

# Immerse

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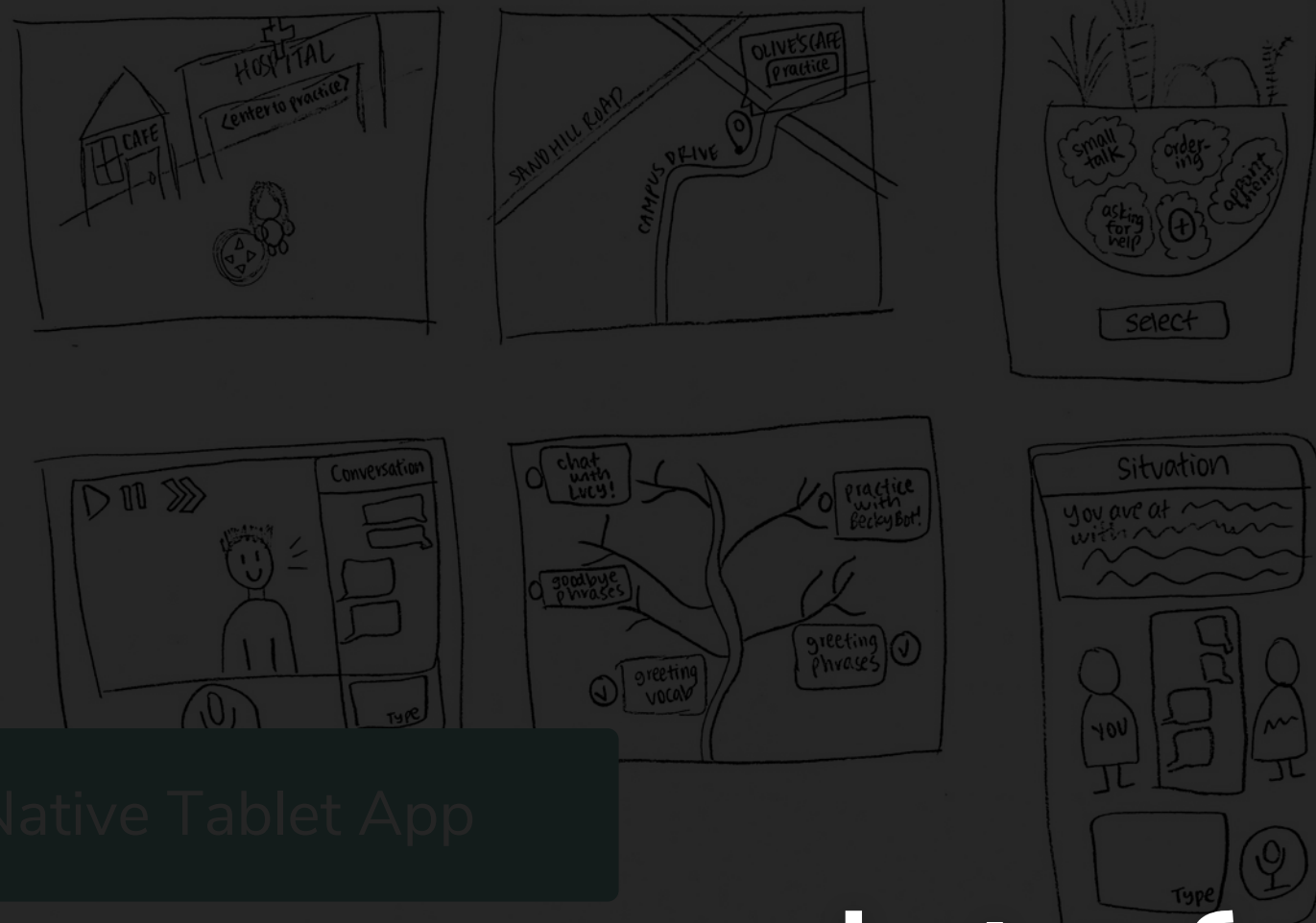
*immerse*

# Overview

1. Our Mission
2. Interface Realizations
3. Best Interface
4. Low-Fi Prototype
5. Task Flows
6. Experimental Method
7. Results
8. UI Changes
9. Summary



Simulated English conversations  
for real-world application



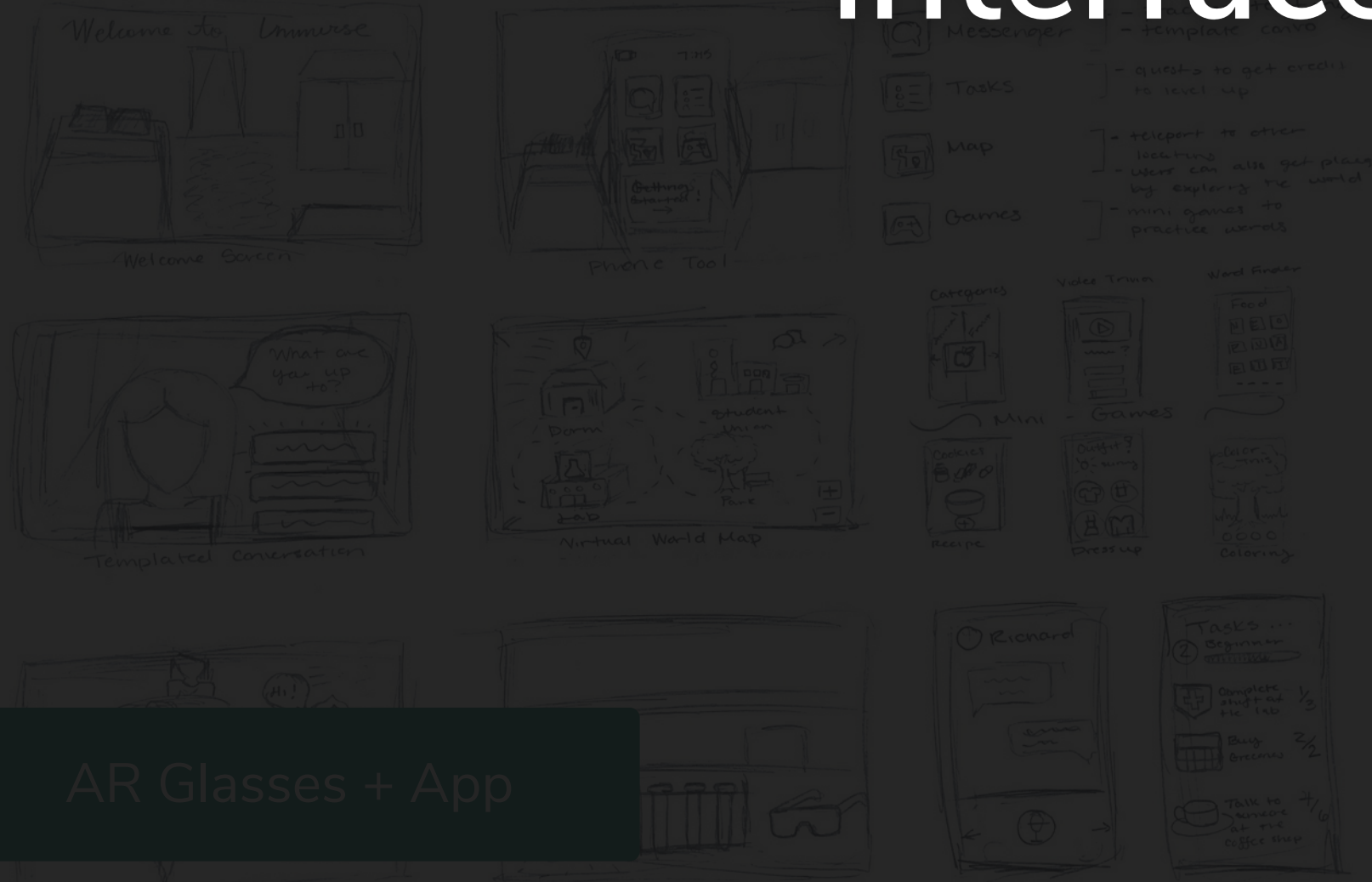
Native Tablet App



Wearable

Apple Watch App

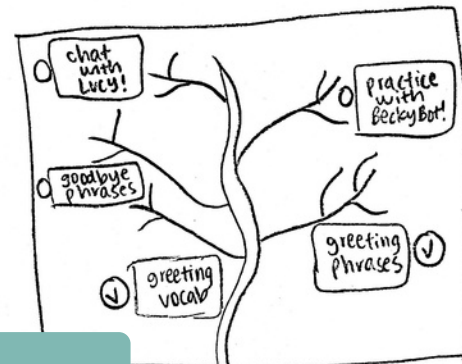
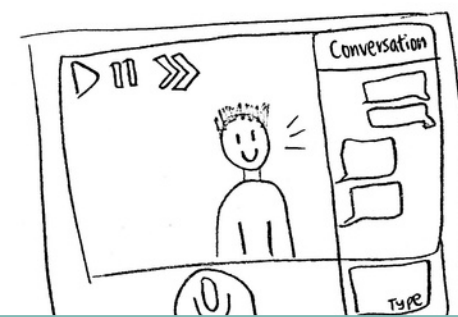
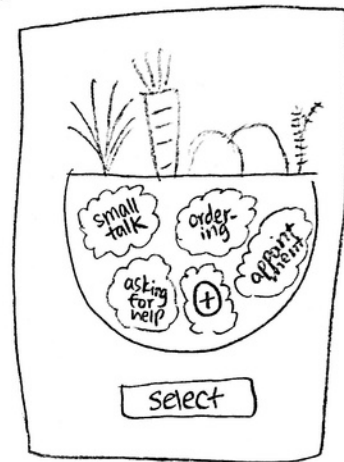
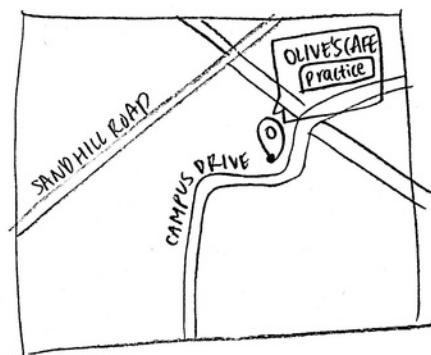
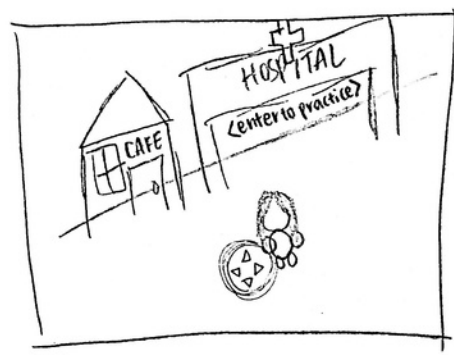
# Interface Realizations



