

International Students Trying to Learn Italian Language



Assignment 2 - Storyboard & LF prototype
Team Susa

“ITALIFY”

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Introduction

- **Value proposition:** Watch, Practice, Thrive
- **Problem Overview:** Due to a lack of cultural immersion, many Italian learners have difficulty learning the language. Conventional methods frequently fall short of involving learners in real-world situations.
- **Solution Overview:** The primary goal is to facilitate engaging and effective Italian language learning by leveraging a mix of daily practice, interactive content, and AI technology.

Tasks

GOAL:

Learning Italian in an interesting way during spare time or short breaks.

Simple Task

Find a video of a personal interest or favorite theme.

Moderate Task

Earn points by completing exercises correctly to unlock harder lessons.

Complex Tasks

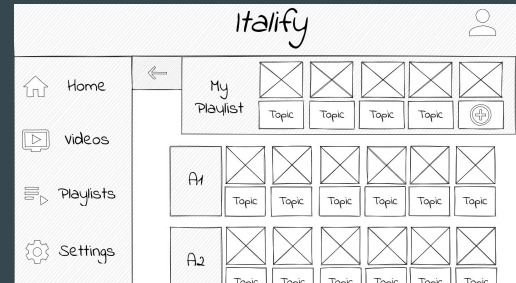
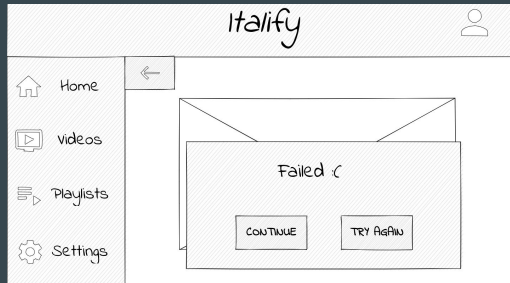
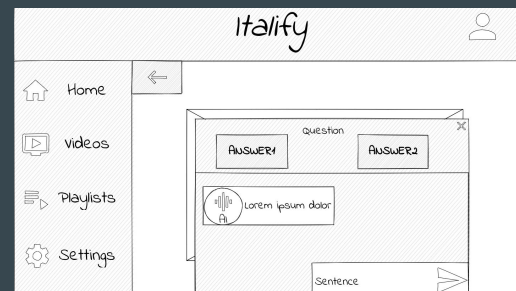
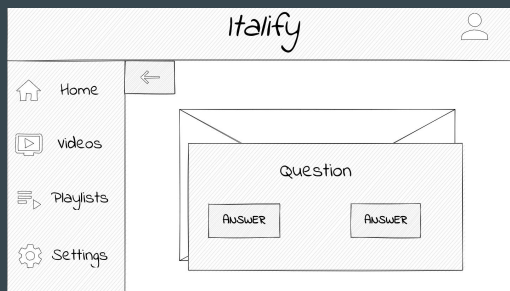
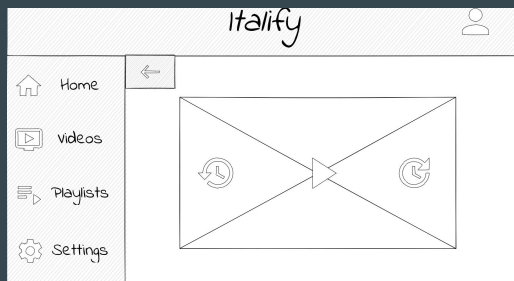
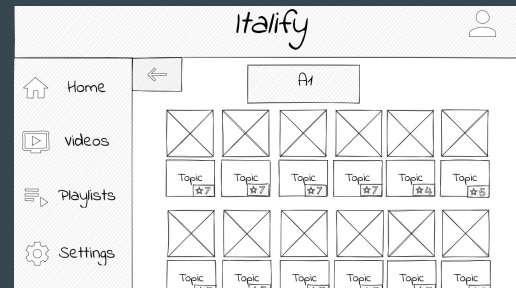
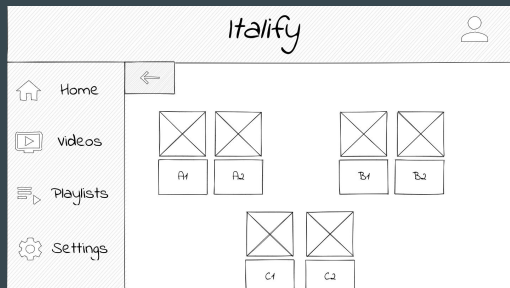
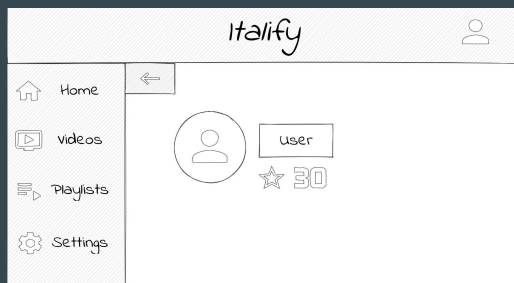
Chat with the AI to get detailed feedback and clarify any possible doubts.

