Tongues Ishita Prasad, Alex Wu, Anna Yelizarova

- What are we trying to do?
- Narrowing down the problem with tasks
- Prototyping our idea
- Testing our idea in the "field"
- What we learned
- Ideas for the future

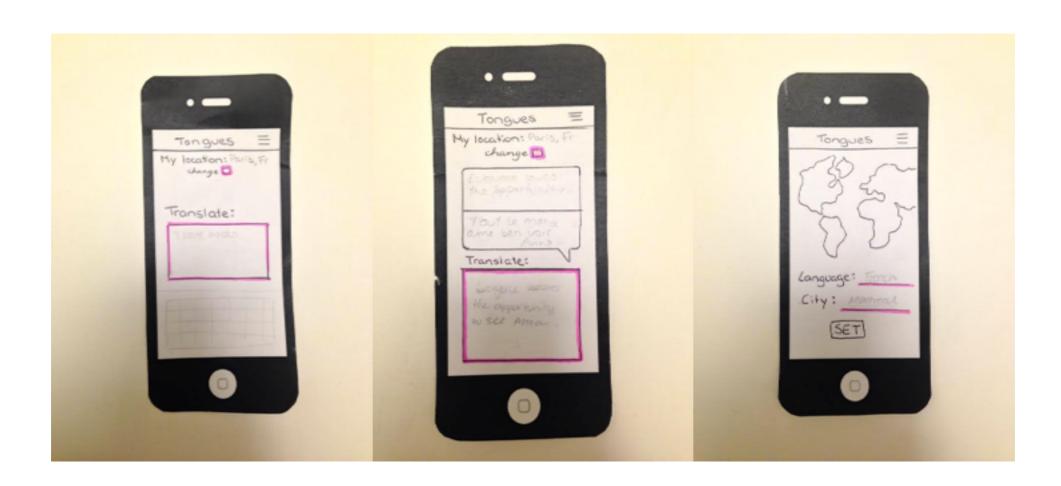
We're trying to connect people across languages.

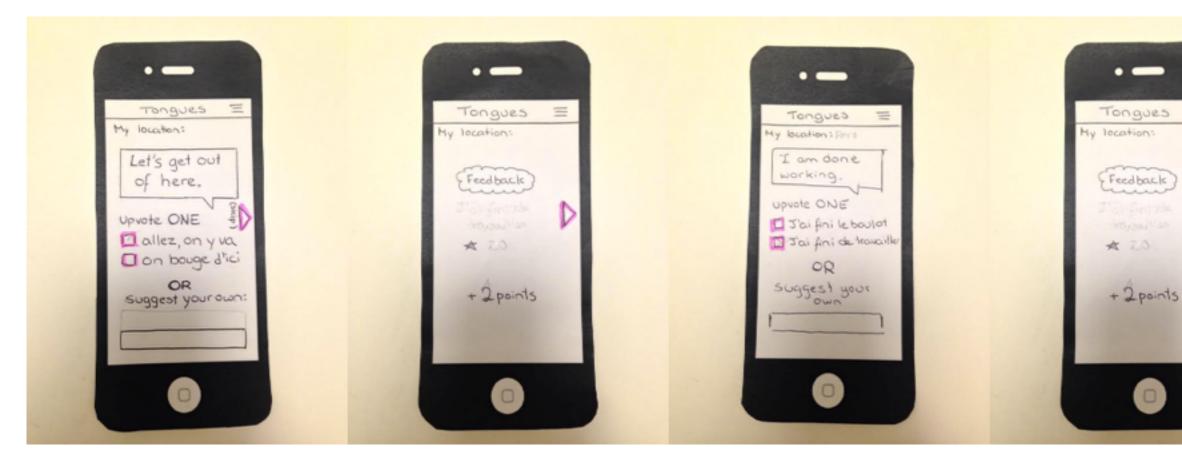
Task 1: Get a colloquial translation for something you need to say.