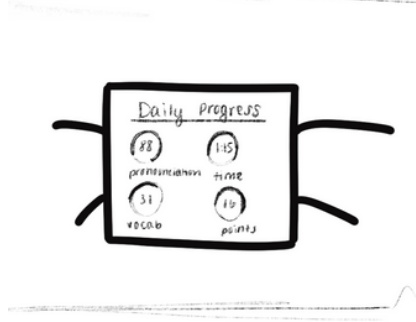
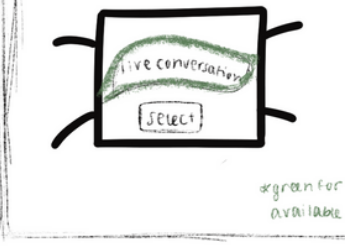
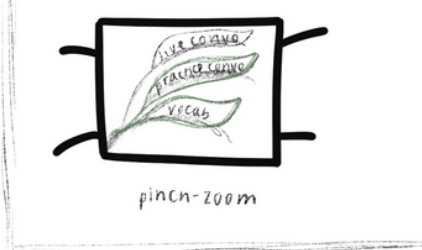
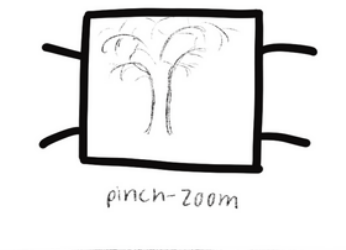
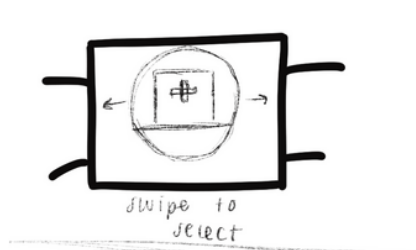
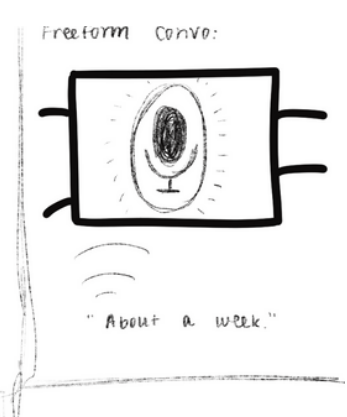
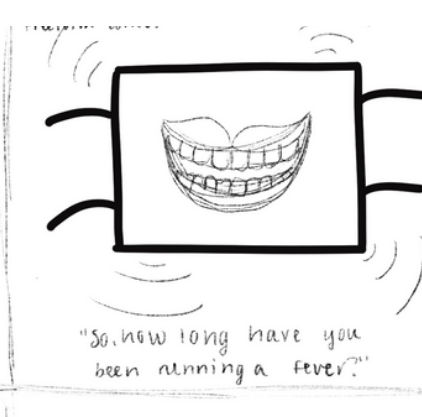
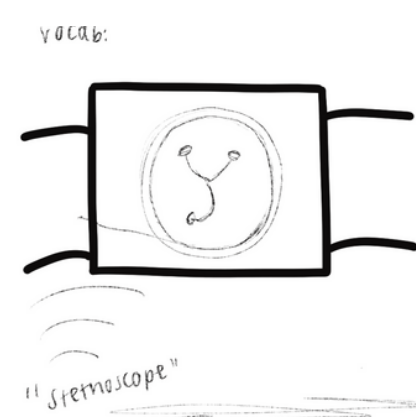
AR Glasses + App



VR App



Native Tablet App

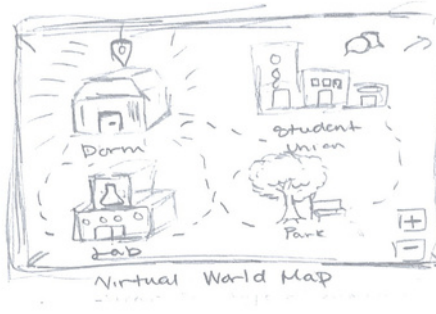
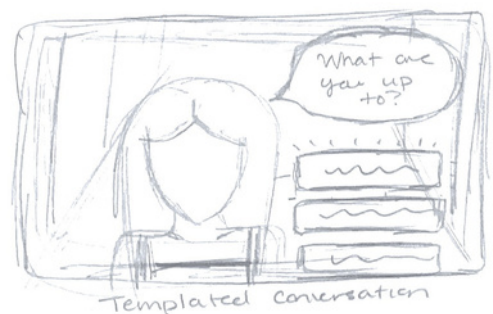


Wearable

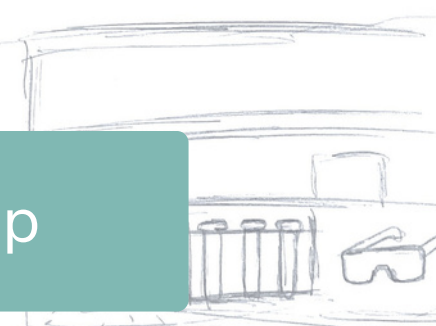
Apple Watch App



- Messenger - practice texting - template convo
- Tasks - quests to get credits to level up
- Map - teleport to other location - users can also get places by exploring the world
- Games - mini games to practice words

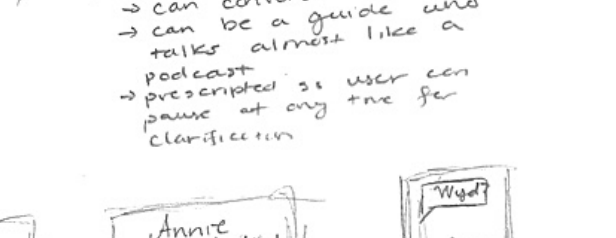
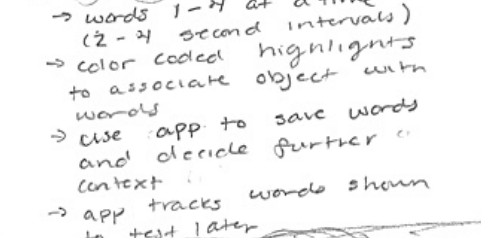
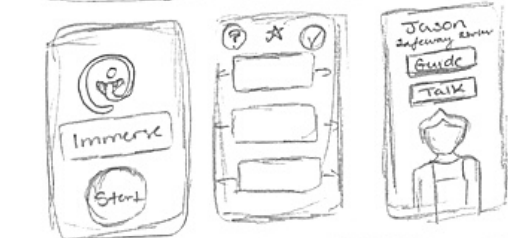
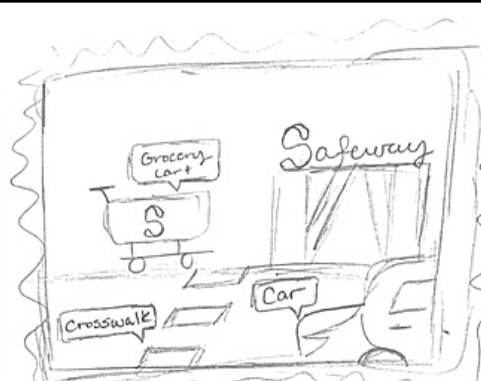
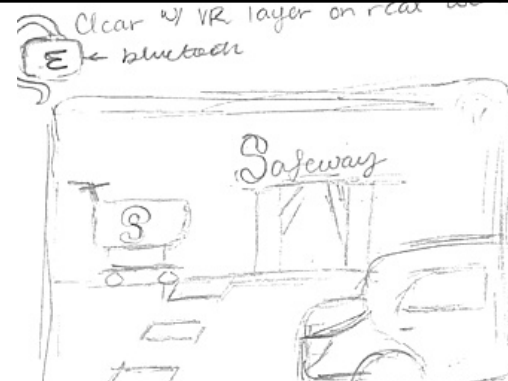


- Categories
- Video Trivia
- Word Finder
- Mini-Games
- Recipe
- Outfit? Dress up
- Color-mix 0000 Coloring



- Richard
- Tasks ... Beginner
- Complete project at the lab 1/3
- Buy groceries 2/2
- Talk to Richard at the coffee shop 4/6

AR Glasses + App



- words 1-4 at a time (2-4 second intervals)
- color coded highlights to associate object with words
- use app to save words and decide further context
- app tracks words shown to test later

- bot companion
- can converse
- can be a guide and talks almost like a podcast
- prescribed so user can pause at any time for clarification

