

# LangVRse



*Alt Text: LangVRse logo next to Langu, the app's world mascot wearing a VR headset*

## LangVRse

### Low-fidelity Prototyping and Pilot Usability Testing

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*CS 147: Human-Computer Interaction, Winter 2021*

*The Virtual Learnscape: AR/VR x Education*

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## Mission Statement / Value Proposition

The mission of *LangVRse* is to create an encouraging and immersive language-learning environment for all. By focusing on a combination of culture, listening, reading, and writing, we hope to create a VR experience that allows users to be immersed in a different country and wholeheartedly learn that language. **Immerse yourself beyond what you know!**

## Problem/Solution Overview

The participants for our needfinding interviews all have experience with learning new languages at various different points in their lives. The majority of them stated that they were always missing one thing to reach fluency: immersion. They understood concepts like vocabulary but could not apply them in actual settings due to the lack of a supportive environment.

Our solution aims to bring immersion to the language learning experience through the use of VR and an emphasis on both culture and everyday life. We will transport the user to a new country and provide them with tasks that will allow them to grow these language skills.

## Concept Sketches

### Application Idea

We want to create an immersive 360 experience where users can traverse a world/city and learn language(s) through different missions.

Table 1 below contains our best concept idea sketches. While brainstorming, we imagined completely different solutions for similar functionality ideas.

**Table 1: All Concept Sketches**

LangVibe®

# Welcome

Which language do you want to learn?

English    **Spanish**    中文    日本語    →    法语

# PICK A LANGUAGE

Chinese  
中文

Spanish  
Español

Korean  
한국어

...

• continue last adventure?  
• word / phrase list

CHOOSE YOUR LANGUAGE

Specific Language

< English Spanish French >

Choose a Country

Spain

Mexico

El Salvador

< [Spain] [Mexico] [El Salvador] >

Continue

LangVibe®

# PICK your Adventure!

current country: CHINA (中国) zhōng guó

Welcome to S. Korea!  
한국에 환영합니다!

# PICK AN ADVENTURE

Han River  
한강

Coffee shop  
커피숍

subway station  
지하철

Currently Visiting: Mexico City

LangVibe®

Current Task: ...

Open new possibilities...

Learn

Change

Do you want to go to...

Map

Task List

MAP

Food Point

Point of Interest

current country: CHINA (中国) zhōng guó

in the coffee shop  
커피숍 안에서

order food  
주문하기

chat w/ friend  
대화하기

Read Menu  
메뉴 보기

Write in diary  
다이어리 쓰기

Currently In: Café

LangVibe®

# CONGRATS ROCKSTAR!

Map of location

Rank, score

Point Address

Save progress

Time Spent

Words Learned

Learn

Save

current country: CHINA (中国) zhōng guó

Great Job!  
소고 하셨습니다!

- stay in café
- leave café
- see stats

MISSION LIST S. Korea

- cafe
- order food
- chat w/ friend

Adventure Completed! Café in Mexico City

Words Learned

- Café
- Dance
- Chihwanha
- Etc

Fluency Points

	W	R	S
W	10	10	10

W: Writing, R: Reading, S: Speaking

Add Culture Bar too

Leader-board

#177 Jane Doe
#178 YOU
#179 John Doe

Max Adventures in Mexico

Different country

Different language

**LangVise**

You visited 3 countries & visited 20 different cities! Completed 25 adventures!

**Your Stats**  
 Click Browse Info.  
 Completed for you  
 Location: \_\_\_\_\_  
 Adventure: \_\_\_\_\_  
 Next step: \_\_\_\_\_  
 Reward: \_\_\_\_\_

**Current Country** CHINA (中国 中国)

**Change Avatar**

**Progress Log**

**Language**  
 Learn language  
 Learning Curve

**4 Day Course**

**Progress**  
 00000000  
 00000000  
 00000000

### MISSION REPORT

**South Korea**

**Mexico**

**China**

**Words / Phrases**

- 커피: coffee
- 주문: order

**View Mission List**

### YOUR LANGUAGE JOURNEY

**Practice Frequency**

- 200 Minutes
- 20 Unique Days
- 4 Unique Months
- 1 Unique Year

**All Fluency Pa-13**

- 152 Reading
- 20 Writing
- 200 Speaking
- 100 Writing

**Language Library**

- Spanish
- English

**Countries**

- Mexico
- U.S
- Spain

You are in the top 10% of LangVise Users!

**Arturo**  
Status: classmate

**Benito**  
Status: boyfriend

**Juan**  
Status: friend

**Call**

**Message**

**Ask a question**

**Talk to classmate**

**Call**

**Message**

**Language Library**

**Language Learning**

**Language Practice**

**Language Progress**

**Language Review**

**Find in numbers**

**Amazing! 30, please**

**Let's practice again!**

**Score 1**

**Score 2**

**Score 3**

**Score 4**

**Score X**

**Ask about word**

**Apple**

**Try again?**

**Awesome!**

**Score 1**

**Score X**

**Question Spanish**

**Record**

**Language Proficiency**

- 10% Writing
- 20% Reading
- 30% Speaking

**Where would you like to travel?**

- Canada
- Costa
- Other

**Person**

- Repeat
- Save Item
- Refresh

**Cities**

**Los Angeles**  
Mission #1  
Dance Mexico  
Mission #2  
Downtown  
Mission #3  
????

**Spanish**

- Spain
- Mexico
- Peru

**WORLDLE WORD RECOGNITION**

**Take a Picture**

**Response**

**Daily Points**

**Progression is 80% correct**

**CHOOSE YOUR ADVENTURE**

- Mexico (멕시코)
- China (中国)
- S. Korea (대한민국)