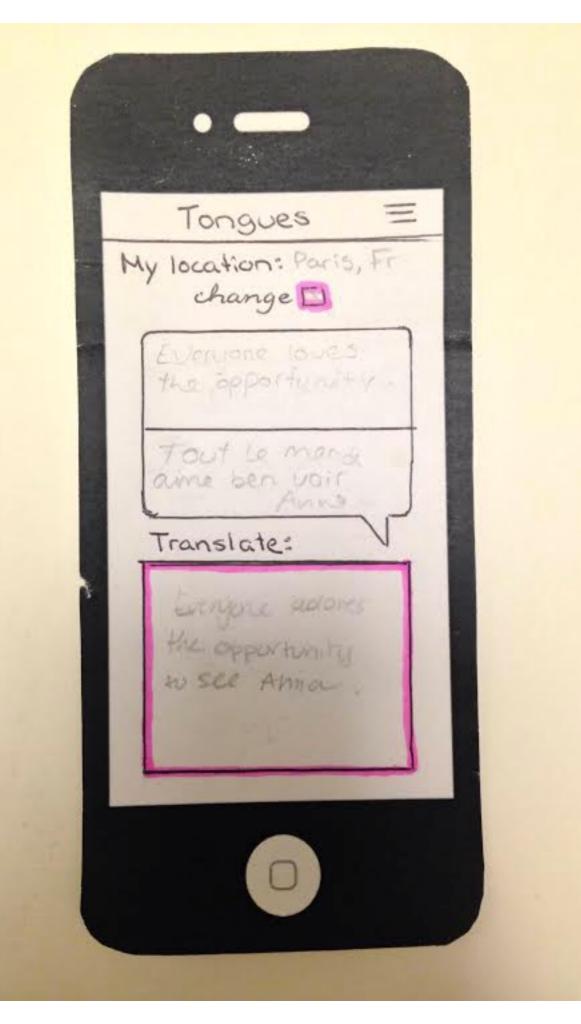
Task 2: Translate interesting phrases in your language.

Task 3: Translate phrases in other regions to learn languages.