on app ... can engage in templated conversations

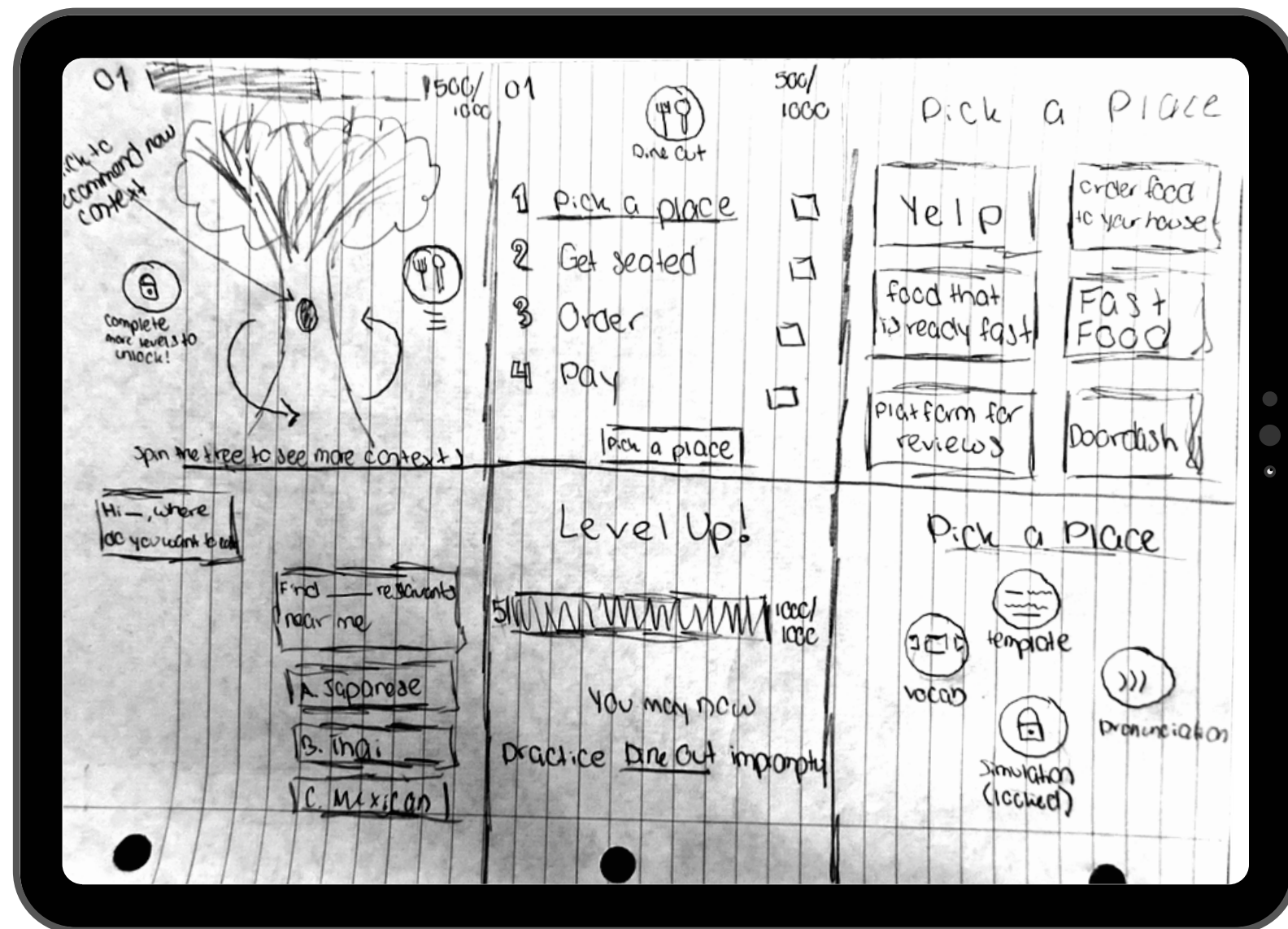
VR App

# Selected Interface Mobile App

Perfect screen size for a highly visual-based interface with little text

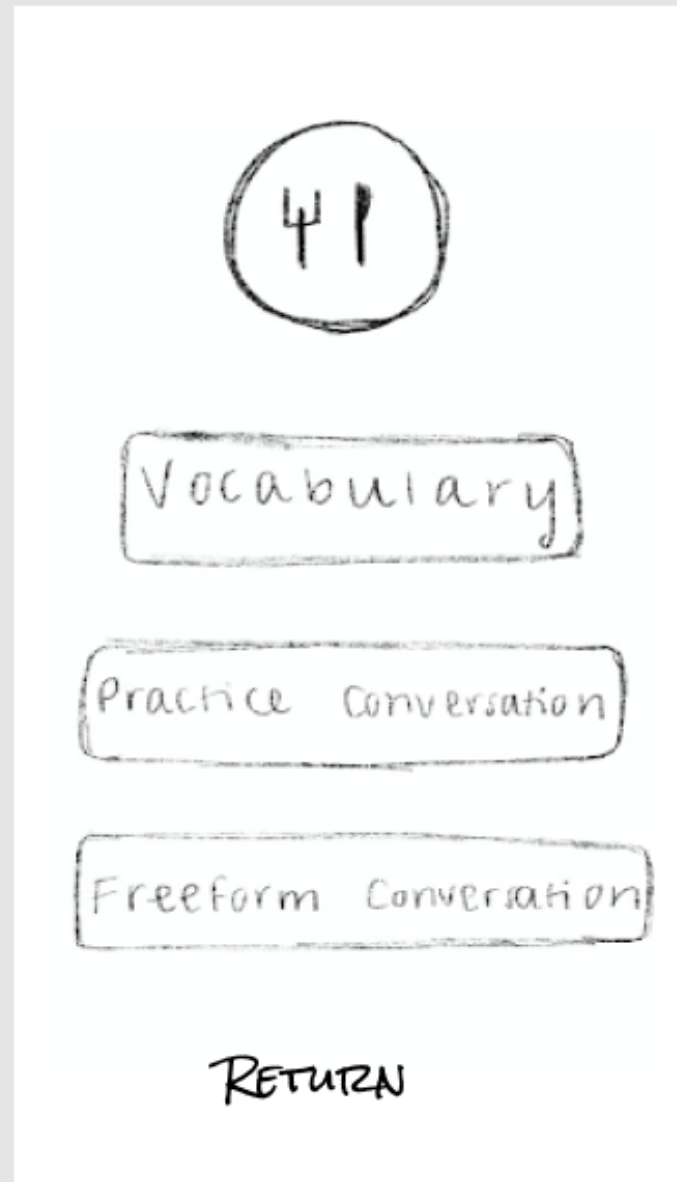
Easily integrated into user's daily life