**Intro Lesson**

**Which do you want to eat?**

- chocolate
- helado

**What is this?**

- coffee

**Which way do we go?**

- requena
- depecho

**Yesterday, what did you do?**

- 공부했어요
- 운동했어요

**In Korea, you bow to elders.**

**Correct**

**What is this?**

**How to say**

**How are you?**

**Good!**

**STATUE OF LIBERTY**

**LIST OF WORDS LEARNED ON ADVENTURE:**

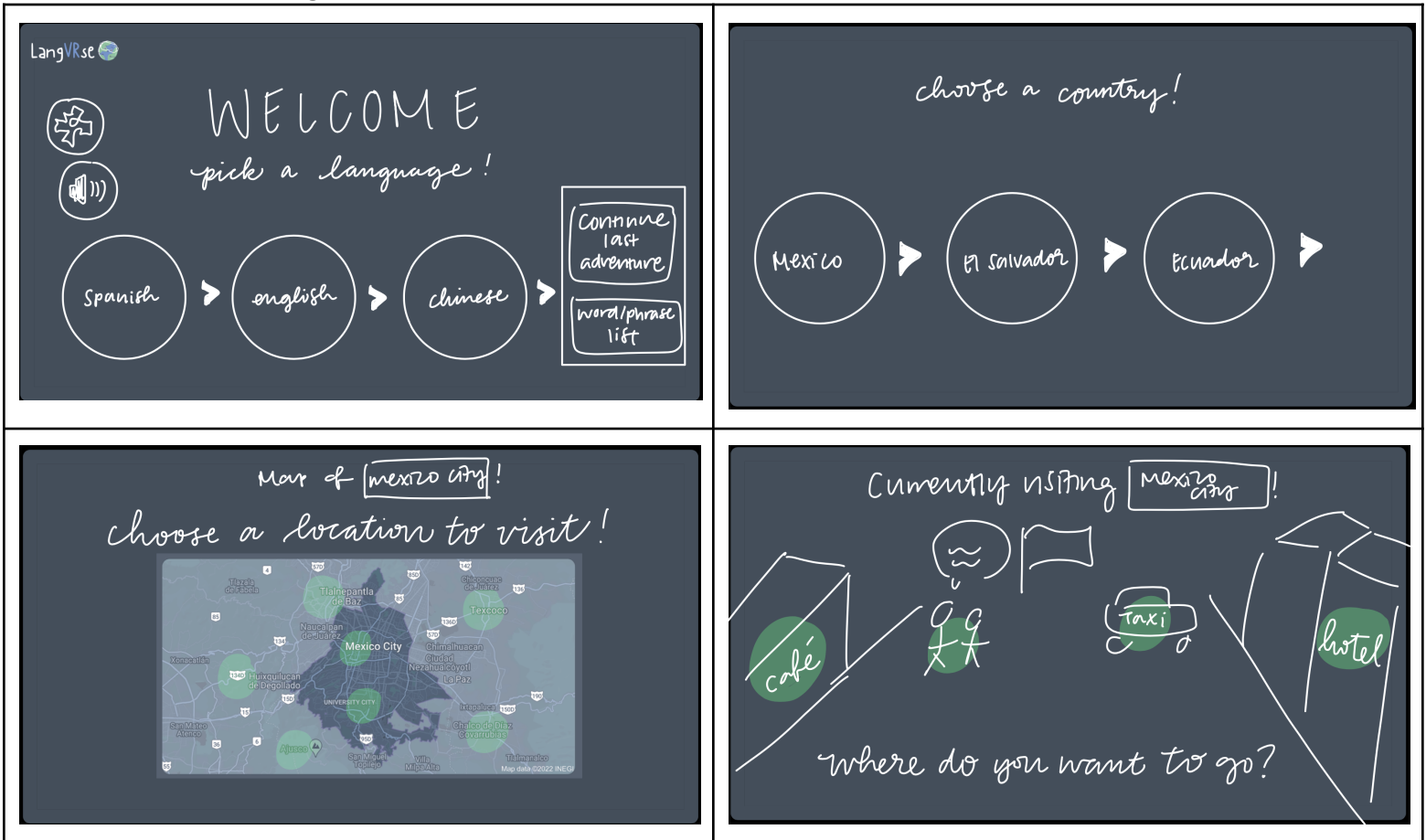
- STATUE
- BANANA

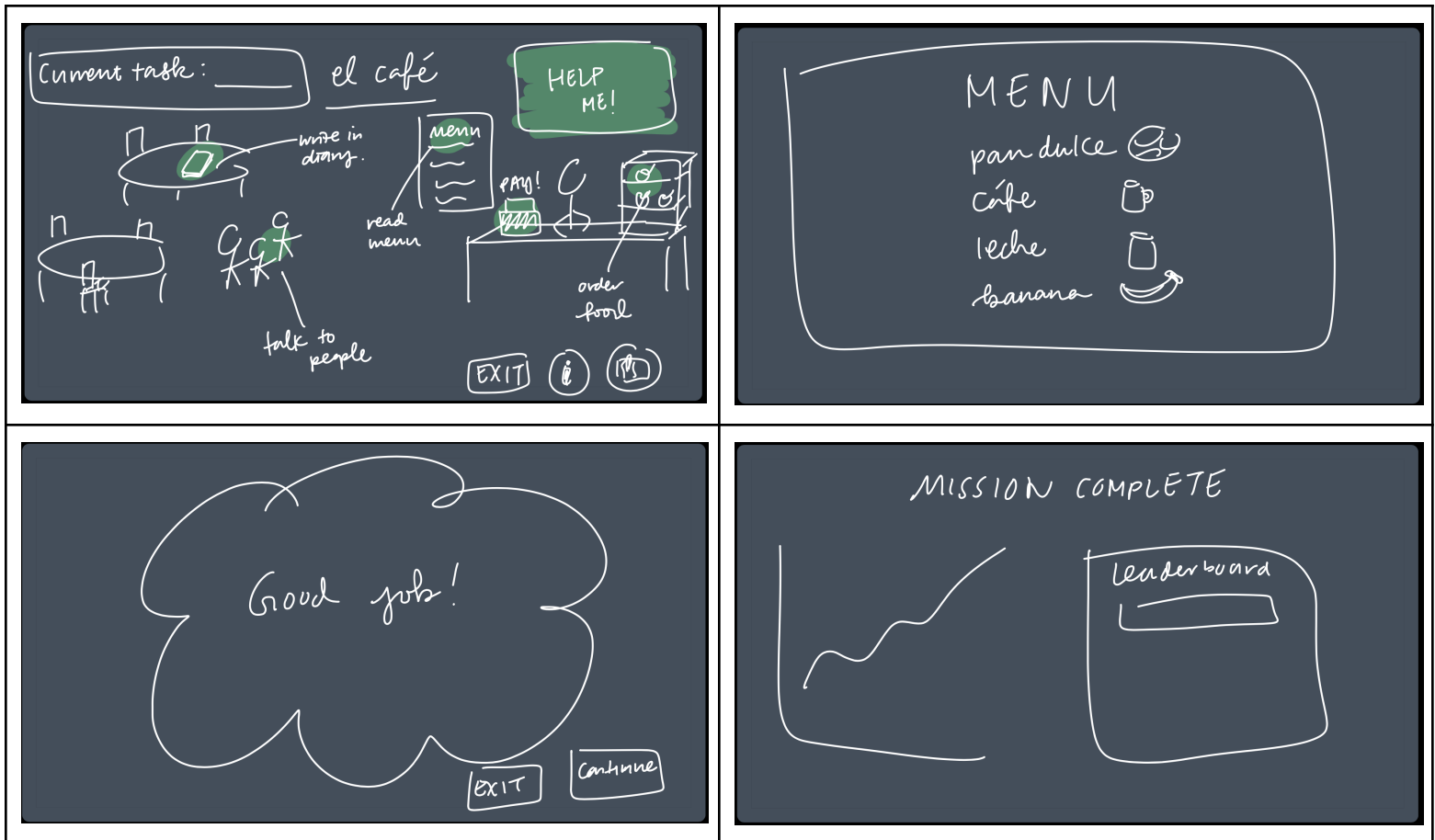
# Top Two Ideas

We combined our favorite concept ideas to create two UI presentations. These two presentations would be the initial UI set-up and experience that users would see without the actual VR component that would enable them to look around and scroll.

