTION" is centered. A circular icon with a person symbol is followed by the text "Username". Below this is a dropdown menu labeled "Select job role". A large rectangular input field is labeled "Question :". Below it is another dropdown menu labeled "Select difficulty". At the bottom is a large rounded rectangle containing the word "Submit".

A hand-drawn wireframe sketch of a form titled "ADD QUESTION". At the top left is a house icon. To its right, the text "CommuniPrep" is written above a small flower icon. Below this, the text "ADD QUESTION" is centered. A circular icon with a person symbol is followed by the text "Username". Below it is a dropdown menu labeled "Select job role". A large rectangular input field is labeled "Question :". Below it is another dropdown menu labeled "Select difficulty". This dropdown menu contains the words "Easy", "Medium", and "Hard".

# CommoniPrep

## ADD QUESTION

① Username

Select job role

Web Developer

Frontend dev.

Backend dev.

Fullstack dev.

Data scientist

Submit

# CommoniPrep

## ADD QUESTION

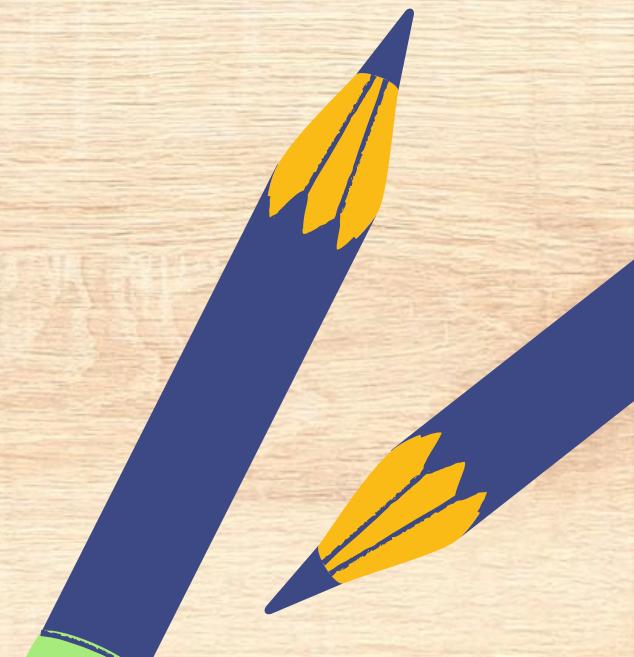
② Username

Question submitted successfully!

HOME

Back

Submit



CommuniPrep

## HISTORY

👤 Username

Interview 3 Continue Review 🗑

Date : Job role :

Interview 2 Continue Review 🗑

Date : Job role :

Interview 1 Review Retry 🗑

Date : Job role :