Utilize the many modals offered by a mobile phone: speech, text, haptics



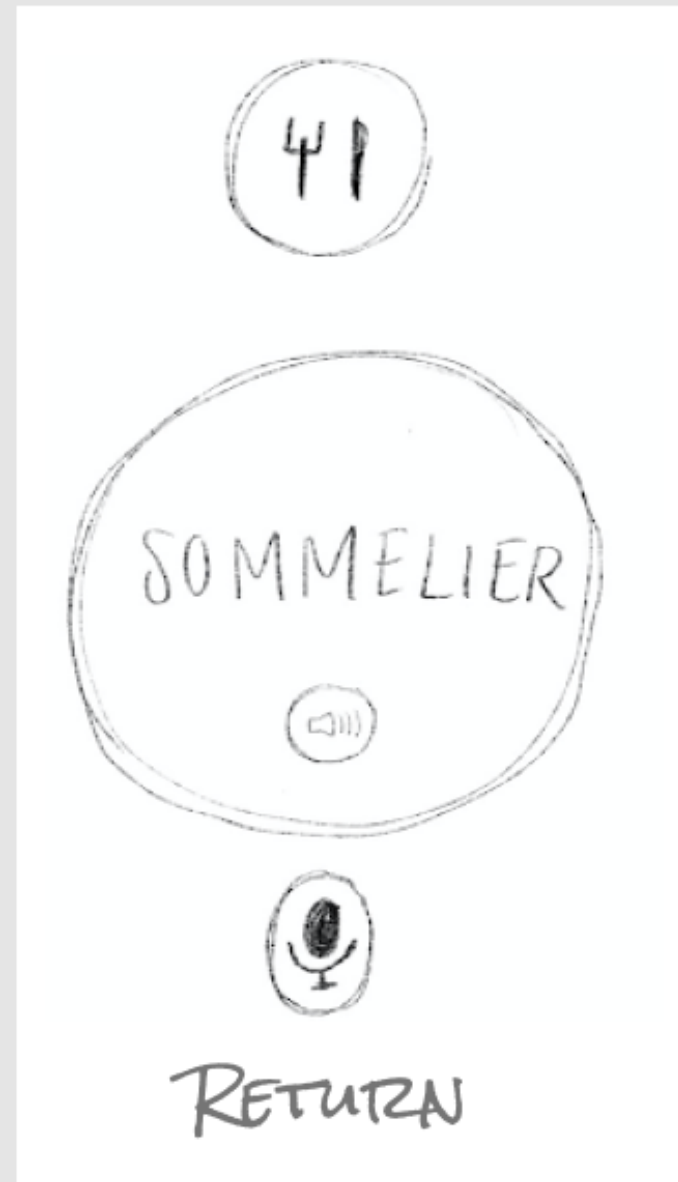
# Task 1: Vocabulary

Frame 4



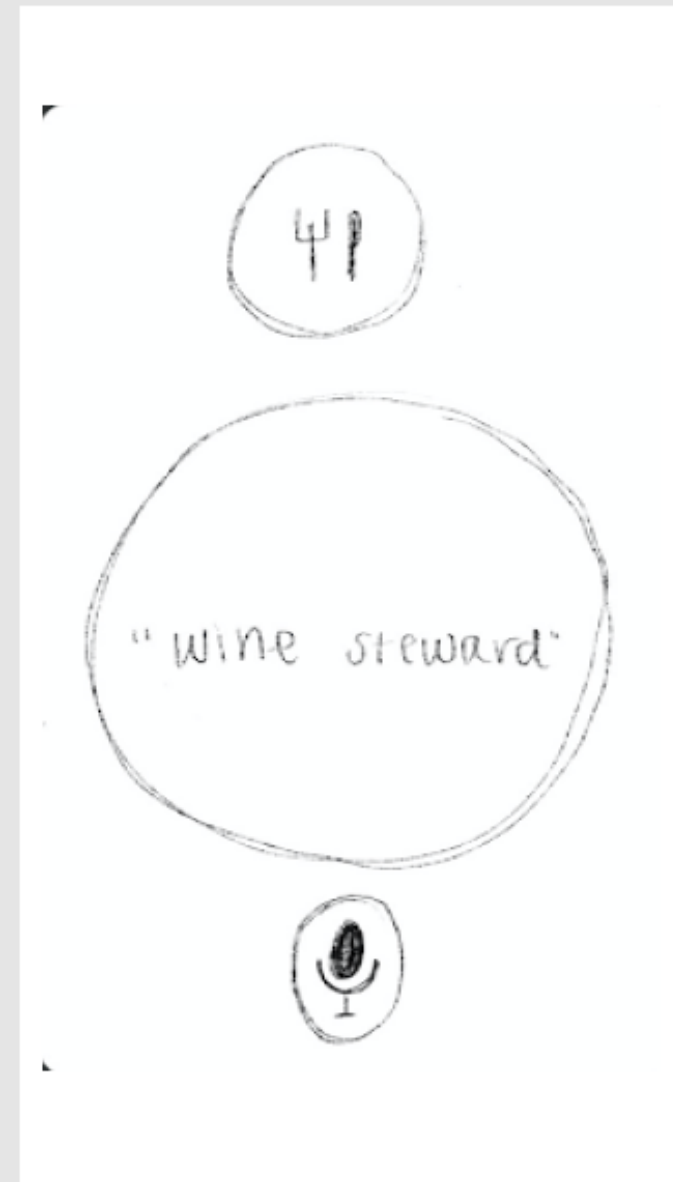
Choose Task

Frame 5



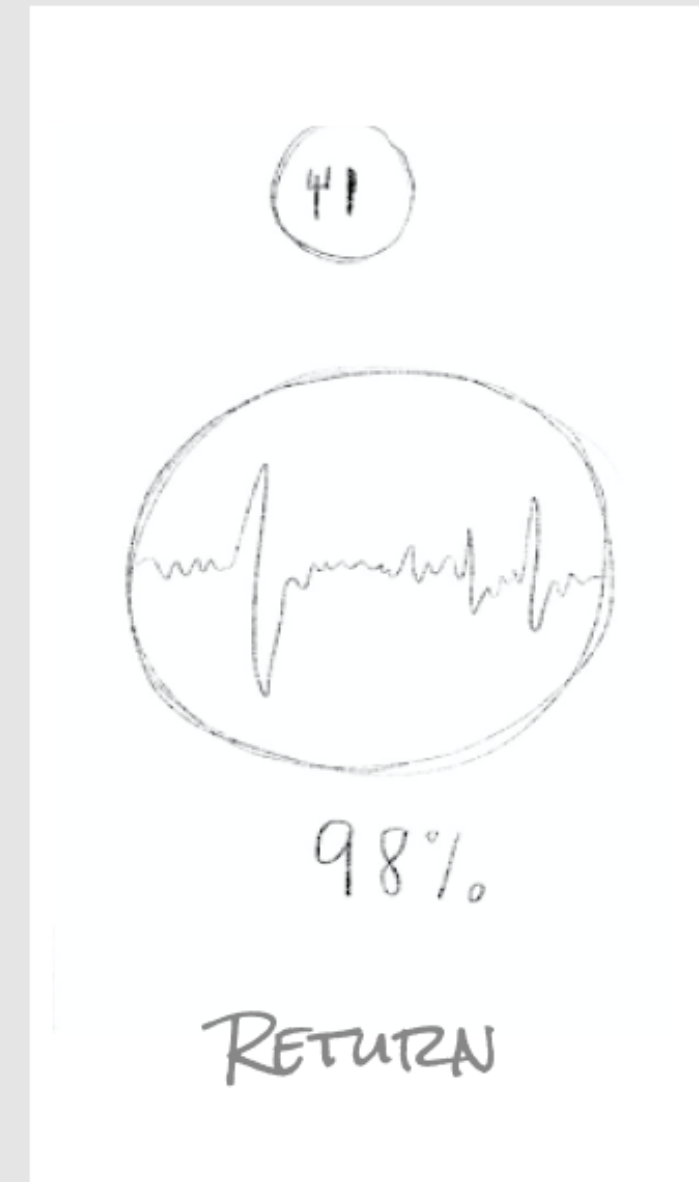
Get Vocabulary Word

Frame 6



Get Definition

Frame 7



Practice Out Loud

# Task 2: Template Conversation

Frame 12



Choose a Template Scenario

Frame 13



Choose a Response to Bot's Question

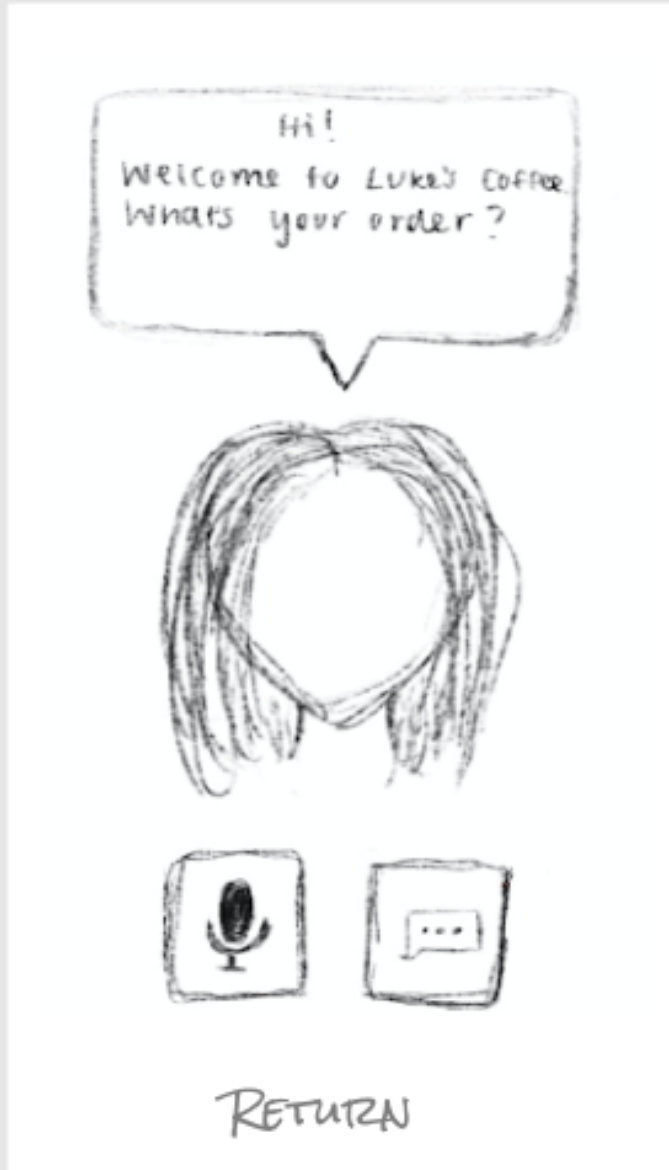
Frame 14



View Chat History

# Task 3: Freeform Conversation

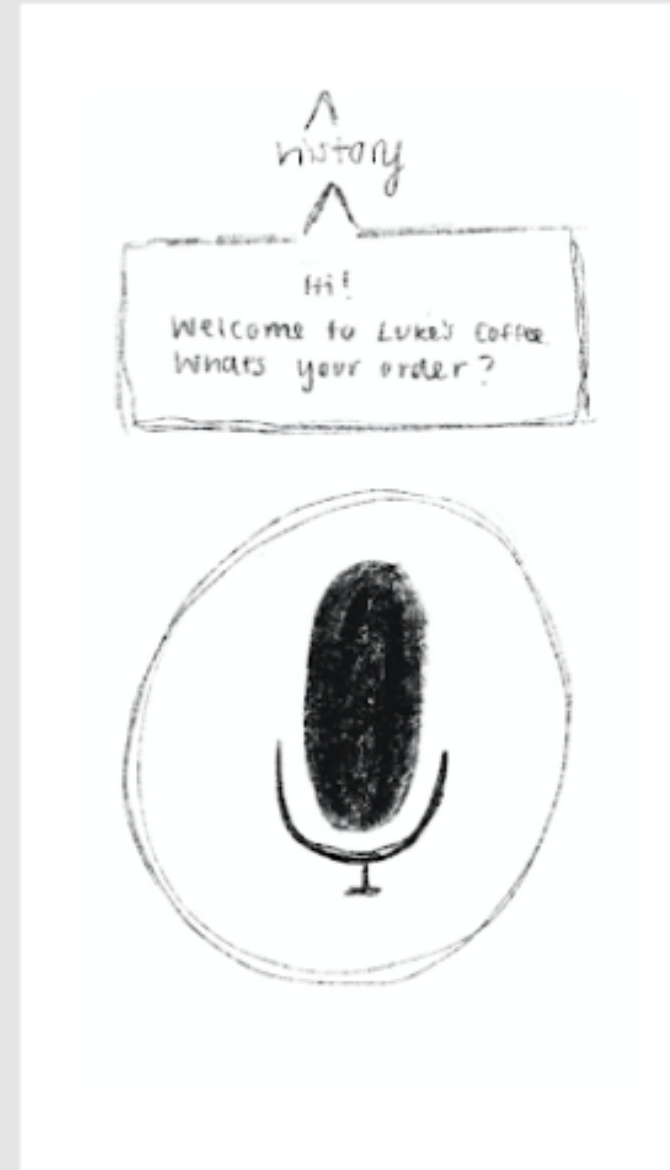
Frame 10



Frame 18



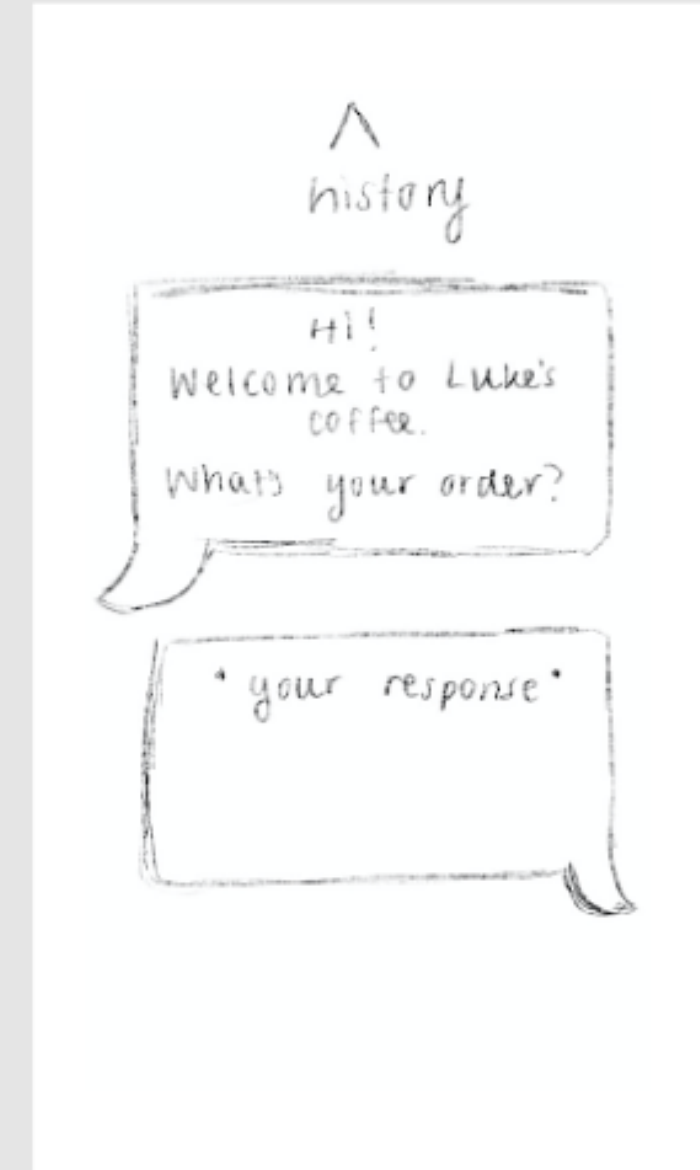
Frame 19



Frame 20



Frame 21



Bot Asks Question

Type Your Response

Respond Out loud

Respond Out loud

View Chat History



# Experimental Method



We developed our low-fi prototype by uploading our sketches to Figma.

We shared the Figma prototype link with our participants and had them screen share as they interacted with our prototype.