Design #1: The following design goes for a minimalist approach, steering clear of excessive text and other images to focus on the main tasks.

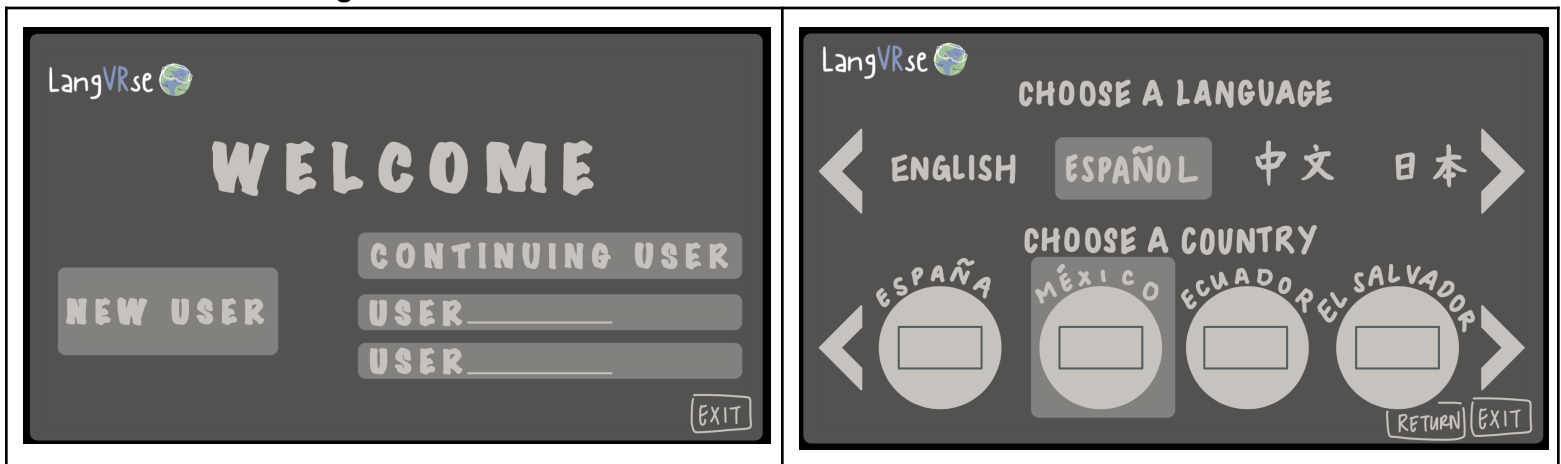
Table 2: Design Idea #1

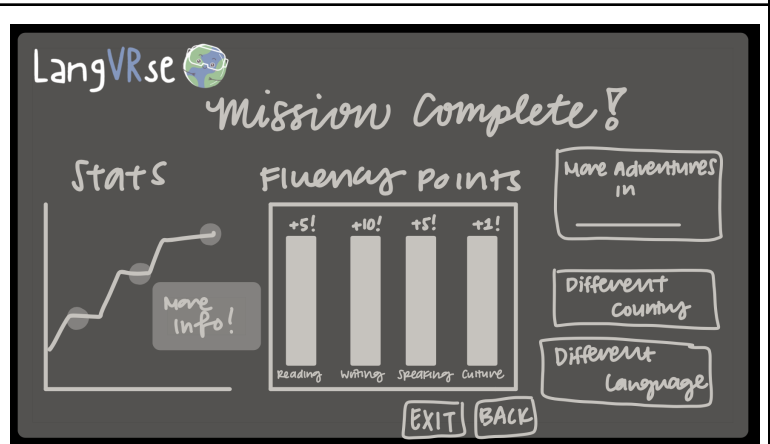
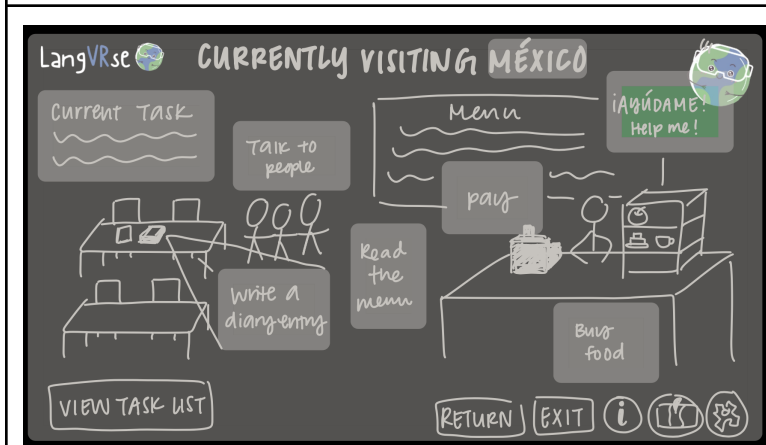
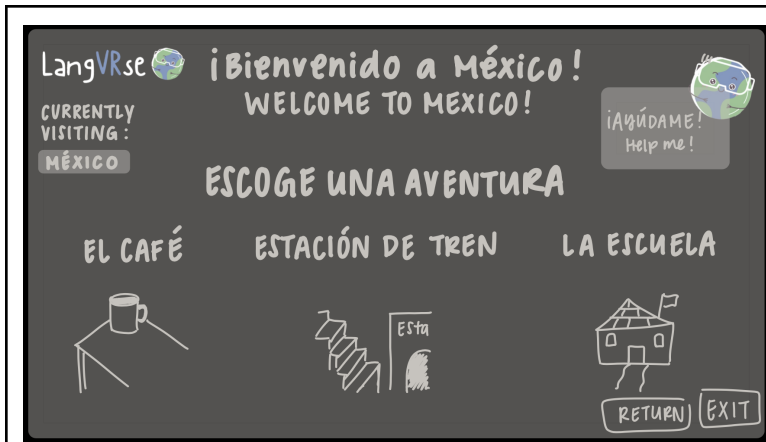




Design #2: The second design is a similar approach but has more visual components. These additional images allow the user to be more aware of their progress and the country/surroundings.

Table 3: Design Idea #2





## Selected Interface Design

Our top designs were both focused on virtual reality, but one was focused on more visuals/picture components while the other was more focused on text.

## Design 1: Text-Focused Interface

**Table 4: Pros and Cons of a Text-Focused Interface**

<b>Pros</b>	<b>Cons</b>
Realistic map captures the user's attention	Cursive writing might cause users to struggle
Hints at the ability to have friendly competition through leaderboard	Missing the "help me / translate" button in every scene
Simple and straight-forward	Missing back buttons, poor navigation systems

## Design 2: Image-Focused Interface (Selected)

**Table 5: Pros and Cons of an Image-Focused Interface**

<b>Pros</b>	<b>Cons</b>
More structured user interface	Longer initial navigation before you get to the game play
Features such as the view task list allow user to know what they can do in the mission	Overwhelming number of options
Buttons to pick another country/language help with faster transitions between missions	Missing basic functionality features that could make users more comfortable

## Design Selection Rationale

Our team chose the image-focused interface but also incorporated aspects of our text-focused interface. The image-focused interface has a better environment setup with more user controls/options and is more immersive with all of the "next steps" after a task.

