



# Immerse

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## **Figma Prototype Links**

- [iPhone 11 Pro Max](#)
- [Presentation Mode](#)
- [Admin View of All Screens](#)

## **How To Use**

### General Notes

- Our medium-fi was developed on Figma. Users can interact with our prototype in two ways.
  - If they have the Figma app, then they can log into their account on their mobile device or their computer to test the prototype. On the computer, they would have the admin view of all the screens and select the home screen frame (labeled “Home”) to get started. Testing via the Figma app (free on the App Store) is recommended.
  - Without the Figma app, the user can use the “iPhone 11 Pro Max” or “Presentation Mode” links above to interact with the prototype directly in their web browser. They can click on the prototype frames to interact with the prototype elements. The issue with using this method is that our prototype leverages both horizontal and vertical phone orientations and Figma does not allow users to switch the orientation of the iPhone 11 Pro Max without edit access to the Figma. We are capped at two editors for our team so granting this access is not possible. That said, it’s recommended to view the prototype in “Presentation Mode” while

understanding that some of the screen UI spacing (i.e. the top navigation bar) will be offset due to the different prototype presentation mode.

Frames were designed to be compatible with the iPhone 11 Pro Max prototype.

- While several options are displayed on any given screen (i.e. videos and characters), there are limited options available to interact with due to time constraints and task flow simplicity for testing. The prototype is set up such that elements available to interact with will highlight in blue briefly when the user hits the spacebar or tries to click an element that does not have interaction features.

### Navigating the App

#### 1. *Home Screen*

Upon opening the app, users will see the home screen. From here, they can view their most recently viewed videos and topics available to explore videos about. Users can also navigate to their shelf archive. On this screen, “Continue Watching” video options are not elements that they can interact with beyond scrolling through the options. The search icon at the top right corner is also not an interactable element. Here are their navigation options:

- a. Saved Star: this will show a subset of the topics available that the user has saved.
- b. Bookmark Icon (next to search icon in the top right corner): this will navigate them to a new screen with their shelf archive.
- c. Medical Topic: this will trigger the display of an episode list that contains content relevant to medical terms and contexts. In the list displayed, only one video (the last one) is an interactable element that they can select.

#### 2. *Shelf Archive Screen*

Three categories are displayed in the shelf archive: My List, Vocabulary Sets, and Recordings. Aside from scrolling through options, none of the elements are interactive. This screen is mainly to show how there is a centralized hub for their saved information that they can refer to for easy access.

#### 3. *Episode Screen*

Once the user selects an episode, they will be asked to select a character role. This will then prompt a screen where they can start playing the video.

#### 4. *Video*

When the user hits the play icon on the *Episode Screen*, a separate tab will open to a Google Drive link where the video will play. Figma does not enable embedded video directly on their platform without external plugins (which cost money to utilize and don't fully integrate smoothly with Figma prototypes). Due to this limitation, we uploaded videos to a Google Drive for users to access during testing. We recognize the video parsing isn't ideal, but this is one of the limitations faced when integrating videos with Figma. Some other things to note:

- a. After the first video, the user will close the Google Drive tab to return to the Figma prototype screen. It will be a black screen. The user will need to tap anywhere on the screen to trigger the next video snippet. While short, this video set the user up for their first pronunciation exercise.
- b. After the pronunciation exercise, there will be another black screen that the user will have to tap to trigger the link to play the continued video. For the sake of time, we trimmed this video down, but ideally the user would be able to watch the rest of the video episode, see more vocabulary, and participate in more pronunciation exercises.

#### 5. *Pronunciation*

After finishing the second video, the user will close the Google Drive tab and return to the Figma tab where they should see a pronunciation activity. It'll ask the user to record themselves saying a line of the character they chose at the beginning of their episode. If they need assistance, they can click an audio aide button on the left to hear the line pronunciation by the character in the show. The UI is set up to show each word of the line one at a time as if the phone is listening to the user speak and generating a live transcript. After recording, they have access to a pronunciation report that is hardcoded for this medium-fi. The user sees several options: play their recording (not possible for this prototype), re-record, or submit & continue video.

#### 6. *Video Summary Screen*

After finishing the video, the user will see a screen that provides their overall performance and allow them to view their episode report and test their comprehension with a short quiz.

- a. What Happened? (comprehension quiz): the example provided is three questions and will display quiz results (which are hard-coded at 67% accuracy). After the quiz, the user can exit by pressing the button in the top right corner to return to the home screen.
- b. Episode Report: not implemented in this prototype, but it will be a full report of the vocabulary shown in the episode and their pronunciation reports of the lines they had to pronounce.

### **Limitations & Trade-Offs: Figma**

- Lack of access to native mobile features such as audio input and output, which are critical to the audio recording and pronunciation features. We use the Wizard of Oz technique to mock these functions in the UI.
- Inability to store data in memory for archive features: saved videos, bookmarked vocabulary, and voice recordings. As a result, the archive information shown is hard-coded.
- Limitations in embedding video directly in the prototype and layer UI elements. For example, our vocabulary video pop-ups are edited on top of our selected videos. As such, these vocabulary features are not intractable as the user watches videos, but in our final solution the user would be able to bookmark vocabulary they want to reference or practice.
- The prototyping screen orientation control in Figma is limited to project editors. This means that prototype testers without editing access are unable to switch automatically between vertical and horizontal device orientations for prototyping. This becomes a problem when the user starts watching a video from the home screen, as the device should switch from vertical to horizontal orientation. To avoid this, testers should use the Figma app for testing or use the “Presentation Mode” prototype link to test on their browser.

### **Wizard of Oz Techniques**

- For the pronunciation task, the user is supposed to hold the microphone button to record their response. Because of the audio input limitation, we use multiple screens to mock the app transcribing the user’s recording.
- Upon recording themselves, the user should receive AI-generated feedback on their pronunciation. Since we have no way to obtain a live recording and script

code to analyze the recording in Figma, we display a pre-set report about their pronunciation performance in this medium-fi prototype.

- Because of the video embedding and layering limitation, the prototype uses an edited video to mock the feature, which we intend to be an interactive video. This also means that when the prototype tester is directed to the video playing on another link, we use a timer to move them to the next screen when they return to the prototype link.

### **Hard-Coded Features**

- TV videos, characters, vocabulary sets, and comprehension questions available to watch and practice with are pre-determined, as developing the entire "database" of learning curriculum is beyond the scope of a medium-fi prototype.
- "Saved" lists of videos, vocabulary sets, and recordings are hard-coded, since this is user-dependent/user-generated data that we are unable to collect with this prototype.