# Prototype Testers



Esteban

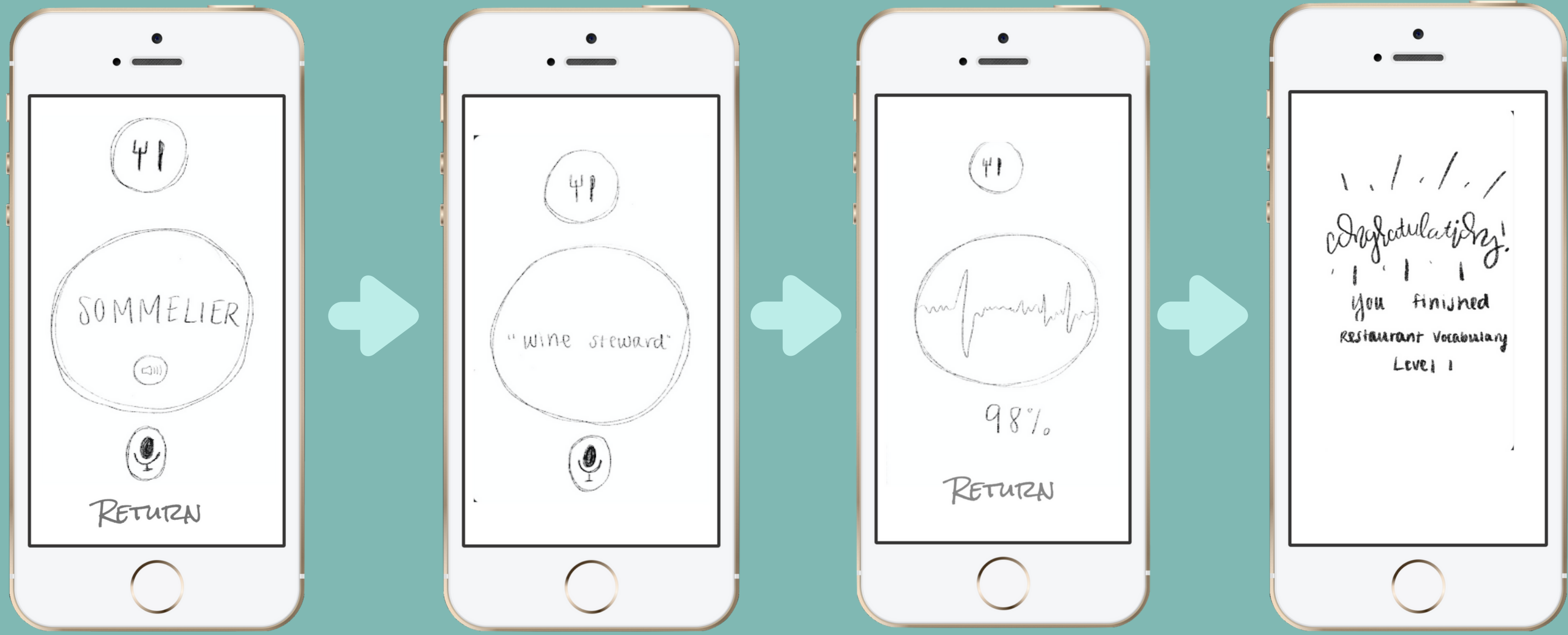


Jue

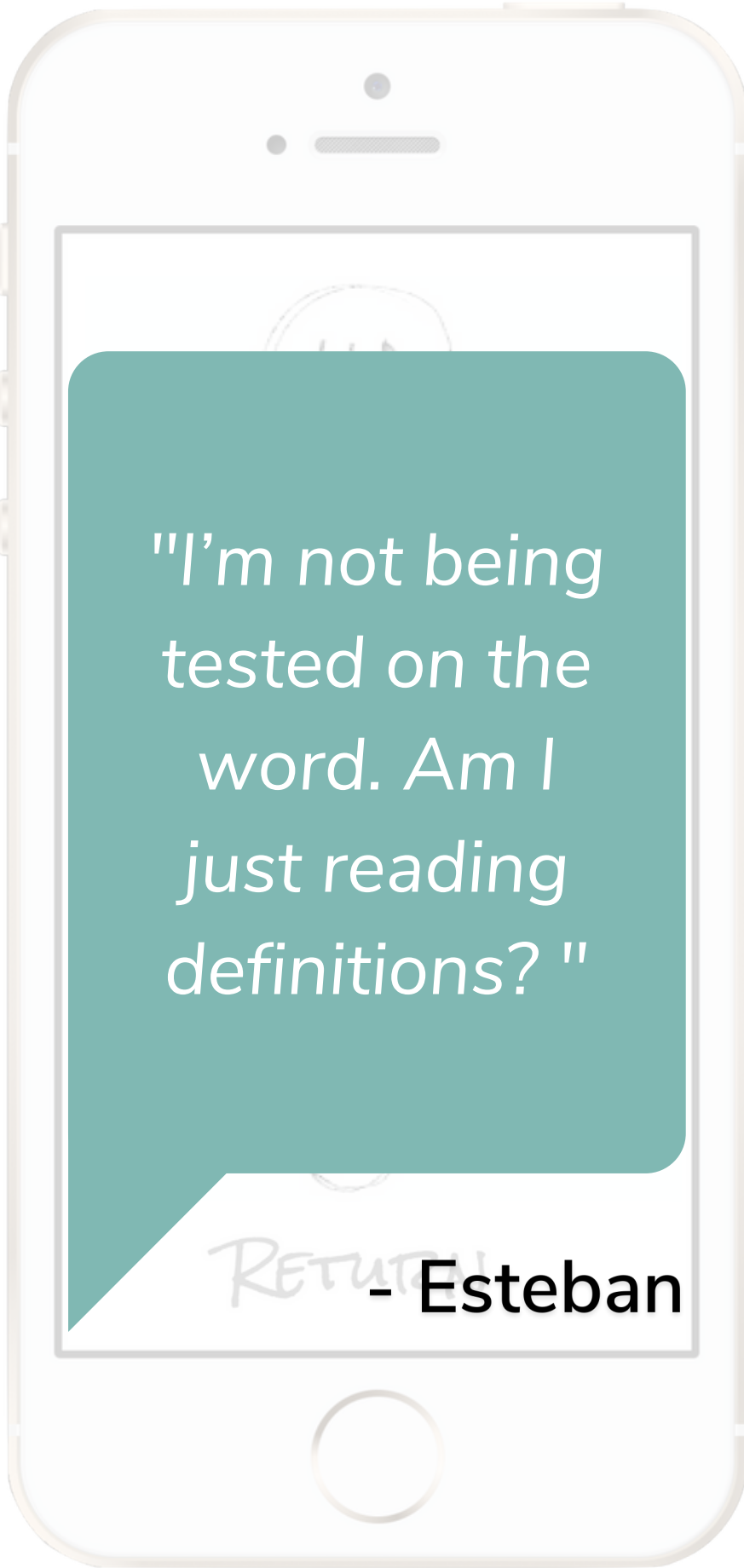


Manav

# Task 1: Vocabulary



# Task 1: Vocabulary



*"I'm not being tested on the word. Am I just reading definitions?"*

*RETUR*  
- **Esteban**

Expected to be tested on vocabulary.

Word vs definition was not clear.

Not sure where to click after finishing level.

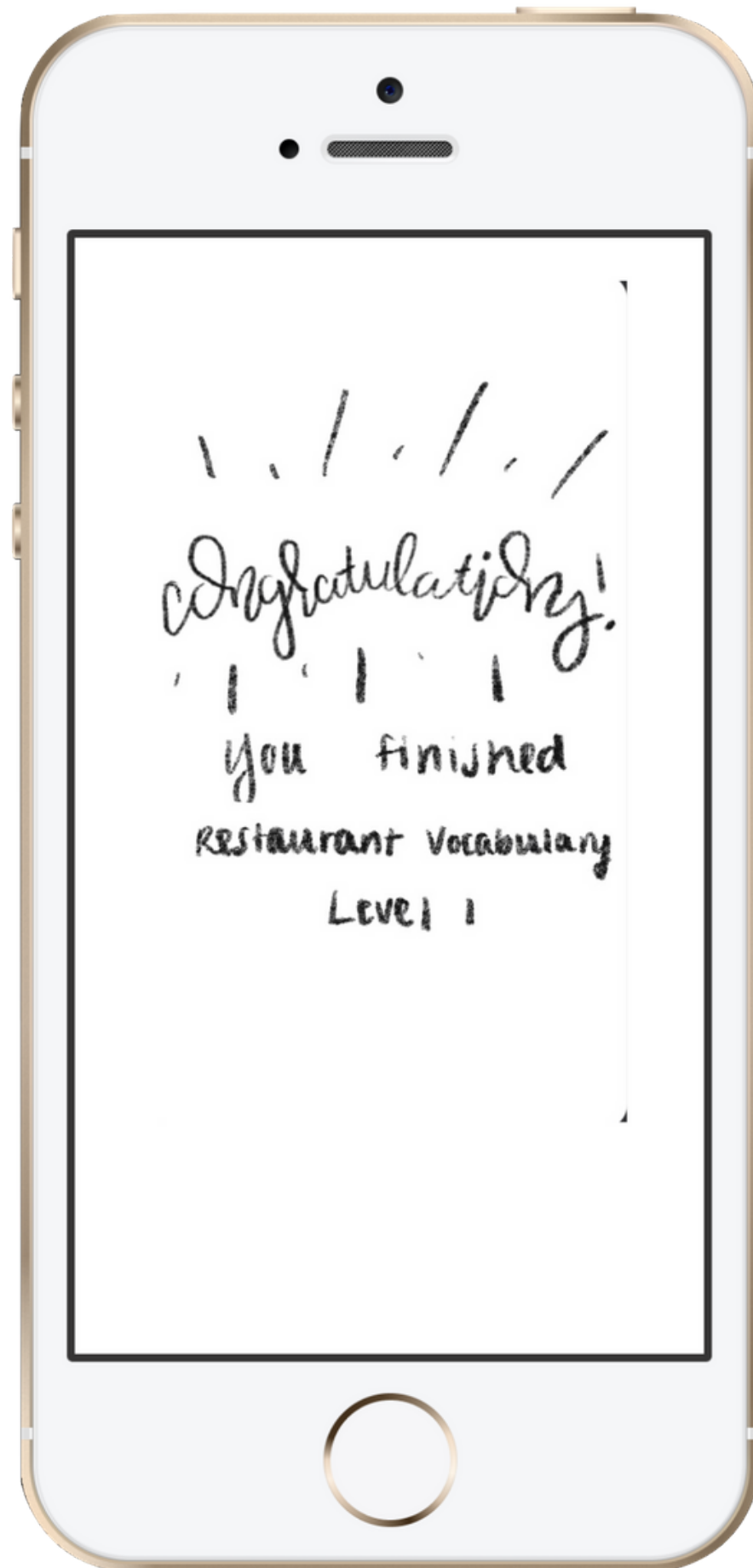


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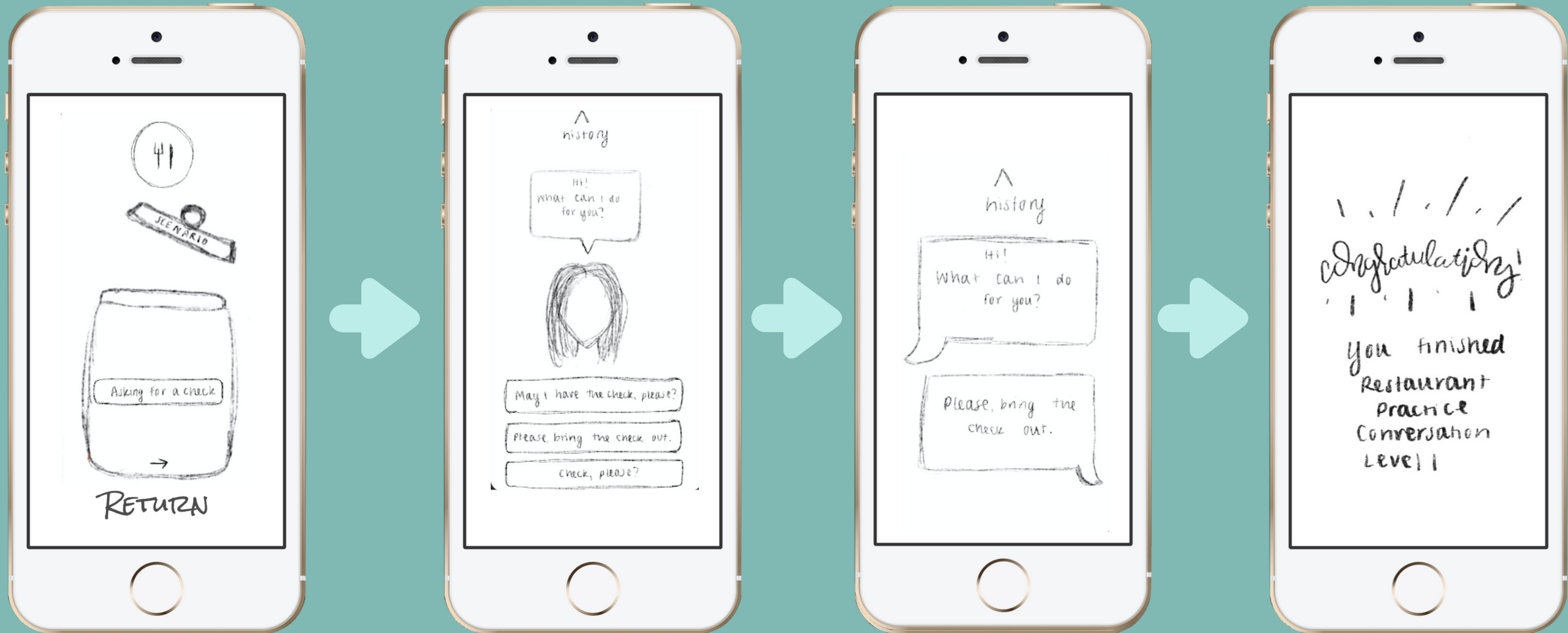
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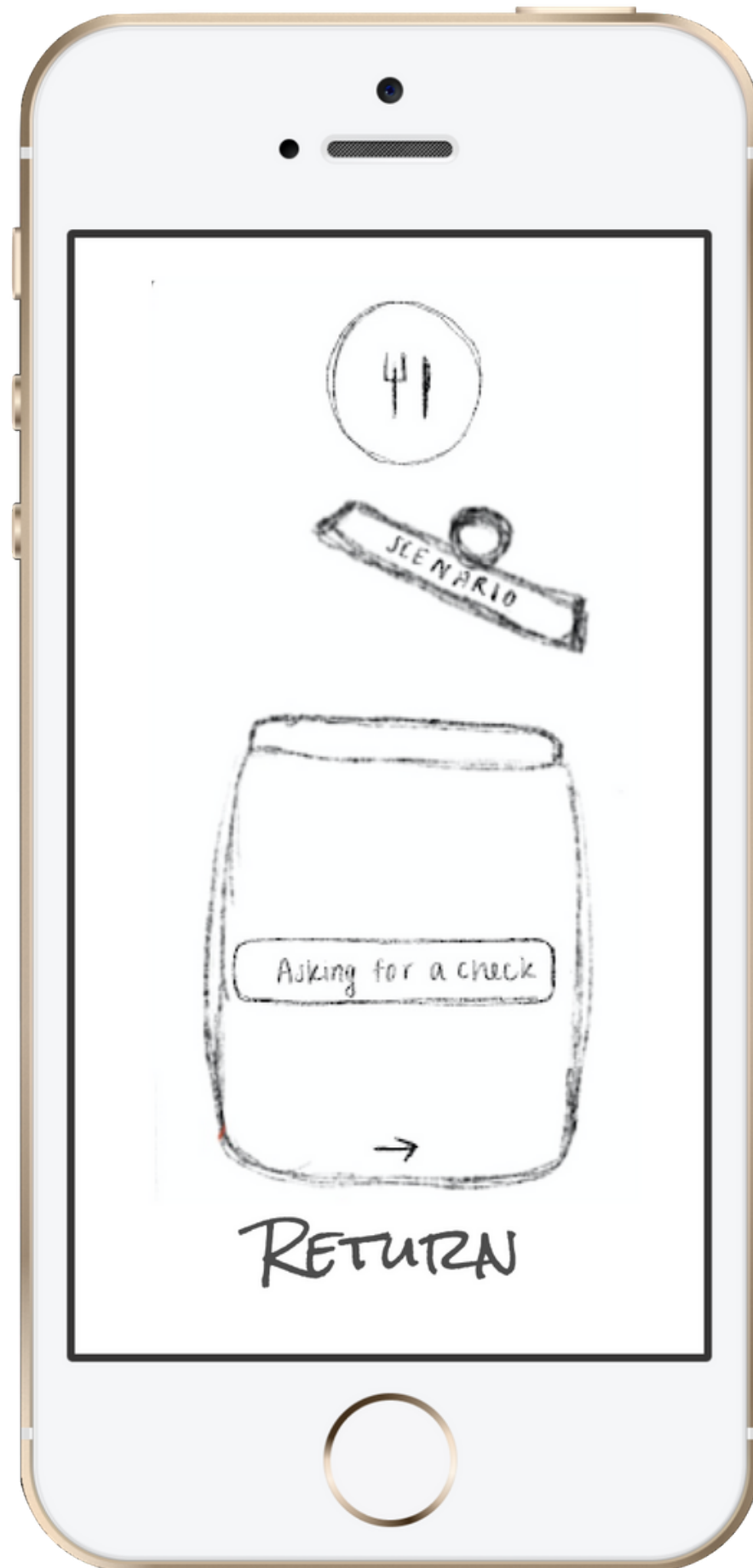
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# Task 2: Template Conversation