Some features we enjoyed:

- Various components that provide more information
- More control of where you can click / interact with the UI
- More visual components (flags, colors, shapes)

- Highlights the different options for them without having to scroll or look for more information on their own

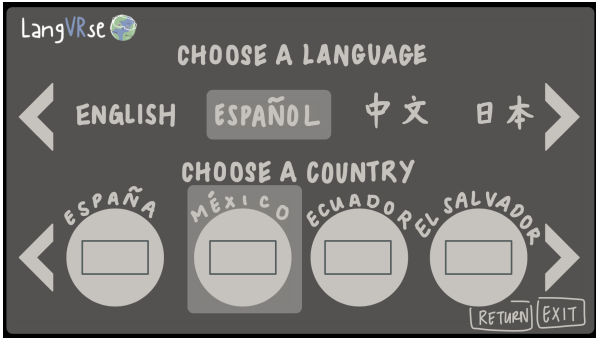

## Merged Interface Design Ideas

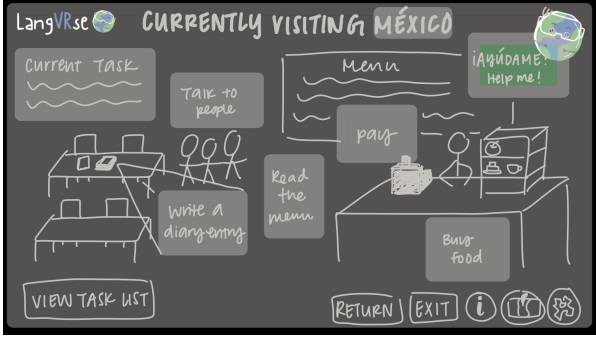
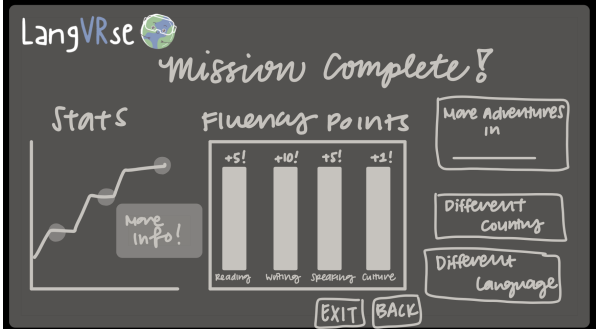
In designing our final low-fidelity prototype, we combined elements from designs we appreciated:

- Include settings, volume, navigation, and a *continue last session* button
- Differentiate return vs. exit actions
- Realistic map for choosing adventures
- Less crowded scenes
- Friends list and leaderboards
- Transition scenes

## Feature Descriptions

**Table 6: Interface Elements and Their Functionalities**

Interface Element	Functionality Reasoning
<p>Choose a Language Screen</p> 	<p>Top bar to select a language.</p> <p>Bottom bar to select a country.</p>
<p>Choose an Adventure Screen</p> 	<p>Wide range of applicable adventures.</p>

<p><b>Complete Tasks Screen</b></p> 	<p>Buttons for different tasks which redirect to a mini-game-like screen to practice that skill.</p>
<p><b>Mission Complete Screen</b></p> 	<p>Allows the user to choose many different options to continue their game after they have finished their current mission.</p>

## UI Task Flows

**Task 1 (Simple):** Comprehend simple phrases in a language of interest. (understand)

This task is accessed by clicking the listen/escuchar button from the tasks. Users will listen to a phrase and select an answer. They will see a *correct* or *try again* screen.

**Figure 7: Simple Tasks**



Task 2 (Moderate): Be able to read and write common statements (name, introduction, etc.). **(produce)**

The following task is accessed by clicking the read/leer and escribir/write buttons from the tasks. Users will read the menu and write their order.

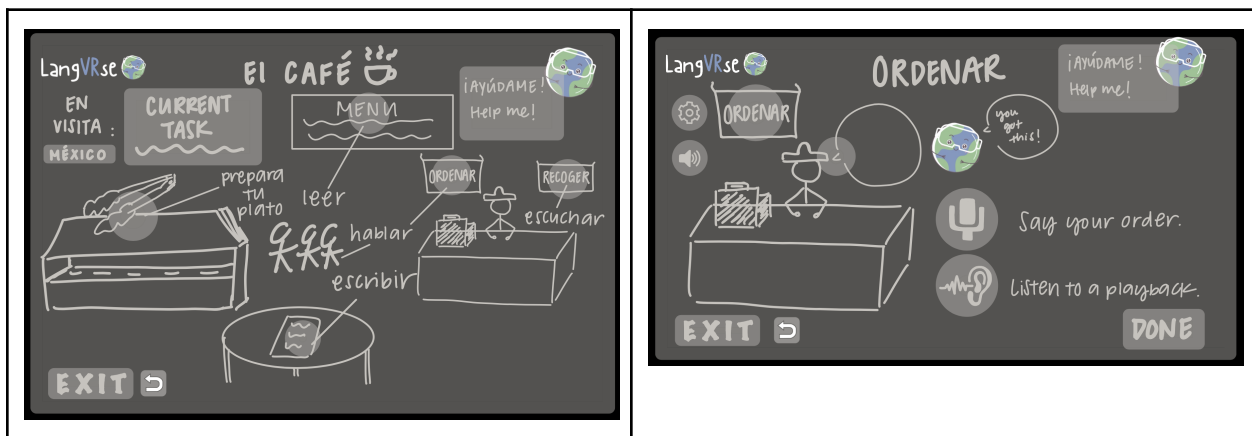
**Figure 8: Moderate Tasks**

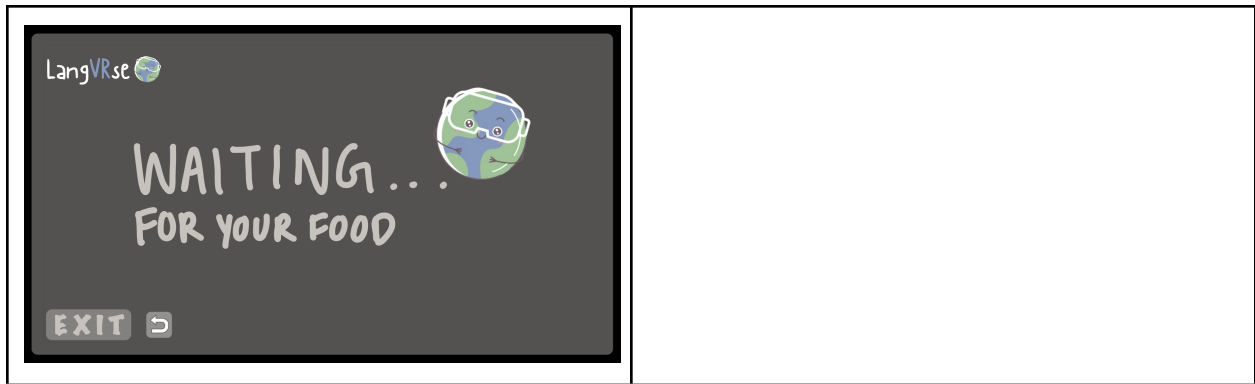


**Task 3 (Complex): Be able to answer questions and follow instructions (without many context clues). (engage)**

This task is accessed by clicking the hablar/speak button to order food. Users answer questions about their order without other context clues.