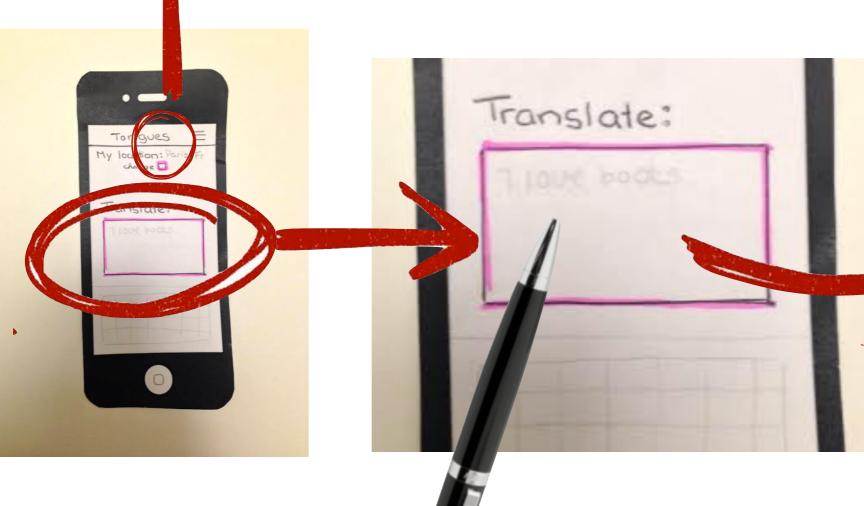
Our Prototype



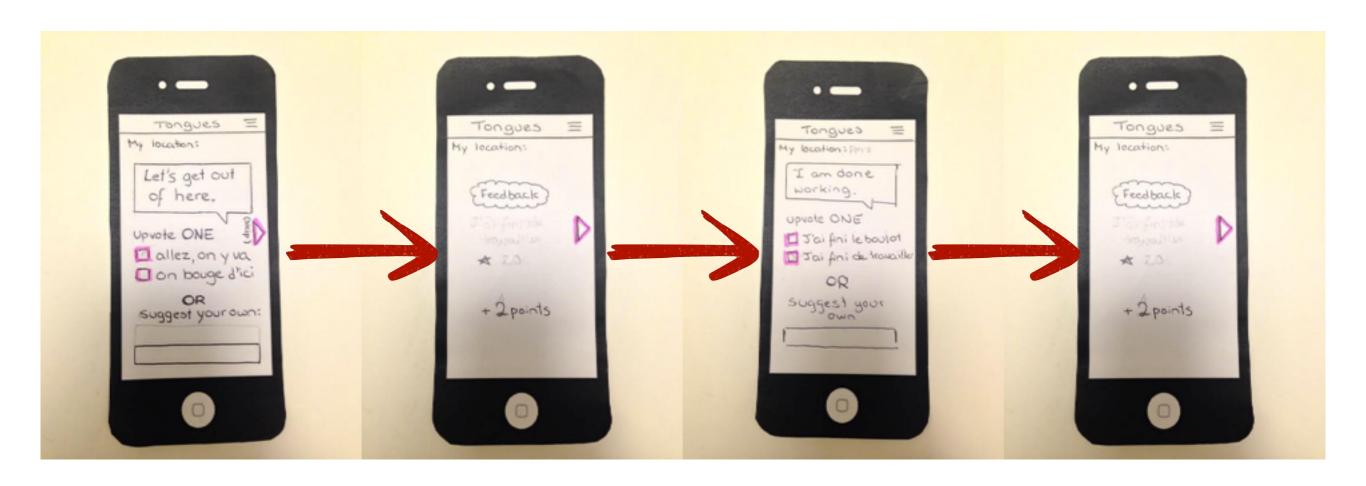


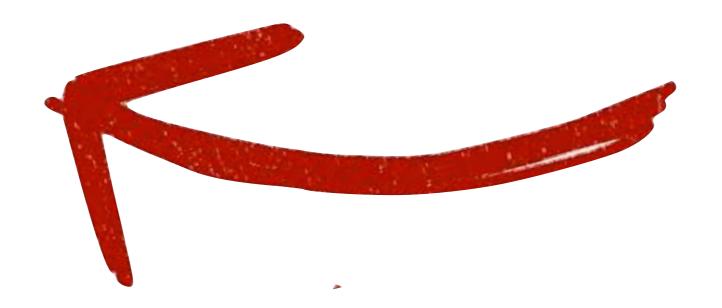










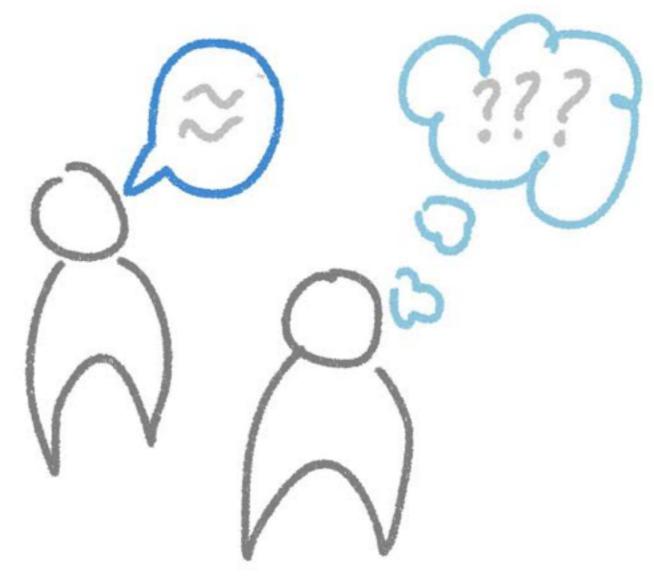


Experimental Method