CommuniPrep

## HISTORY

👤 Username

Interview 6 Continue Review 🗑

06/01/24 Web Dev

Interview 5 Continue Review 🗑

05/01/24 Web Dev

Interview 4 Review 🗑

04/01/24 Web Dev

Interview 3 Review 🗑

03/01/24 Fullstack

Interview 2 Continue Review 🗑

02/01/24 Frontend Dev

Interview 1 Continue Review 🗑

01/01/24 Web Dev

CommuniPrep

## SETTINGS

👤 Username

Modify

Name : Name

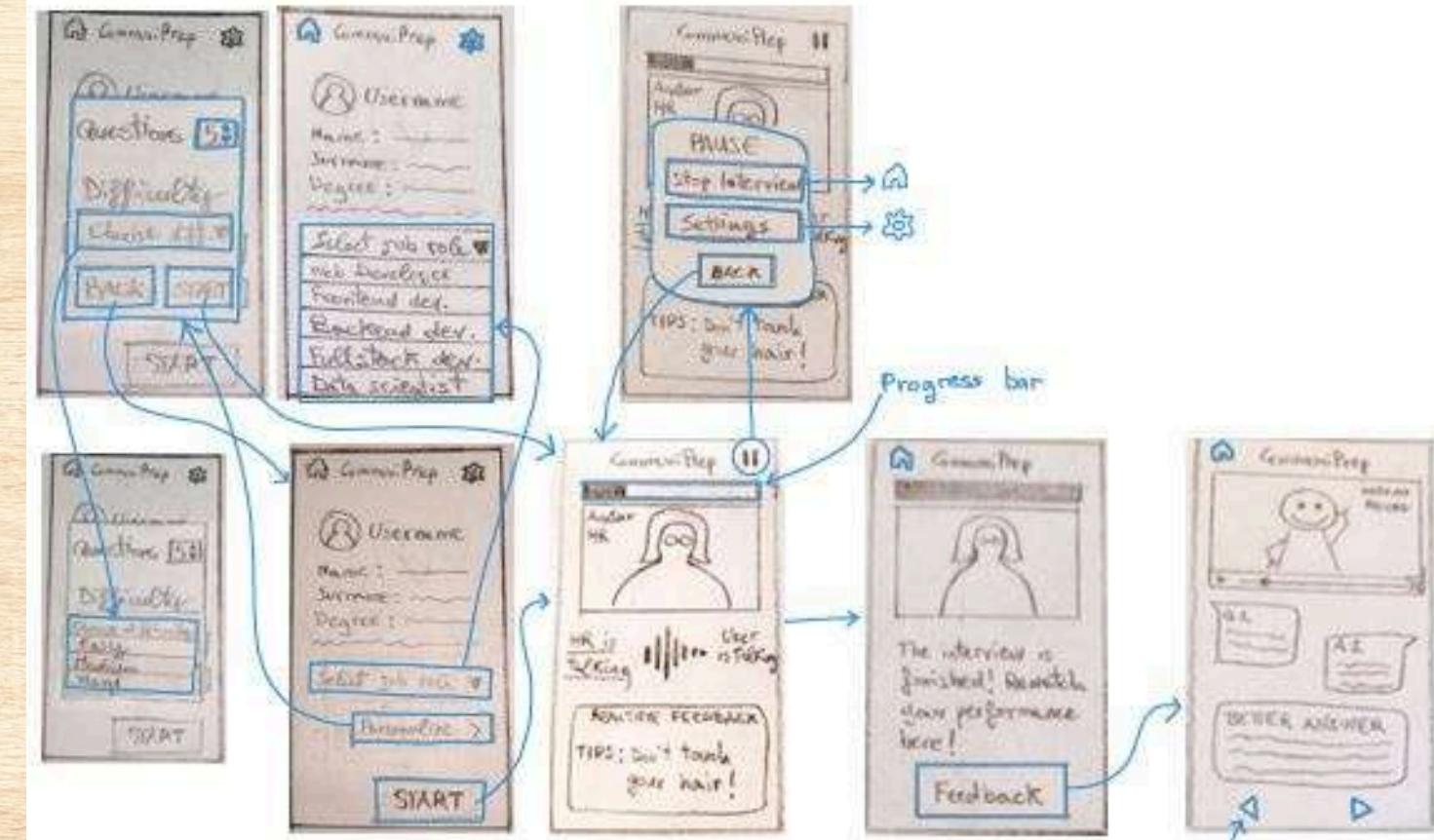
Surname : Surname

Degree :