**Figure 9: Complex Tasks**

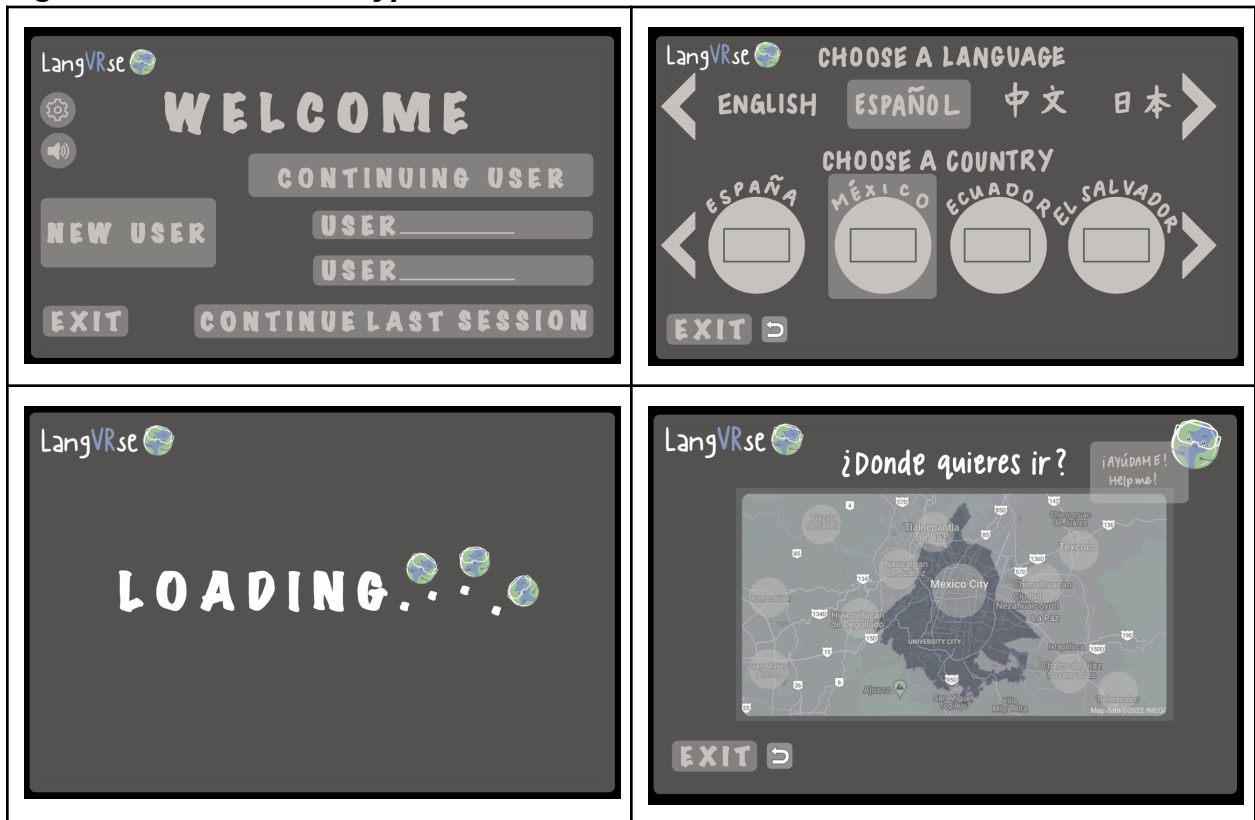




## Prototype

Our prototype was hand-drawn on Notability then uploaded to Figma. We primarily tested exploring a coffee shop adventure. Key interactions were based on user selections and tasks.

**Figure 10: Low-Fi Prototype**



LangVRse 🌐

# LOADING...




LangVRse 🌐 ¡Bienvenido a la ciudad de México!

EN VISITA : MÉXICO

ESCOGE UNA AVENTURA

¡AYÚDAME! Help me!

EL CAFÉ ESTACIÓN DE TREN LA ESCUELA



EXIT ➡

LangVRse 🌐

EN VISITA : MÉXICO

EL CAFÉ ☺

¡AYÚDAME! Help me!

CURRENT TASK

MENU

prepara tu plato

leer

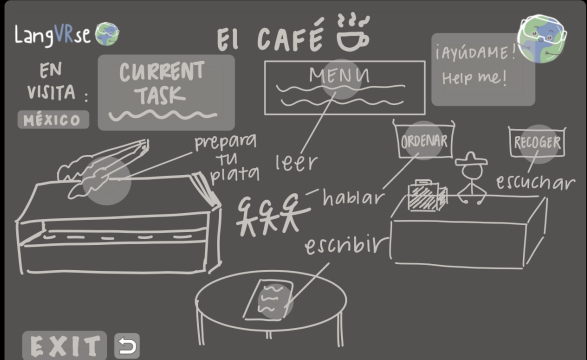
hablar

escribir

ORDENAR

RECOGER

escuchar



EXIT ➡

LangVRse 🌐

EL CAFÉ ☺

¡AYÚDAME! Help me!




EXIT ➡

# CORRECT!



# TRY AGAIN!



↩

LangVRse 🌐

## MENU

DRINKS	FOOD	SNACKS
leche	sándwich	papas
café	bagel	chocolate
horchata	ensalada	almendra

LangVRse 🌐

PREPARAR TU PLATO

¡AYÚDAME! Help me!



