

TechWise: Summary of Design Changes

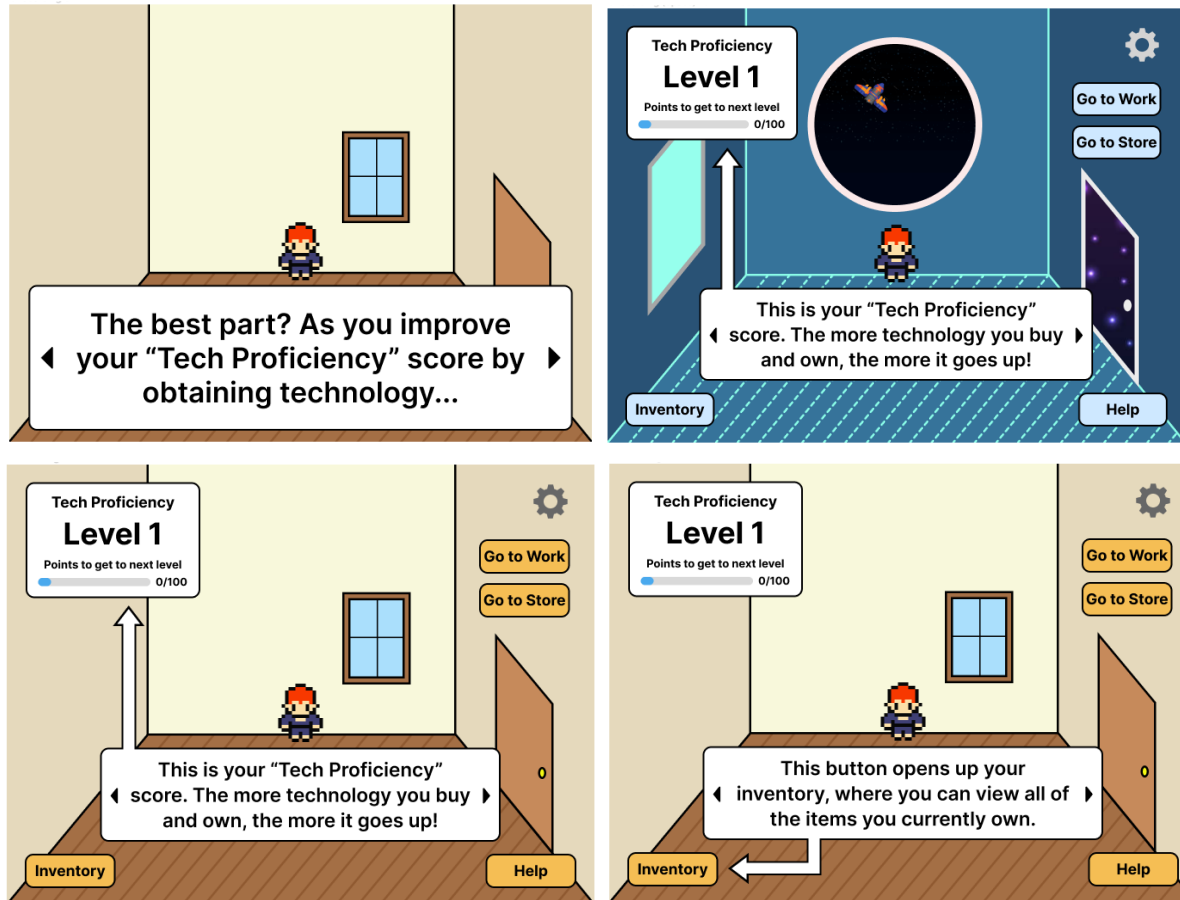


Introduction

Following extensive Heuristic Evaluation of our medium-fi prototype, we received great feedback related to navigation and sensitivity to the target user demographic. We launched a set of design changes aimed at increasing accessibility and comprehension of our application, increasing accessibility where possible, and setting future goals that will include more accessibility features than we can only Wizard of Oz given our current technology build.