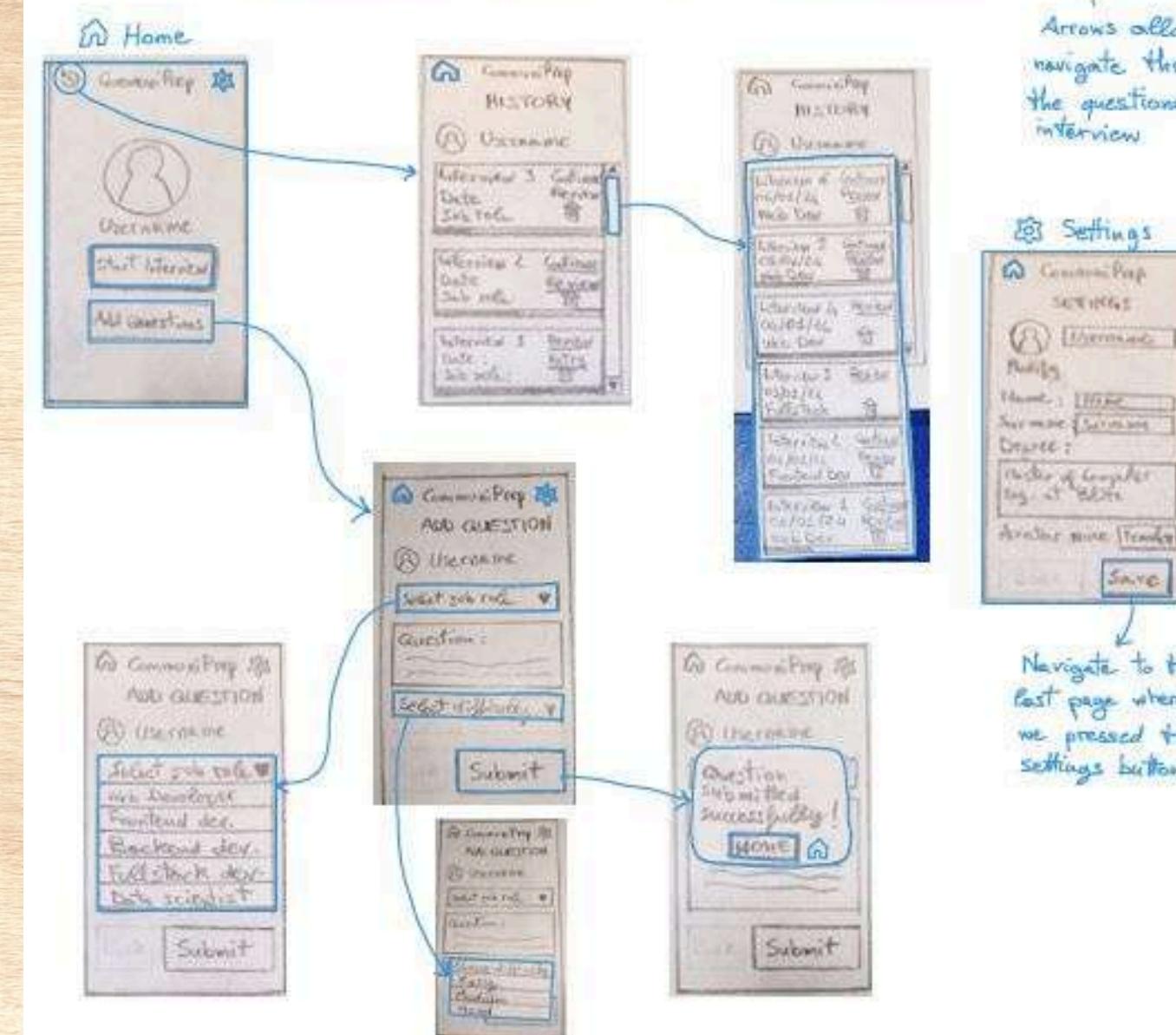
Master of Computer Eng. at Polito

Avatar voice Female

Save



Arrows allow to navigate through all the questions of the interview



Navigate to the last page where we pressed the settings button



## **How does it connect to the storyboard and the three tasks?**

### **Simple Task:**

The Job Role Selection and Interview Simulation screens align with the user's initial step in the storyboard, where they choose a job role and begin the simulated interview. This setup step is straightforward, allowing the user to quickly enter a relevant practice session based on their chosen role.

### **Moderate Task:**

The Real-Time Feedback screen matches the part of the storyboard where the user receives feedback on body language and tone during the interview. This feature helps users stay aware of their presentation and adjust as needed, which is crucial for effective interview preparation. The feedback icons or text provide actionable advice in a way that supports the user without interrupting the flow of the interview.

### **Complex Task:**

The Sample Question Submission screen allows users to add their own interview questions from past experiences, which enriches the app's interview simulation content. This feature supports the user in customizing the simulation, making it more reflective of real-life situations they've encountered. It's represented in the prototype as the app helping the user prepare by simulating relevant questions and feedback.



**THANK YOU FOR YOUR  
ATTENTION!**