Storyboard : simple task:

Modalities Exploration

- We talked about a variety of modalities such as wearable technology, desktop, mobile, speech recognition, and augmented reality (AR) platforms. Our purpose was to determine the modalities that, taking into account both our technical capabilities and the needs of our target audience, would best support our goals of offering a clear and simple user experience (UX) and be accessible. Our final choices were mobile & web apps.
- The **web app** offers a stable and straightforward learning environment. It's particularly useful for learners who want to focus deeply, as the larger screen provides a clear view of the videos and easy navigation. Ideal for those who prefer studying in a fixed place, like at a desk or in a home office.
- The **mobile app** responds to the increasing preference for learning on the go. It suits learners who like to study in short sessions, perhaps while commuting or during breaks. The app's design makes it convenient for these brief but frequent learning moments and makes it almost always accessible.

Prototype 1 - Web application



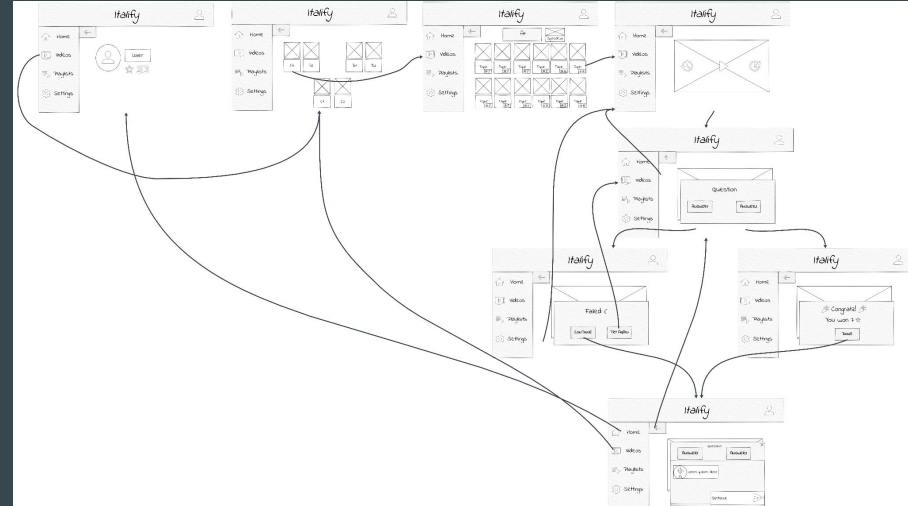
Prototype 1 - Web application (Cont'd)

The levels (A1, A2, etc.) and topics (like Greeting, Colors, Shopping) in the menu align with the practical language needs depicted in the storyboard, such as shopping or renting a house.