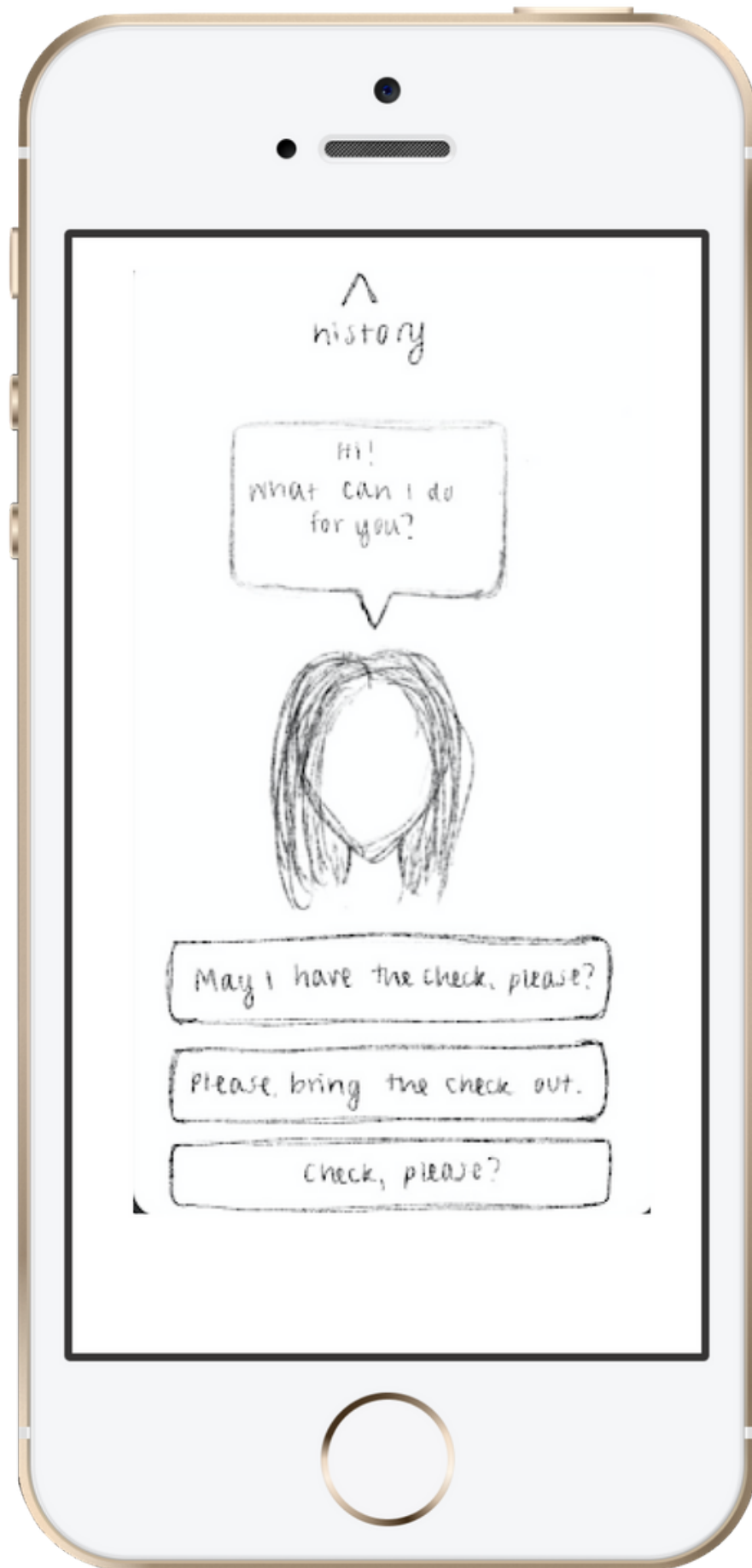


## Task 2: Template Conversation

Cookie jar UI was confusing. Didn't recognize it was a jar where they choose a scenario.