EXIT ➡

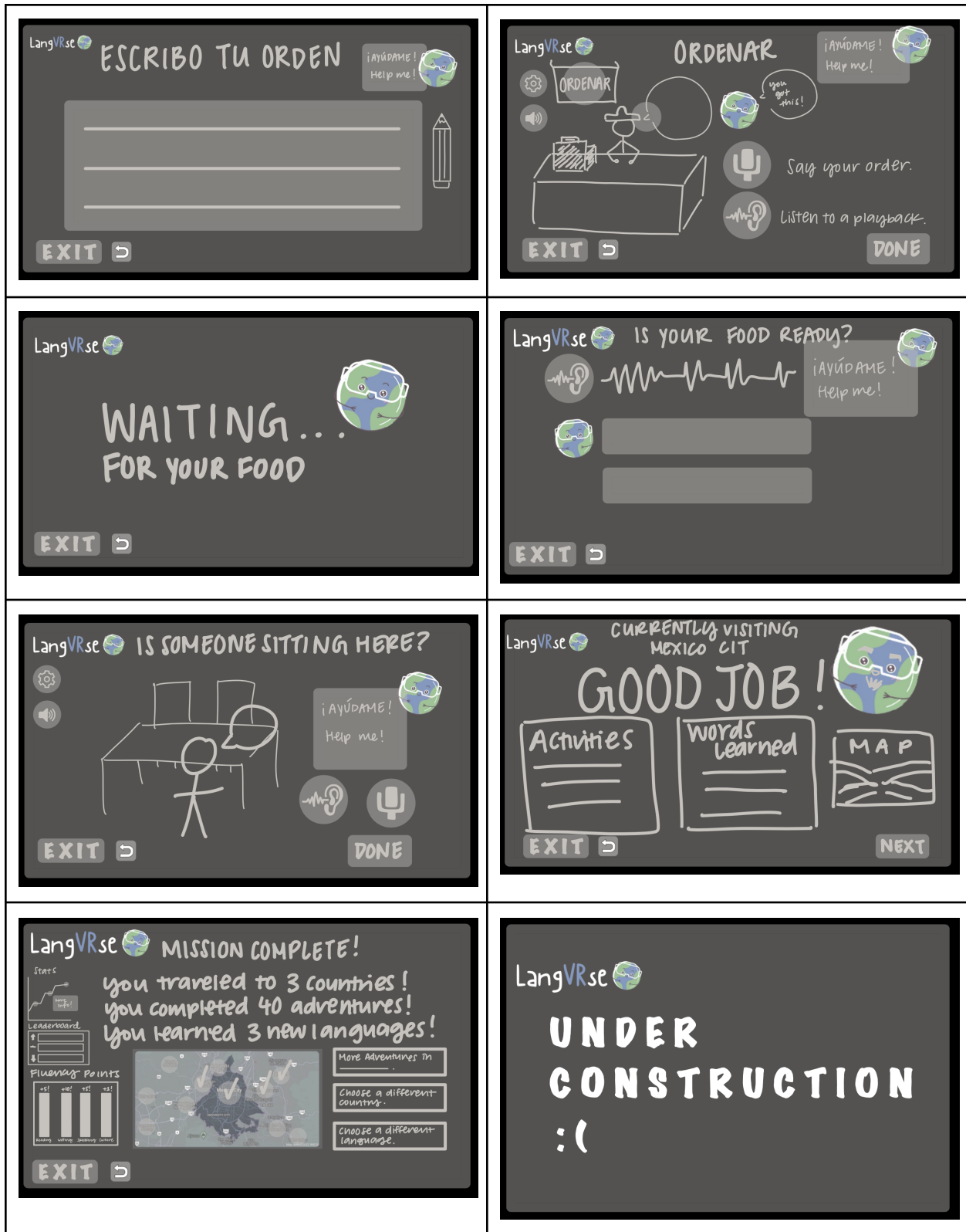
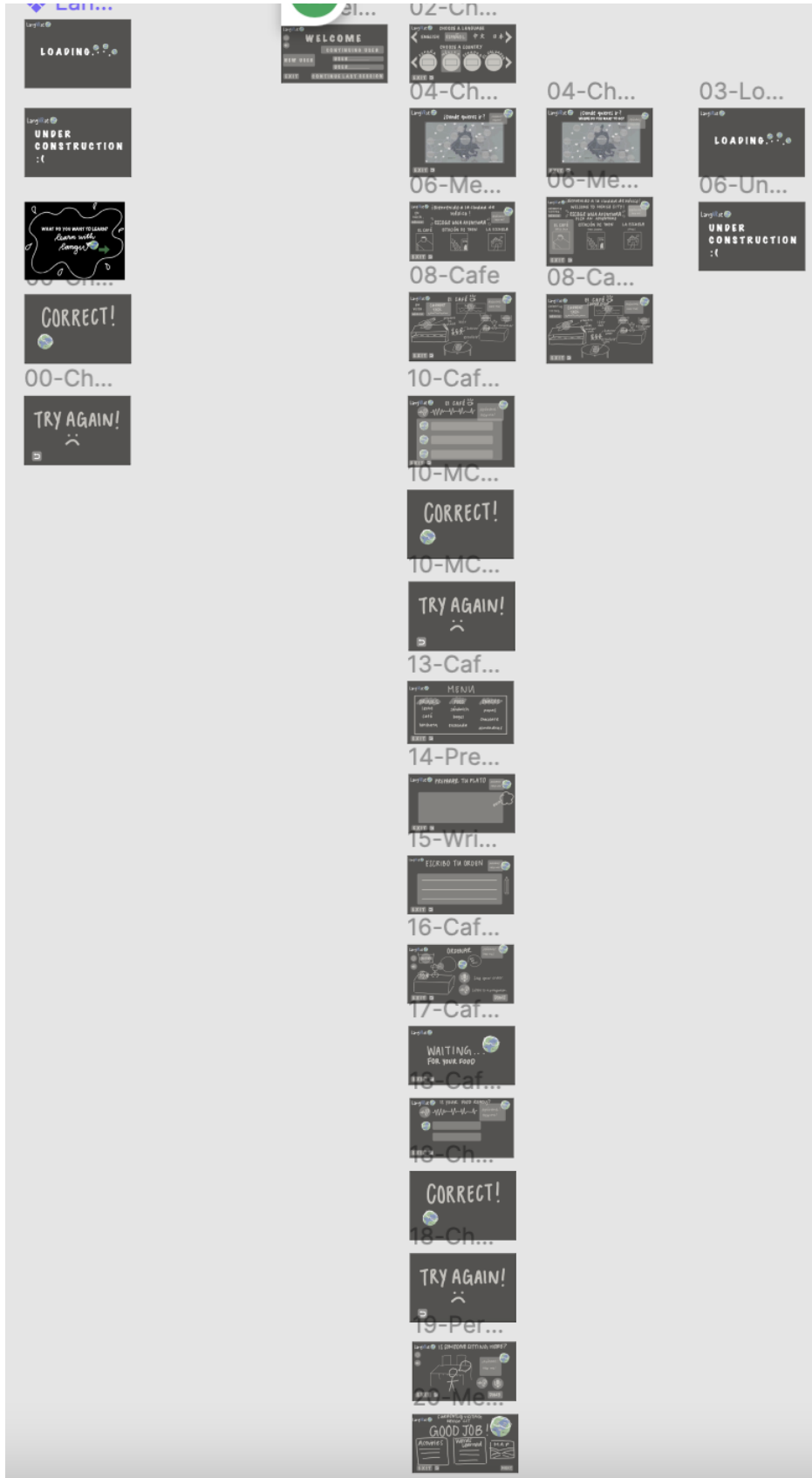


Figure 11: We drew the low-fi prototype by hand and linked each screen together using Figma (accessible [here](#)).