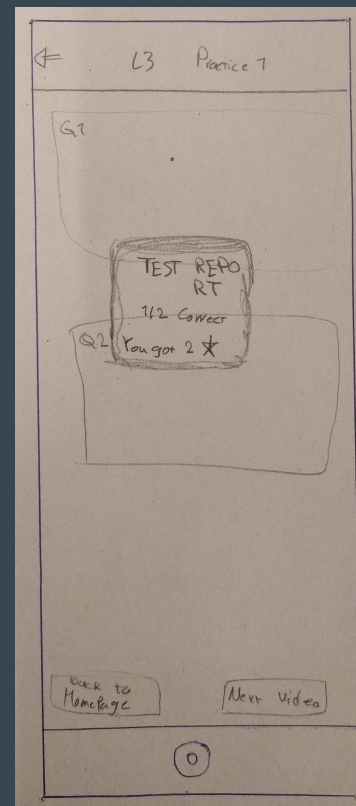
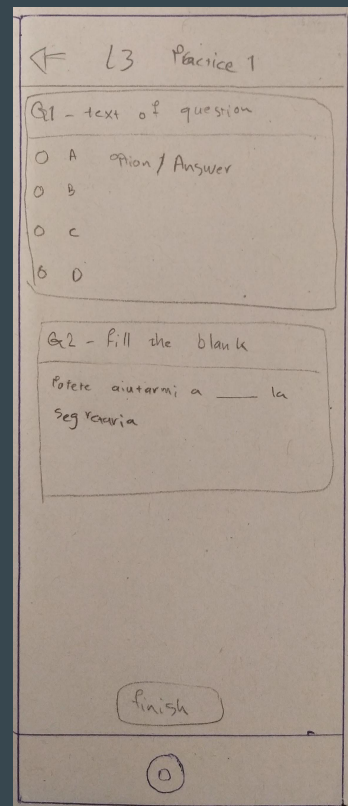
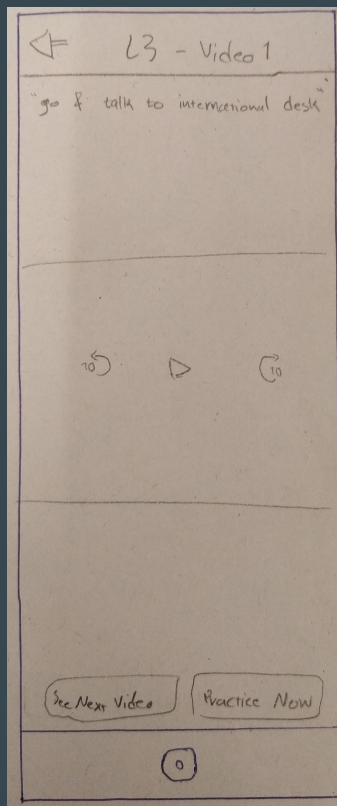
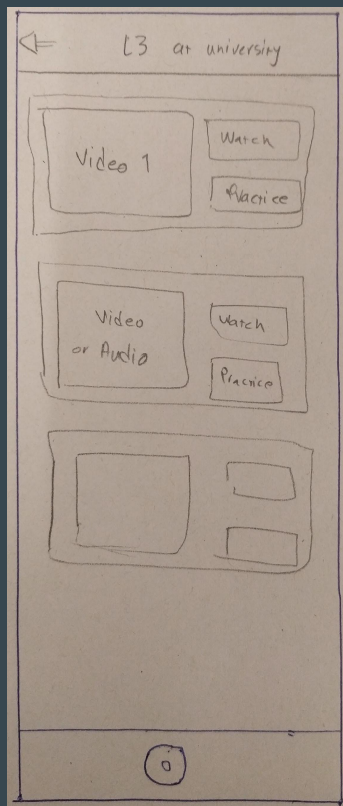
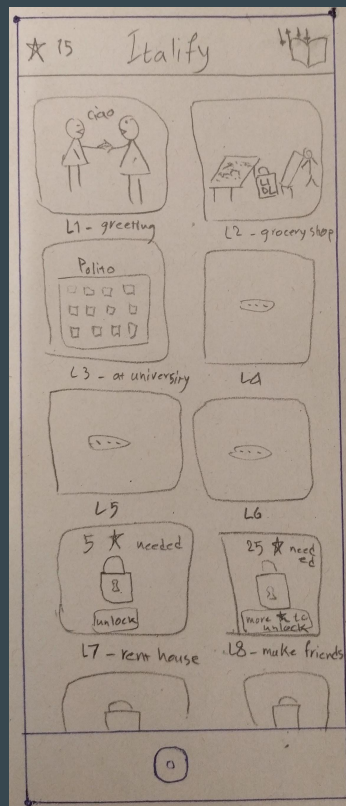
Simple Task: The screen where selection of a video is made from a level in the menu.

Moderate Task: A task of moderate complexity involves earning stars to unlock lessons.