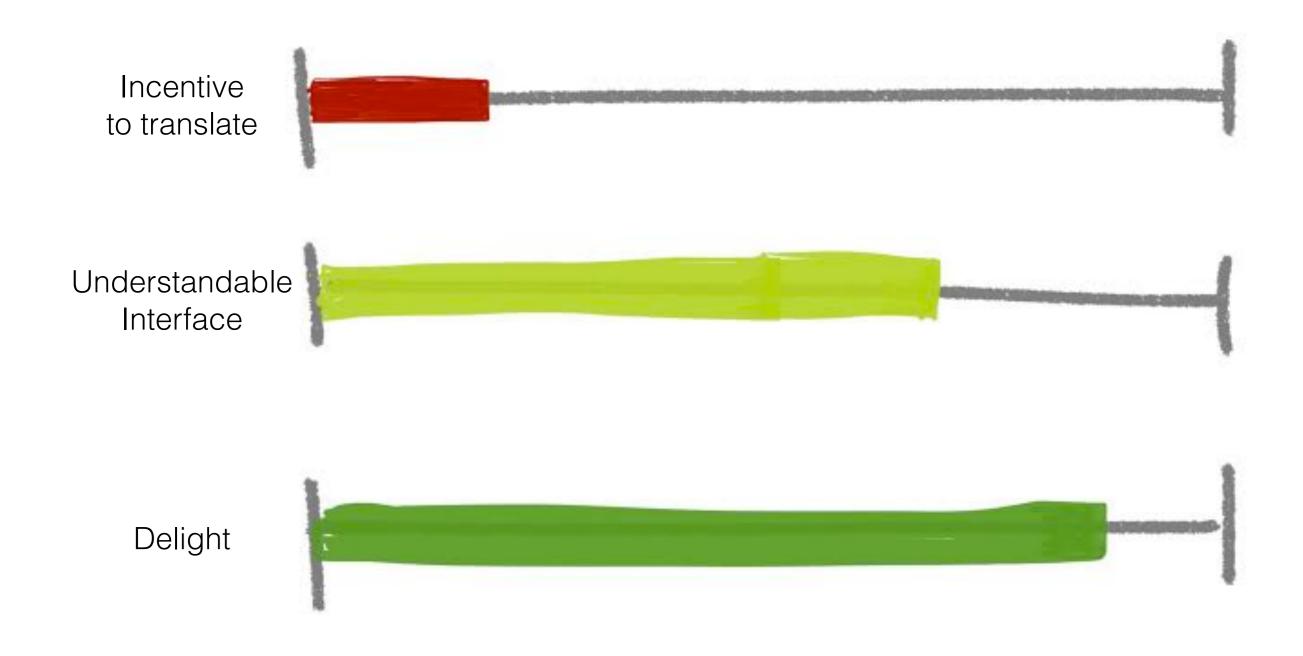
Participants: Amanda,
 Kierstyn, and ???

- Experimenters:

 Facilitator, Human
 Computer, Observer
- Observed: speed, comfort, confusion, delight and annoyance