Were quickly able to intuit the multiple-choice response format

Wanted to try out other response options

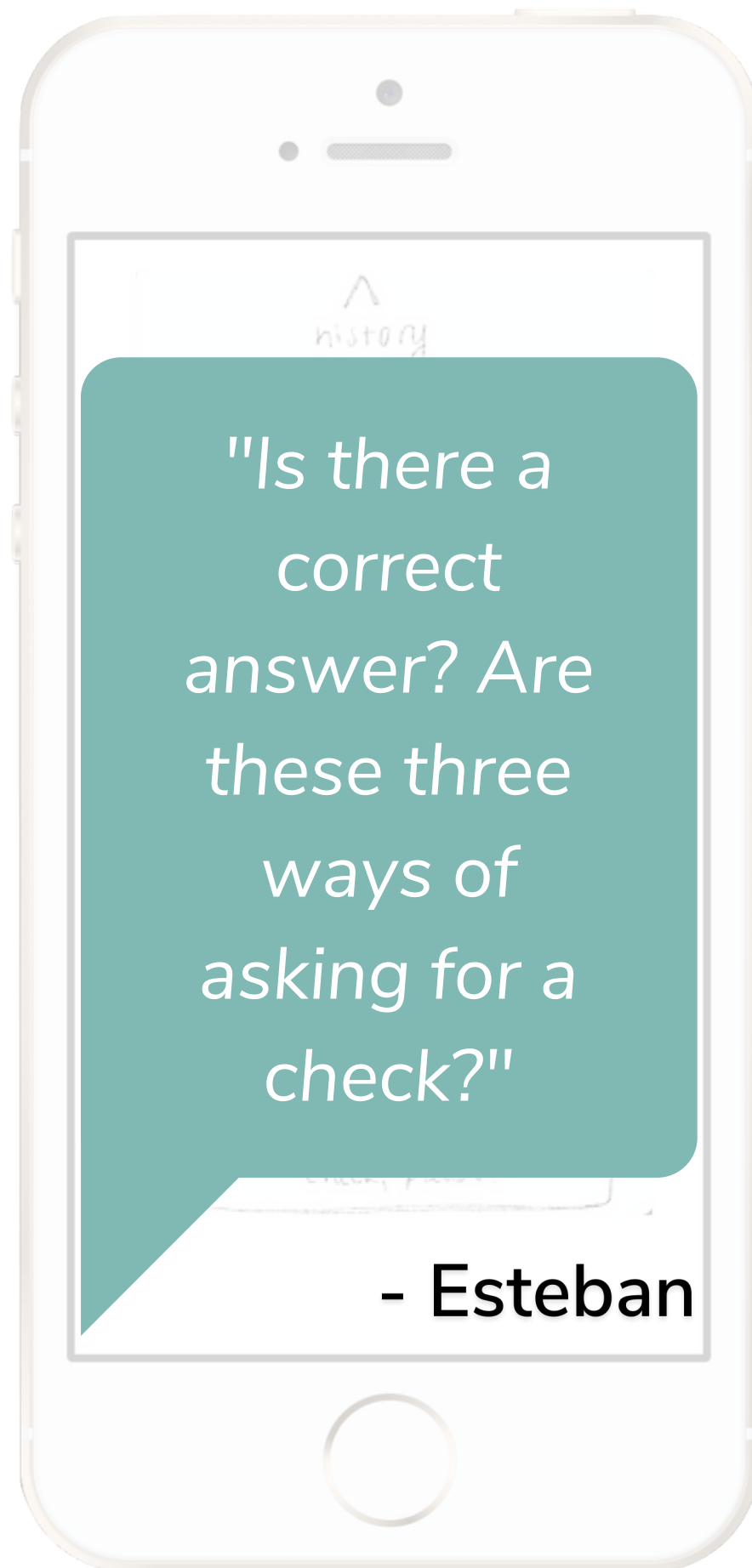


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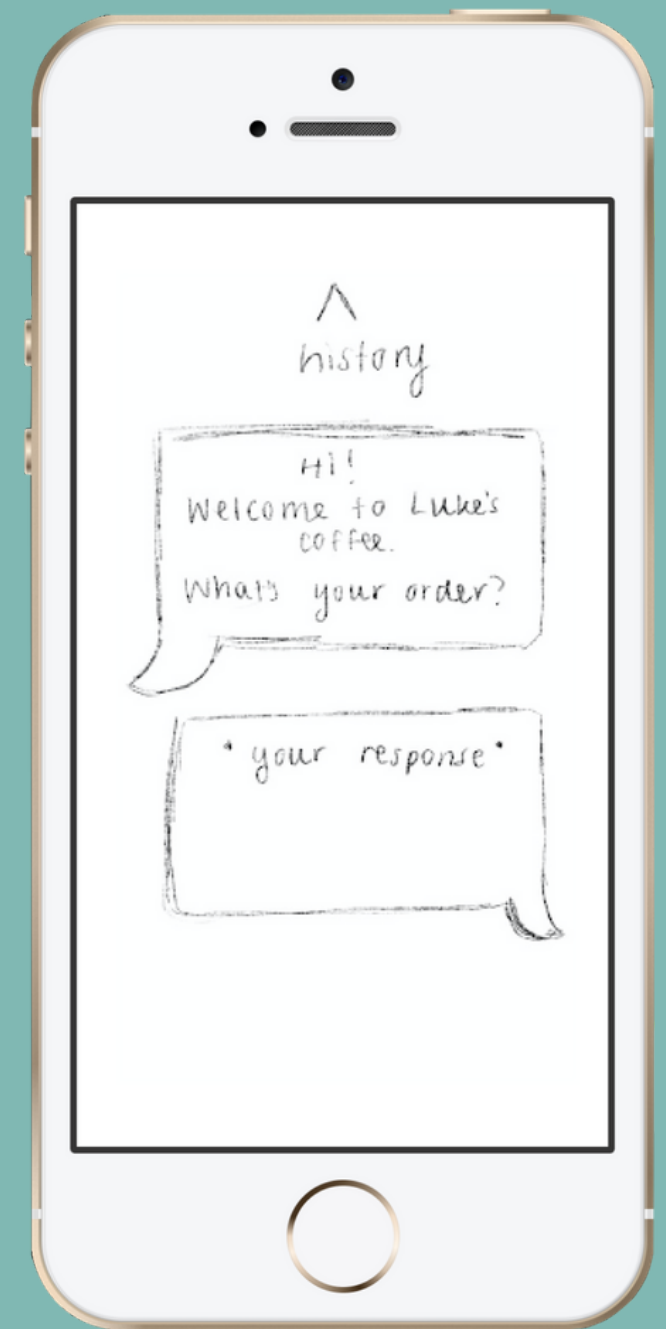
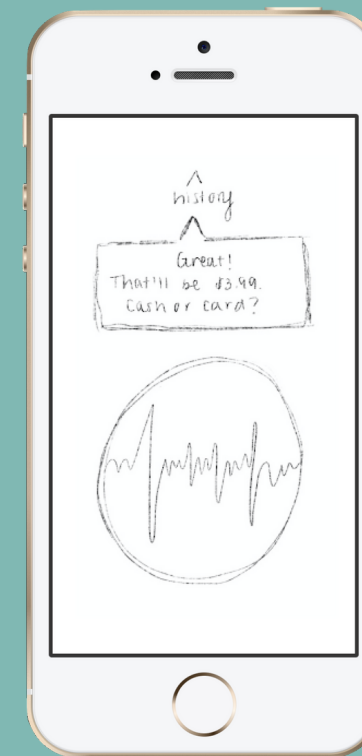
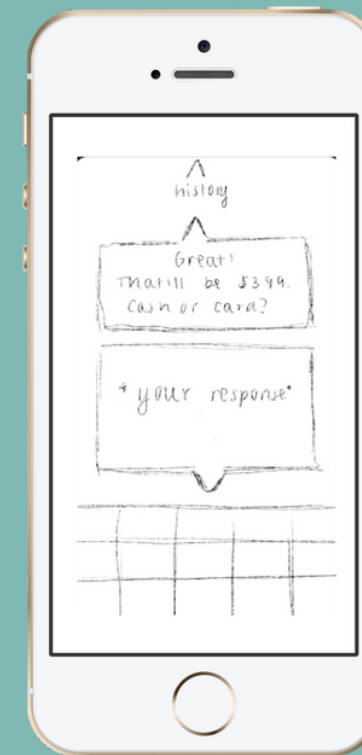
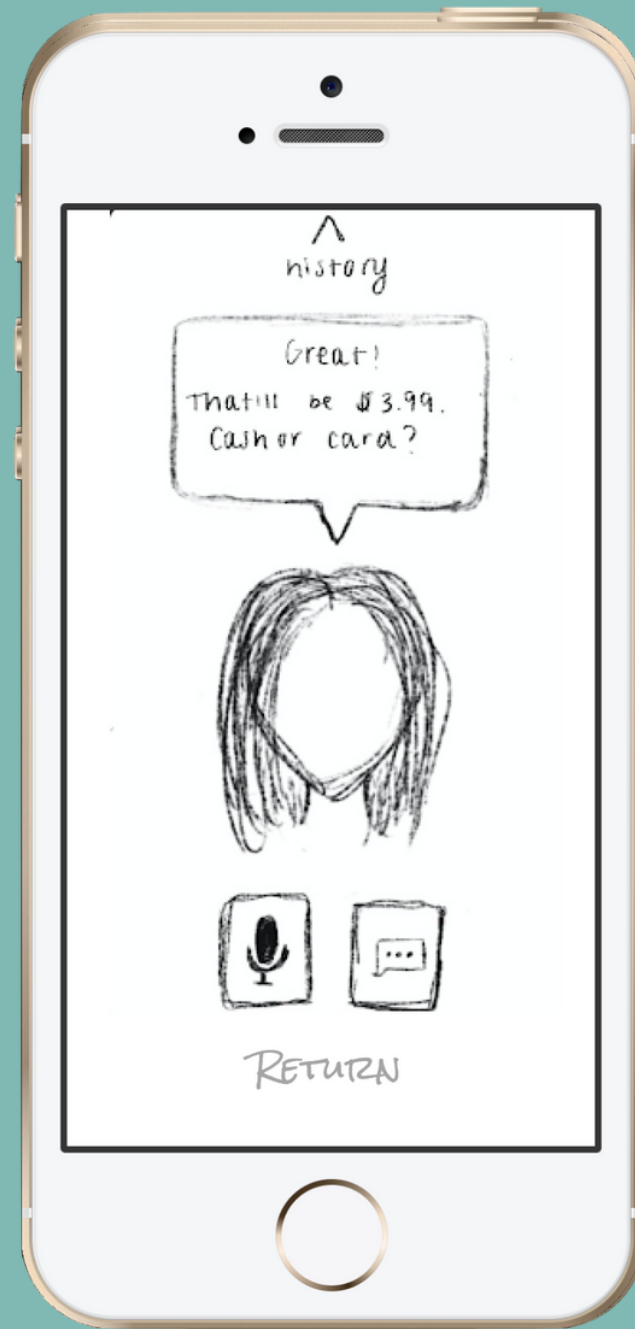
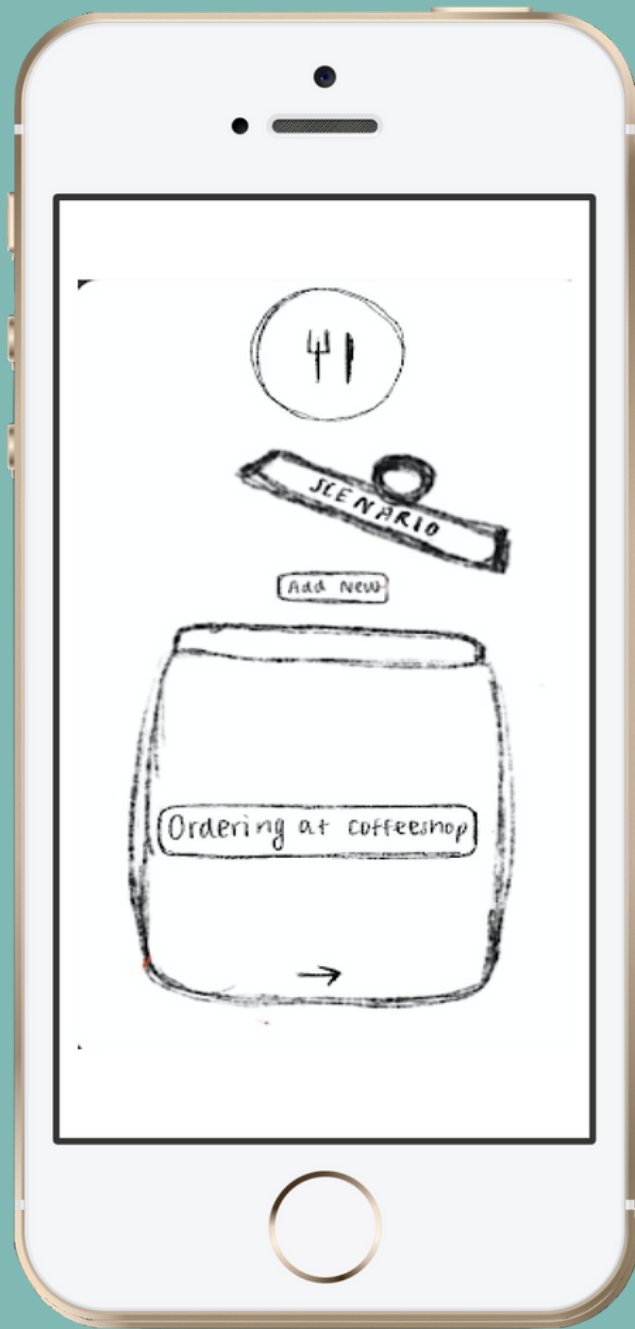
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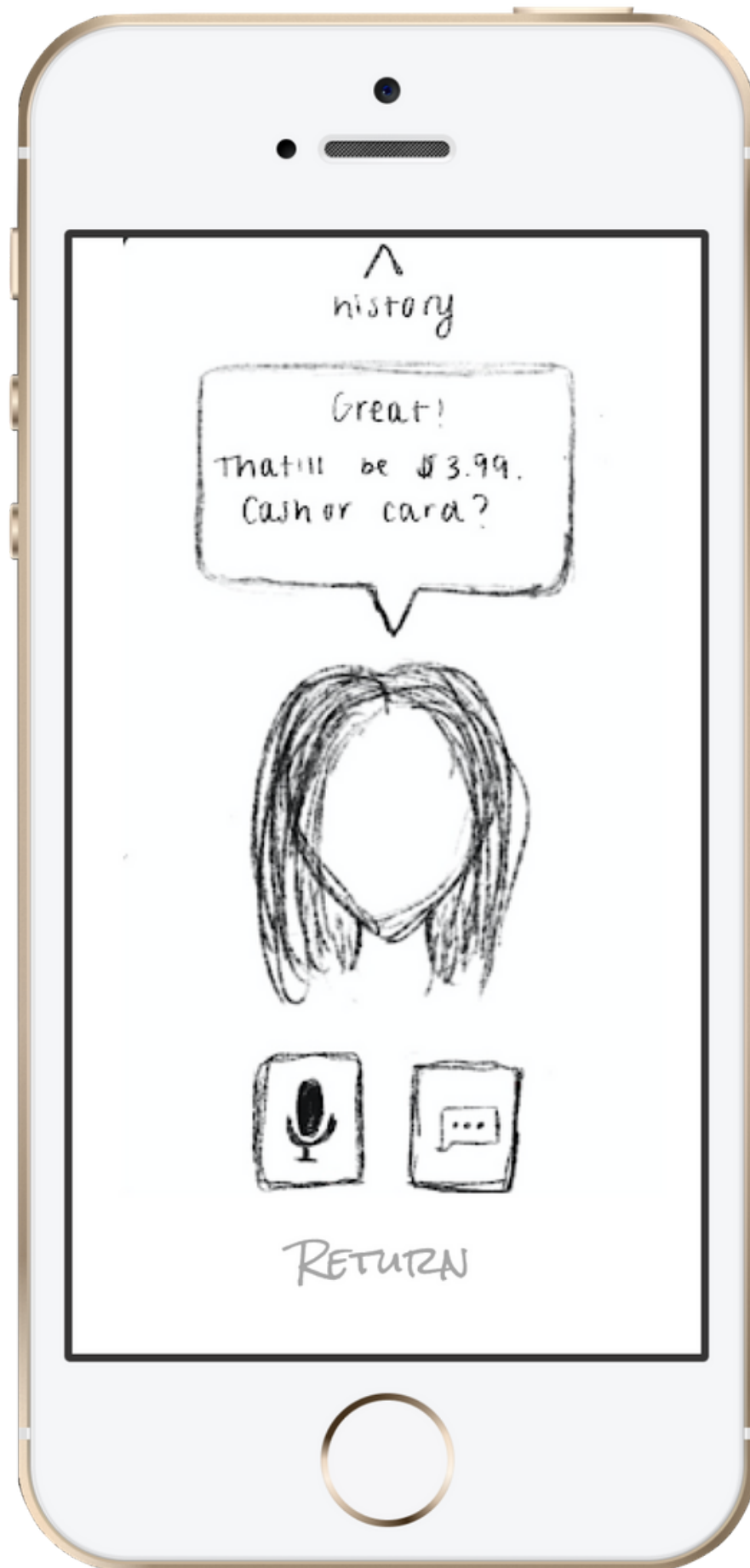
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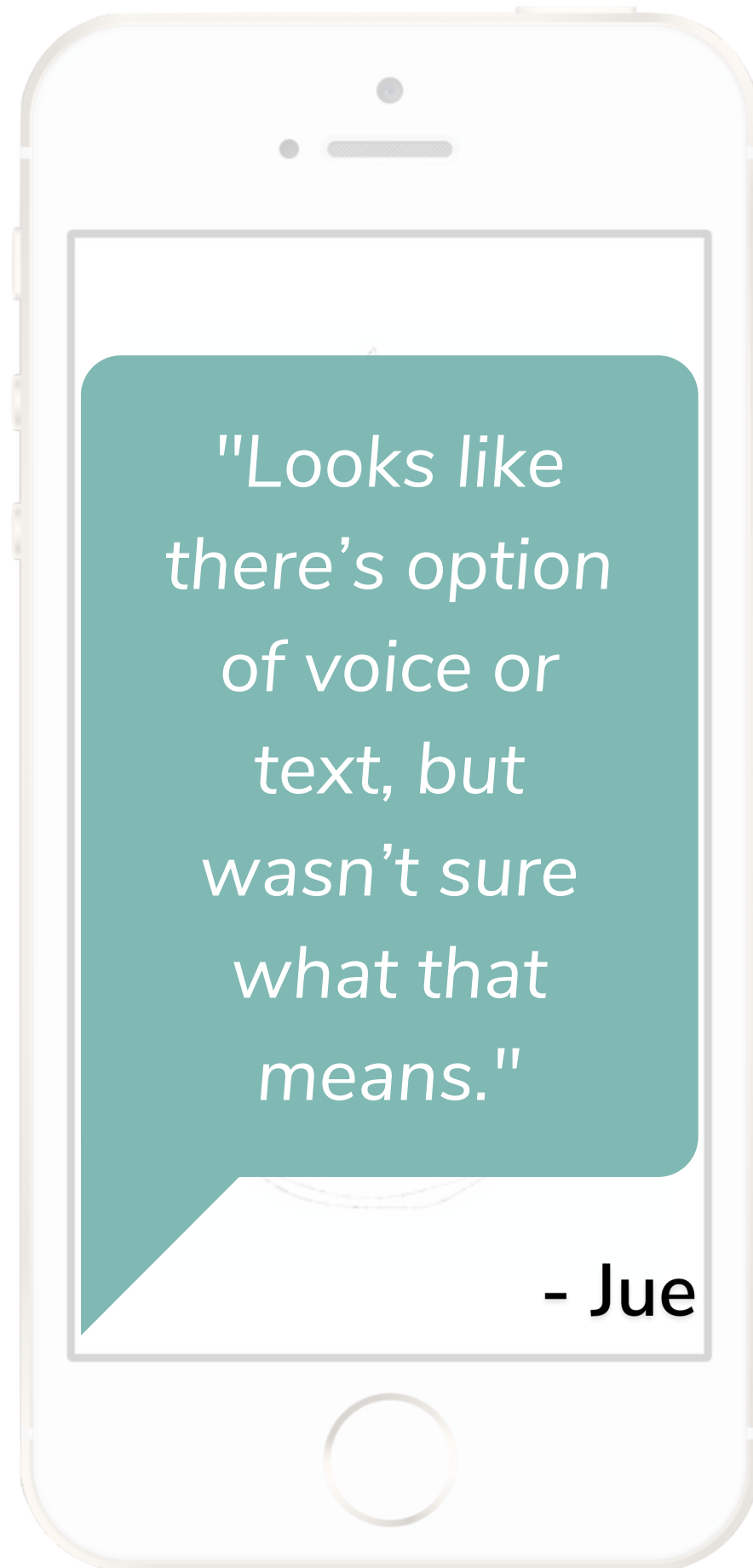