# Methodology

## Participants

Our participants were all from different age groups for us to better cater to the needs of learners of different backgrounds. Participants were not compensated.

**Tester 1:** 10-year-old fourth grader who attends a bilingual immersion school (English and Spanish), our first child prototype-tester

**Tester 2:** 18-year-old girl senior in high school who learned English after migrating to the U.S., studied French in high school, selected for her age group and education levels.

**Tester 3:** 75-year-old retired scholarship chair, community organizer selected for his extensive cultural/language interactions, our first monolingual tester.

## Environment

We conducted our testing through Zoom. The Figma prototype was screen shared with the User with screen control access. For each interview, two team members were present to facilitate and notetake.

## Tasks In Detail

### 1. *Simple Task*

- Hearing exercises
- Users listen to a phrase such as “What would you like to order?” and see if the user understands what is said

### 2. *Moderate Task*

- Reading and writing exercises
- Users read the menu then write their order

### 3. *Complex Task*

- Speaking exercises
- Users answer questions (eg. whether a space is free at their table, what they would like to order)
- See if a user is able to understand and respond to the questions presented to them (with little context from the scene)

## Procedure

After introductions and digitally signed consent forms, we asked users about their demographics to make them feel comfortable. We then explained the details and goals of our project.

We shared our screen, gave them remote control access, and began the prototype testing. We took notes on users’ actions. Post-experience, and we asked open-ended questions about their

likes and dislikes and prompted follow-up questions. We thanked them for their time and reflected on the results.

## Usability Goals and Measurements

### Memorable

- Users can remember the different locations they visited and the language and cultural elements they learned on this mission.
- Key Measurements
  - Easily navigate the different locations and tasks that they have/haven't visited.
  - Users are aware of their knowledge breakdown from the statistics page - vocabulary learned, speech levels, countries visited.

### Learnable

- Users can build off the language basics that they are learning, and increase complexity from mission to mission.
- Key Measurements
  - Easily navigate new spaces, learning more language elements as they go.
  - Use basic activities (only vocabulary, static) to tackle larger tasks (speaking, writing, interactive).

## Test Measures in Usability Testers

### Successes

- Easily navigated between scenes.
- Clicked elements they were intended to click (UI was clear).
- Completed the different tasks in the setting without help.

### Errors

- Navigationally confused (forgot finished tasks).
- Incorrect task order (e.g. complex tasks first).
- Unsure which elements to click when provided task ideas.

### Timing

- Tasks completed in a minute or less.
- More time spent on tasks than the start/end screens.

## Team Member Roles

Amanda H. - UI/UX Designer  
Anna C. - Notetaker  
Selaine R. - Facilitator  
Wilmer Z. - Notetaker & Developer



# Results and Discussion

## Summary

Overall, users appreciated the friendly, welcoming learning environment and felt the use of real-life scenarios with scaffolded learning tasks enhanced their immersive experience. The only negative feedback pertained to UI uncertainties and the occasional lack of details.

## Meaning

Users appreciate the ideas and pedagogy behind the different components and crave meaningful and culturally-centered experiences in different countries.

## Usability Goals

### Memorable

- UI was not helpful in tracking completed vs. to-do tasks. We will need a checklist/progress bar as a mindful indicator.
- Users appreciated progress trackers and would love to see customized progress reports.

### Learnable

- Users were better able to navigate through the journey when they completed the simpler tasks and ideas before tackling the more complex tasks.
- Vocabulary and knowledge from previous tasks were used to complete later tasks.

## Task Execution Timing

	Participant 1 (Child)	Participant 2 (Teen)	Participant 3 (Elder)
Task 1:	8:54	7:44	13:39
Task 2:	10:16	6:33	11:03
Task 3:	11:22	8:32	10:13

## User Interface Workflow Feedback

- Users appreciated logical storyline but wished tasks could be marked 'completed'.
- Users would appreciate more variation to further their learning.

## Feature Recommendations

- More visuals in adventure rooms
- Clear task list

## Next Steps

- We hope to consider color, layout and location schematics to invoke feelings of comfort and enjoyment. We aim to incorporate pictures, videos, and music in our scenes. We plan to create task lists for easy user reference. We strive to accurately and respectfully depict culture and history while retaining core cultural values in our application.

# Appendix

## Consent Form Template

### Consent Form

LangVRse's prototype is being produced as part of the coursework for Computer Science course CS 147 at Stanford University. Participants in the experimental evaluation of this prototype provide data that is used to evaluate and modify the interface of LangVRse. Data may be collected by interview, observation and questionnaire.

Participation in this experiment is voluntary. Participants may withdraw themselves and their data at any time without fear of consequences. Concerns about the experiment may be discussed with the researchers (Selaine Rodriguez, Anna Chang, Amanda Huynh, Wilmer Zuna) or with Professor James Landay, the instructor of CS 147:

James A. Landay  
CS Department  
Stanford University  
650-498-8215  
landay at stanford dot edu

Participant anonymity will be maintained by the separate storage of names from data. Data will only be identified by participant number. No identifying information about the participants will be available to anyone except the student researchers and their supervisors/teaching staff.

I hereby acknowledge that I have been given an opportunity to ask questions about the nature of the research and my participation in it. I give my consent to have data collected on my behavior and opinions in relation to the LangVRse's research. I understand that I may withdraw my permission at any time.

I give consent to be videotaped during this study:

Yes       No

I give consent to be audiotaped during this study:

Yes       No

I give consent for video or audio recordings from this study to be shown to people not directly involved with this research during/in class, seminars, reports, or scientific presentations.

Yes       No

Name \_\_\_\_\_

Participant Number \_\_\_\_\_

Date \_\_\_\_\_

Signature (or Parent/Guardian's Signature) \_\_\_\_\_

For confidentiality reasons, signed consent forms are not attached in our report.

Word Count: 1461 words

## Testing Script

Hello! Thank you for agreeing to participate in our pilot usability testing study. We are college students taking CS 147, a Human-Computer Interaction class at Stanford University. We are designing and testing an immersive language learning app named *LangVRse*. By focusing on a combination of cultural, listening, reading, and writing we hope to create a VR experience that allows users to be immersed in a different country and wholeheartedly learn the language of that space.

Today, you will be stepping through a low-fidelity prototype of our app that will allow you to experience a simpler version of what we hope our final product will be able to provide. You will be using the Zoom remote control feature and we will be keeping track of where you click and how you interact with the screen. At the same time, we'd appreciate it if you could think aloud and explain what the thought process is as you interact with every screen.

For the scenario, you will be traveling in Mexico City and focused on learning Spanish better. Your tasks to become a better Spanish speaker include understanding simple phrases, reading and writing common words, and being able to answer questions and hold a short conversation. You will be able to do all of this through different scenes in the game. Have fun and please let us know what you think as you go along.