Experimental Results

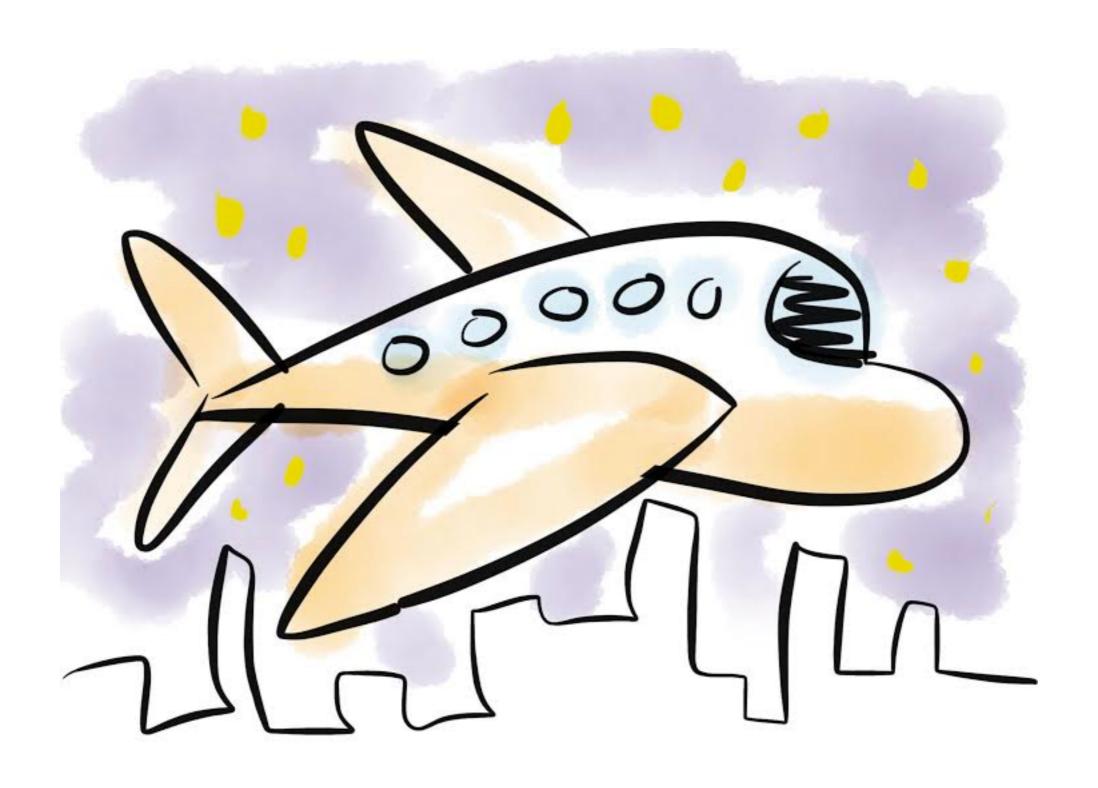


Ul Improvements

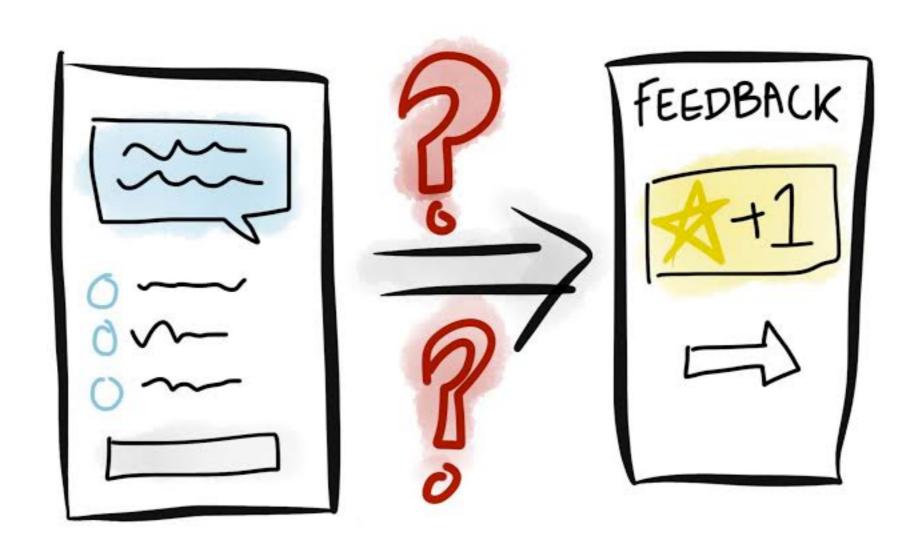
Stronger Gamification



Travel & Other Benefits



Better Buttons and Transitions



Where are we now?

Our idea has potential, but we have a way to go!

End