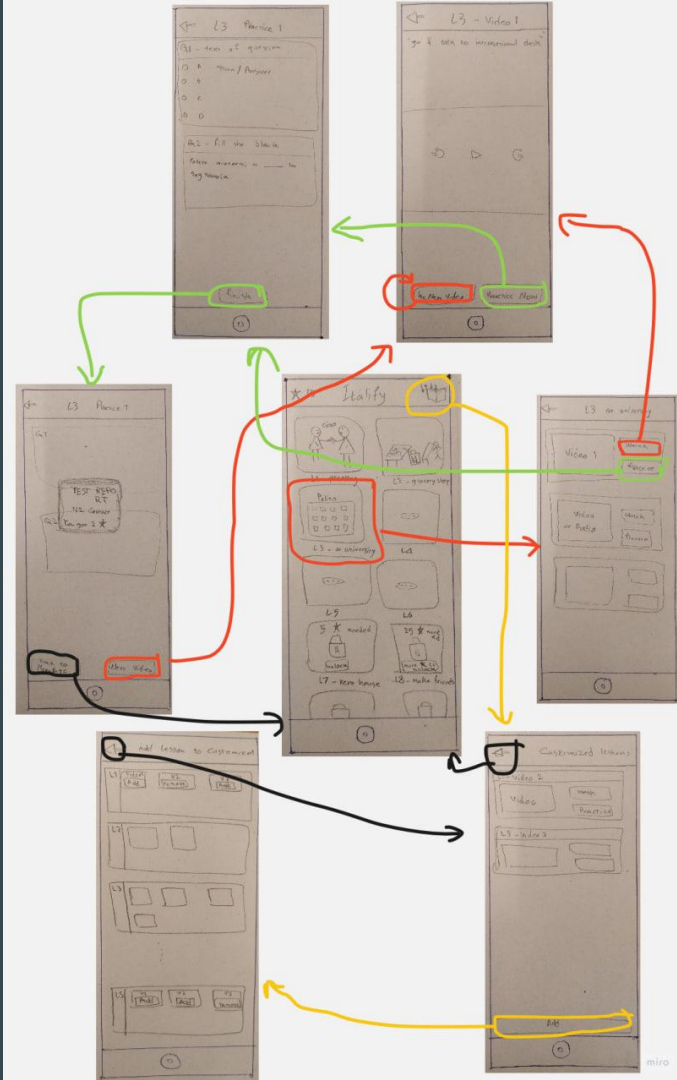
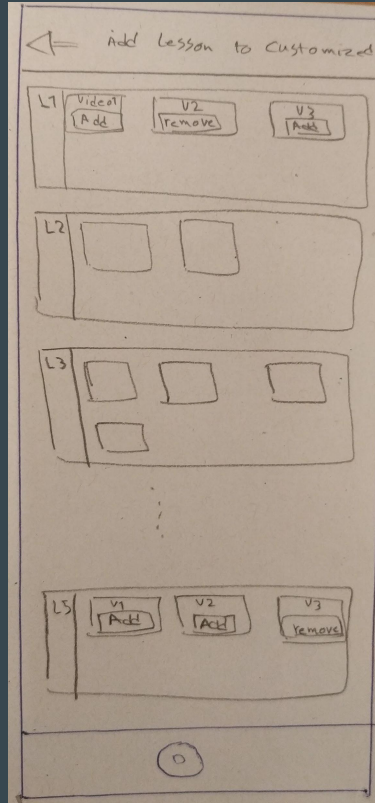
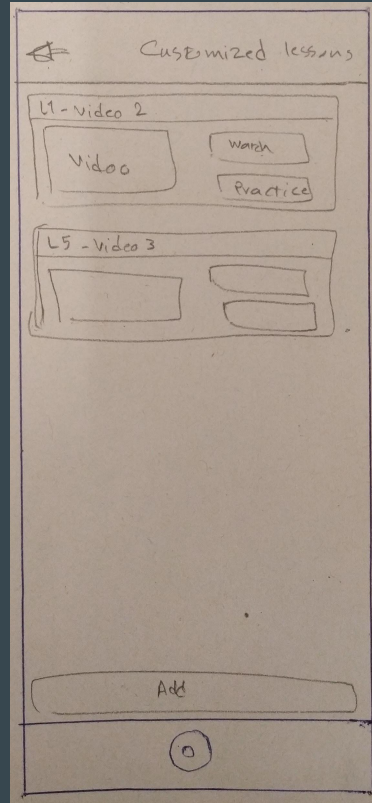
Complex Task: Chat with the AI to get a detailed feedback and clarify any possible doubts.



Prototype 2 - Mobile application



Prototype 2 - Mobile application (Cont'd)



Prototype 2 - Mobile application (Cont'd)

In this prototype, we introduce some application features like watching videos, possibility to take tests, ... to help user reaches his/her goals in their tasks. Also it's compatible with the stories mentioned in the storyboard, so the users can address their needs based on this type of prototype.