Changes

1. Reorganization of Onboarding flow:
 - a. Added consistency across all onboarding screens to include straightening out the text box location and evenly spacing the text within the box
 - b. Added forward and backward arrows to allow the user to navigate between different onboarding screens to increase control across the flow
 - c. Added descriptive language to inform the user of design features such as the avatar
 - d. Specified language surrounding the learning objectives of the game to clarify the goals the user will be working towards through their gameplay
 - e. Changed TechIQ score to TechProficiency Level: noting that the language change is an attempt to be more inclusive and decrease the pressure to “score” points but rather encourage users to level up their proficiency with technology
 - f. We provided guidance arrows to each navigation point of our application so users have a controlled experience of learning where different informational blocks are throughout the application
 - g. We also added a gear icon and settings control so that our users know they will be able to change things about the application that they do not find pleasing to their experience, such as the text size, or the avatar’s appearance



2. Color changes for differing themes:

- a. We changed the colors of the Space Theme to be more blue shades with black text to address issues we saw that reading green text was complex for users

3. Text Size Changes:

- a. We changed the text size of our icons, and we changed the text size on all chats and interactions with the AI assistant to increase the ability of our user group to have access to the information we are attempting to provide

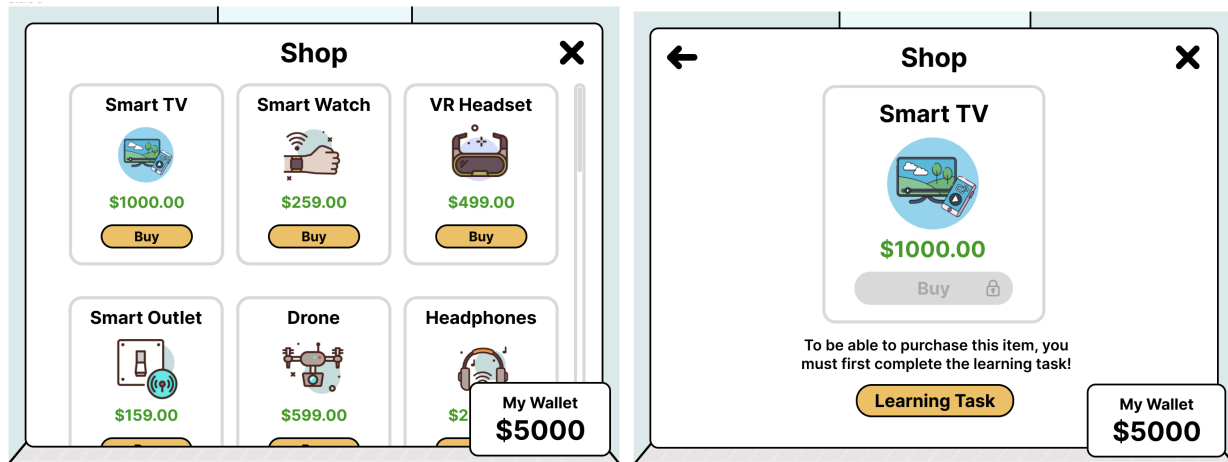
4. Additional Learning Goals:

- a. We added different learning tasks for our users to complete throughout the game: features were added within the "Buying of Technology" flow to encourage users to read information about the product they are buying and take a short quiz on that product
- b. We also added information to the installation process that provides real-world context for our users so they can relate the technology proficiency they are gaining in the game to actions they might want to take in their daily lives and homes

5. Shop design:

- a. We changed the formatting of the shop by adding boxes around each item in the store

- b. We increased the spacing between each item and increased the text size of the name of each item to increase the ability of our users to see each item in the store
- c. We moved the second row of items down to increase space between rows, which makes it easier for users to see all the items' photos and prices with enough space in between each item



6. Purchase Design:

- a. We changed the formatting of the “Ask for Help” screen by adding more space around blocks of text, increasing the text size for the previous chats, and increasing the text size of the chat bubble for the AI assistant

7. Install Technology Flow:

- a. We changed the icons for the smartTV in the installation flow; we also changed the floor to look more like a “grid” when the user is in installation mode to indicate that they are in the process of installing technology from the inventory