# Designing Interactive Systems 1: Final Project Presentation

## INSTAGRAMMAR

DIPANKAR BAHIRVANI, MD MAHBUB AL HASAN, ORKHAN HUSEYNOV, BINH PHI NGUYEN, MIHAIL PADEV, DERUI ZHU      (*GROUP 5*)

# Introduction

- Concept:

  - Interactive
  - User records spoken word, the app transcribes what is said
  - The app analyses the text and provides feedback about the user's grammar usage
  - The app also shows a possible corrected version of what was said
  - Colours used to code different categories

- Users:

  - People with some experience speaking English
  - Preferably have taken some lessons and have basic-intermediate knowledge
  - Extroverts, not shy to record themselves in public
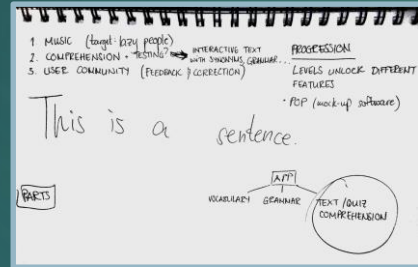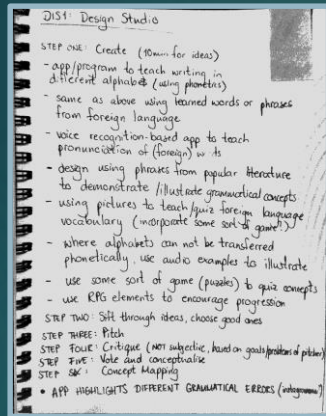  - Use smartphone every day

- Goals:

  - Want to improve how they express themselves on the go

- Context:

  - Smartphone application
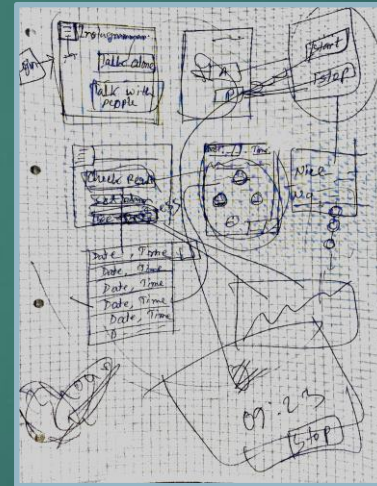  - User can decide in what context to use the app, out in the world or in private

# Project iterations

- Started off brainstorming ideas and fleshing a few of them out





- Pitched ideas to class, considered feedback
- Defined concept
  - Colour-coded feedback

- Went through several design concepts and planning cycles
- Sketched possible interfaces and paths for UI
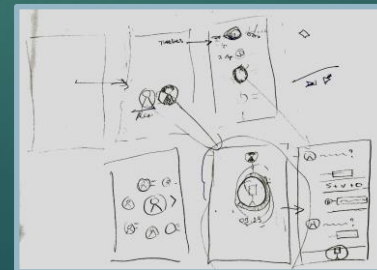
# Project iterations

- Settled on idea and design
- Created first paper prototype
  - User selects level
  - User receives some info to learn
  - User takes quiz to test skills, progress unlocks new levels

- Received in-class feedback
- Redefined idea as lesson-quiz-points concept was too visually simple
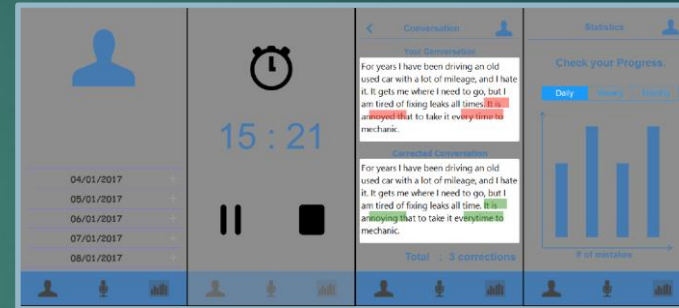- New concept: record voice and receive colour-coded feedback
- New paper prototype
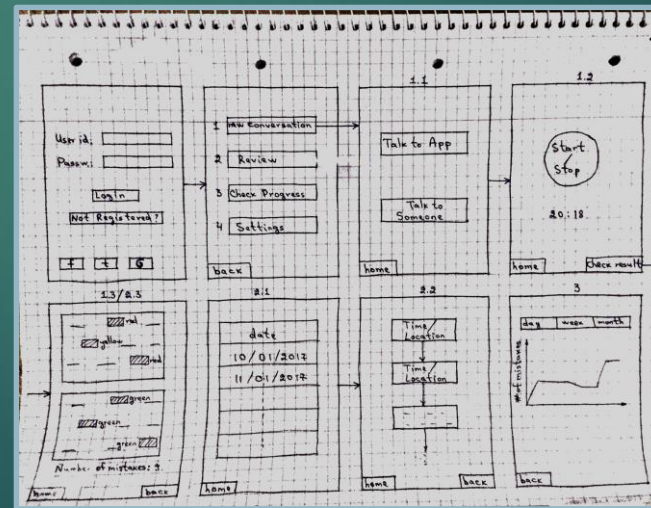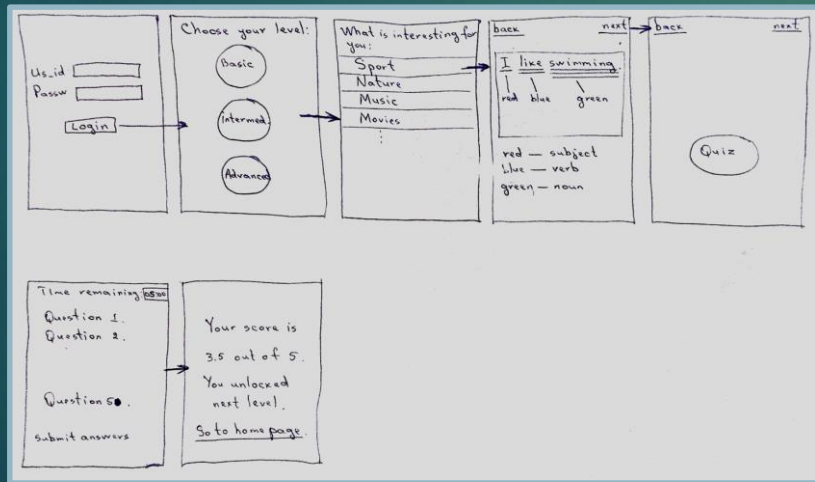
# Project iterations