## Critical Log Incident

We rated the severity of incidents between 0 (no problem), 1 (small problem or suggestion), 2 (minor usability problem), 3 (major usability problem), and 4 (require facilitator assistance).

## Participant 1

Incident	Severity Rating
Quickly navigated through the intro pages to a cafe in Mexico City	0
Not able to actually write during the writing activity (on Figma and the Zoom chat)	1
Understood the question but did not complete the correct task (answered the question aloud but did not click the "yes or no" button)	1

Responded slower when provided English instructions	1
No instructions on menu page	2
Opened "preparar tu plato" a second time	1
Could not located final task (hablar with person)	4

## Participant 2

Incident	Severity Rating
Clicked on menu when it's a reading activity	1
Could not differentiate exit and back buttons	2
Could not find Zoom chat to write their order	3
Did not realize they did not complete the final task (hablar with person)	4

## Participant 3

Incident	Severity Rating
Help me buttons weren't clear, but user also did not want to resort to using the help me button and would rather struggle and "guess" by clicking random buttons	4
Not able to actually write during the writing activity (on Figma and the Zoom chat)	1
Clicked on tasks out of order and had to backtrack	1
Lost track of which tasks had been completed and which tasks have not been completed yet	4
Unsure how transition screens disappeared (automatically after a 2 second pause)	1

Quickly navigated through completion buttons (e.g. DONE)	0
Slight confusion between EXIT and RETURN button due to closeness in proximity	1

## Interview Notes

### Participant 1

- 4th grade
- 10 years old
- Likes to draw
- After school, likes to watch videos and play games
- Other languages?
  - No, just English and Spanish
  - Learn both in school (bilingual school)
- Has a spanish teacher and english teacher
  - Half of day in spanish
  - Half in english
- At home, Spanish with parents
  - English with brother
- In the cafe
  - Write
    - You would be able to write here if you want
    - Back
  - Prepare your plato
    - Would ask for...
      - Cafe
      - Leche
  - Listen
    - Yes, it's ready.
    - Correct!
    - Click to be taken out
  - Ordenar
    - Pretend i'm your waiter, say your order
    - Hola. Yo quiero un café con leche por favor
    - Click done.
  - Menu
    - Looks, leaves
  - People in the middle (didn't see them)
    - Is someone sitting here?
    - No, no one is sitting here.

- Good job!!
  - Click next.
- Mission complete page
- Exit!

### *Feedback*

- Liked the setting
  - Real settings to go to in a cafe
- More options in the screen
  - Different tasks
- Make the people speak with different texts
  - They don't say everything over and over again
  - (Different questions)
- Did you feel like you learned anything new?
  - It was familiar
- Difficulties?
  - No

### *Quotes*

- "I really liked the settings [the cafe experience] that you played the game in"

## Participant 2

- 18 years old
- Senior
- For fun: read and listen to music, read poetry, study spanish literature
  - Favorite book: Borges Mio...
- Just speaks Spanish and English
  - Two years of French in HS
- Learned English at 4 years old
  - Was 15 when she learned French
- Continue user
- Mexico
- Mexico City
- Cafe
- Leer menu
  - Reads it all
  - Chooses a horchata
  - Exit
- Prepare your plato
  - What do you want to order
  - 1 horchata and 1 sandwich (English)
- Ordenar
  - Orders a horchata and sandwich (Spanish)
- Escribir
  - Type your order in Zoom
  - Doesn't work, but this is fine

- Escuchar
  - Correct
- Hablar
  - No, no one is sitting here
- Done!
  - End screen
  - Stats screen
- Chooses a different country

### *Feedback*

- On the tasks, if they were listed in an order that would be better
  - For example, look at menu first
- Likes the help me box
  - (English translation)
- Likes the country variety
- Likes the drawings
  - Makes you feel nice
  - The feedback is encouraging
- Likes fluency, words learned, etc.
  - Positive feedback
- Would you think this would be helpful?
  - She likes it because it's interactive, good for younger and older students
  - It was fun (eg. looking at the menu)
- If they could hear someone speaking, it could help
  - Learn proper pronunciation
- More pictures of actual Mexico, so the user can see what it's like
- Liked it overall and the fact that you'll incorporate more countries
- Conversations with people
  - Standing in line
- If people visited Mexico
  - Airport
  - Hotel
  - Restaurant
  - Parks

### *Quotes*

- “ It was fun looking at the menu and thinking about of what to order, like in real life situations...I think maybe waiting in line and starting conversations with strangers like what conversation starters are like can be cool”

### Participant 3

- 75 years old
- Retired
- Volunteer work in the city
- Work with Church, Education Committee, African American Group

- High School Bible Study
- Expected Elementary School Reading Teacher
- Previous Job
  - Taxi Driver, eventual manager
  - Remained involved in multiple education committees throughout his work years
    - Youth
    - Education
- In his free time as retired at home
  - Enjoys making others feel comfortable
    - When assistants drop by his home, he plays latin-american music to make others feel more comfortable.
- Languages
  - English
  - Spanish (very basic)
- Prototype experience
  - Mexico (Grandparents home)
- Under constructions
  - Needs clearer instructions on how to go back - screen info not enough
- Cafe
  - User does not initially know how to start.
  - Prepara tu plato
    - Cappuccino and Croissant
  - Order food
    - User knows to intuitively speak and listen to instructions.
  - User makes use of help feedback
    - Made them much more familiar with layout
  - Write order
    - Asked to write order over zoom chat
    - User was not able to complete task
  - Someone sitting here
    - Langu not intuitive
    - Buttons not intuitive to exit or complete task
  - Menu view
    - User asks for information about vocabulary
  - Recoger
    - User understands basic tasks to undergo.

### *Feedback*

- Experience
  - Likes "idea" - immersive qualities for the scenarios for when one visits a country (realistic)
  - Not sure how program handles times when Langu can assist (don't know what to say or what the instructions are).
  - Hablar - How is pronunciation graded/analyzed to know whether the phrase is said correctly.

- Menu/Current Tasks - Visuals included? (Would be helpful)
  - Additional information
- Writing - Written in Spanish (language of interest)?
  - Selaine mentions dictionary
  - Although menu can be added/connected to write task for user's reference
- After each task
  - Congratulate user on completing task.
- User stats
  - Provide background information prior to starting
- Languages expected to implement
  - Spanish, Korean, Chinese.
  - Very useful languages (Spanish, Chinese)
- How do you select the visuals? (Restaurants)
  - Google Maps style; Realistic as can be.
- Beginning have music from country?
  - Can be added to Loading Screen.
- Next steps
  - Make clear the order stage
    - Menu linked or related
  - Order of the tasks
    - User is not aware of the tasks. We need to keep track of it.
  - State assumptions (countries visited)

#### *Quotes*

- “...limit the choices on ordering and serving and other things. You can have a person in the restaurant who responds to the choices of people. And the responses can be variations of ‘very good’”