## Task 3: Freeform Conversation

Liked having both audio and text options.

Using the audio option felt less intuitive.

The difference between practice and freeform conversation is unclear.



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# UI Takeaways



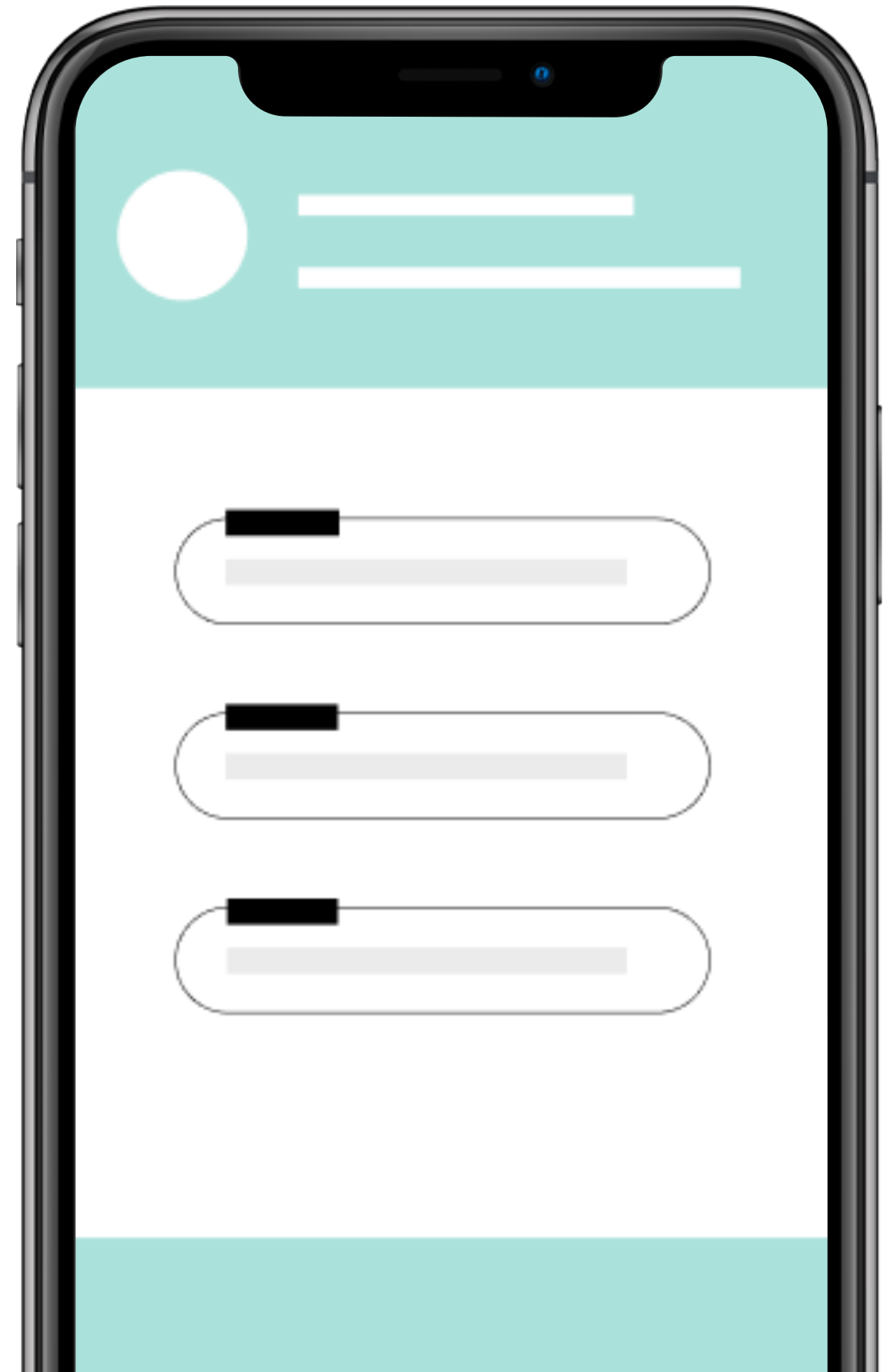
Implement vocabulary tests so users can verify retention



Better and more consistent navigation via menu bar



Re-design cookie jar visual



# UI Takeaways



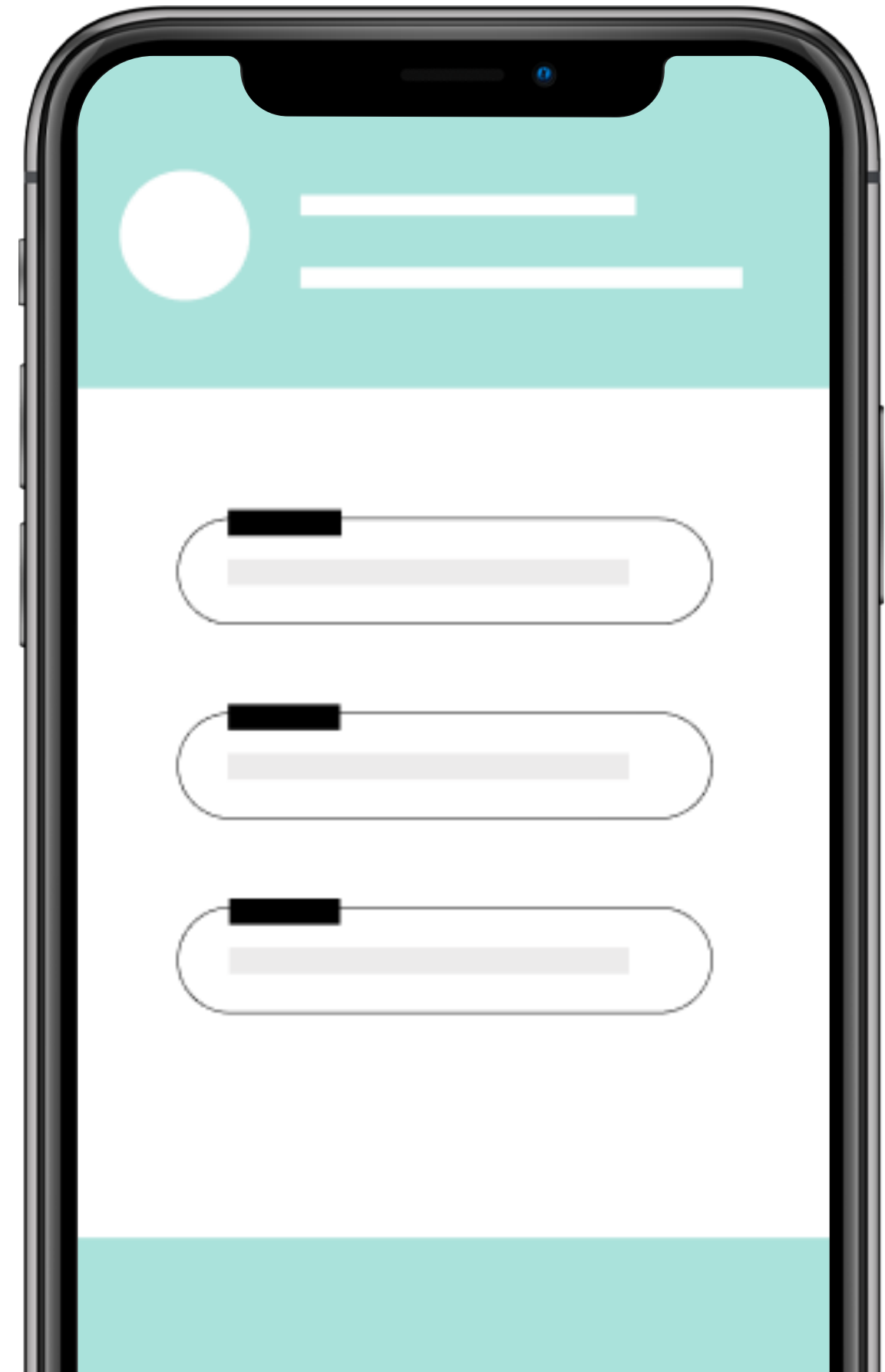
Clarify validity of options in templated conversations



Maintain audio interactions with clearer access points



Keep simplicity and cleanness of design





# Summary

- Chose a multimodal mobile app interface
- Sketched low-fi prototype
- Tested on Figma with 3 diverse users
- Learned our navigation was insufficient and users wanted more interactivity with vocabulary
- Next, we will further flesh out our UI and solution via the medium-fi prototype