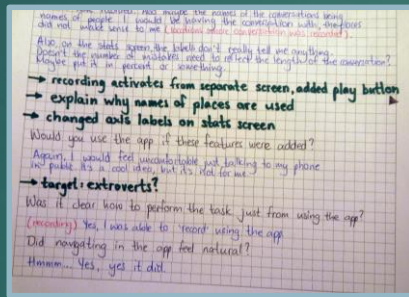- Confirmed concept
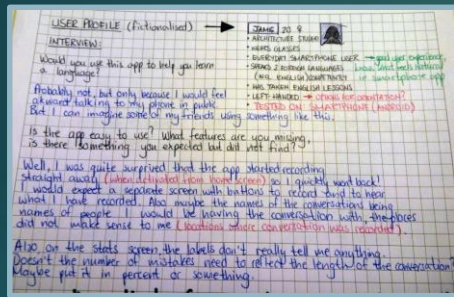- Created a mock-up using online software



- Received in-class feedback, adjusted interface (e.g. differentiating active/inactive sentences)
- Mock-up was not representative of modern smartphone UIs
- Redesigned mock-up using different software to improve fidelity

- Added statistics screen to check user's progress



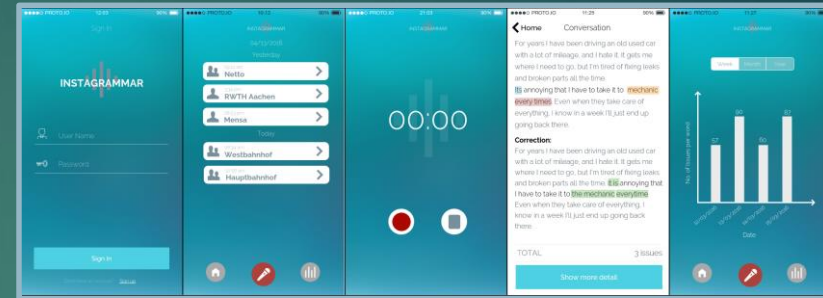- Went through several cycles of discussing, reviewing and redesigning interface
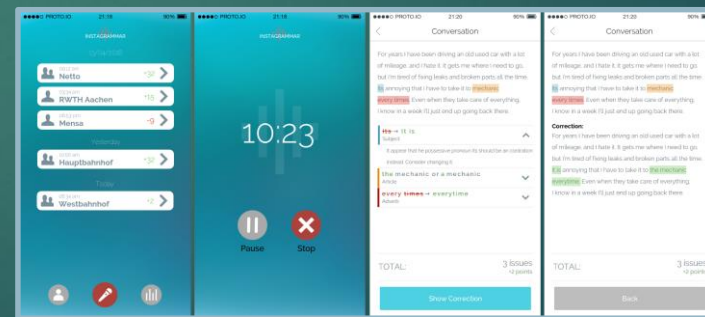
# Project iterations

▶ Once satisfied with the look and features of the UI, we conducted a user interview.



▶ Reviewed user feedback, highlighted key points

▶ Implemented changes based on user feedback:

  ▶ Increased text size & area

  ▶ Recording only starts from recording screen, not before

  ▶ Made graph labels more meaningful

▶ Made final improvements to interface & demonstration screens



▶ **User experience**

  ▶ Simple look and feel; limited number of functions / navigation options per screen

  ▶ Text, feedback, and possible corrections all on same screen

  ▶ Common icons used for functions (pause, record, stats etc.) to draw on user's previous knowledge

▶ **Skills improved:**

  ▶ Verbal communication – speaking

  ▶ (Applied) knowledge of grammar

# Prototype Demonstration Product video: **Instagrammar** app

# Future Vision

- Conversation with the app itself

  - User will speak to the app, the app will respond
  - Real-time conversation practice to improve speaking

- Tracking common mistakes

  - Application will identify and remember mistakes the user makes repeatedly
  - Will provide tailor-made suggestions based on user's individual skills and profile

# Thank you

FOR YOUR ATTENTION!