Overview

- Representative Tasks
- Revised UI/Rationale
- Medium-fi Prototype Scenarios
- Tools Used
- Summary
Representative Task 1

Get a colloquial translation for something you need to say
Representative Task 2
Translate phrases from other regions to learn a language
Representative Task 3

Translate things in your language in an interesting/engaging way.
Revised UI/Rationale

Revision 1: Changed Gamification
Rationale: Confusion around points. Badges were suggested, went with stars to minimize complexity.
Revised UI/Rationale

Revision 2: Revised Transitions
Rationale: Transitions with multiple screens were too slow (one screen works better).
Medium-fi Scenario Demo

proto.io
Tools Used

Prototyping:
- Proto.io

Design:
- Photoshop
Tools Used

What worked:
- Photoshop worked well for the design
- Proto.io created a simple, clean interface
Tools Used

What didn’t work:
- Limited interactivity in Proto.io
- Interactivity got exponentially more complicated to implement
Summary of talk

*Tongues*
A Comprehensive approach to communication across languages.

“Breaking one language barrier at a time”