

Iterations

Design iterations, from basic to fully flashed out design (group)

Initial version

Originally, the design was very basic. It didn't have any personality and it was overall a boring design. It also didn't have any colors apart from the pictures that were used.

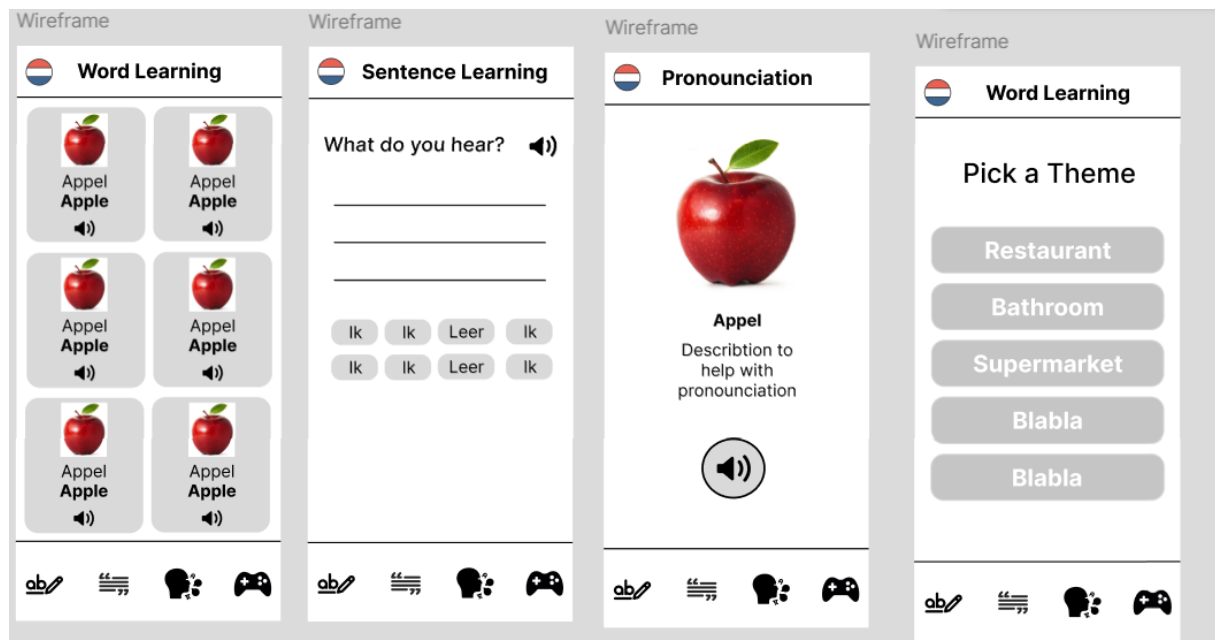


Figure 1 Initial design

Feedback on initial design

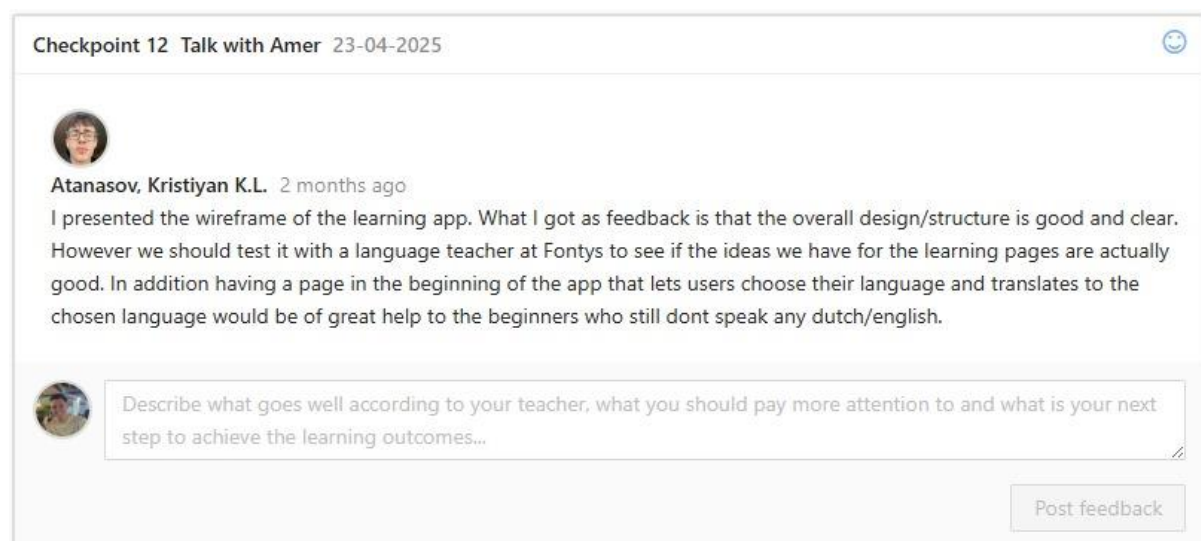


Figure 2 Feedback on initial design

What I plan to do

I have planned with my group to add in the following:

- Add more colors
- Add a language selection page
- Add clear icons instead of the pictures
- Change the font
- Give the app more personality by changing the look

Second version

There was a big change between the initial designs and the second version. I added much more personality and colors. I also changed the pictures into icons and chose a less static font this makes the app more engaging and fun. Lastly, I added a page where the language can be selected.

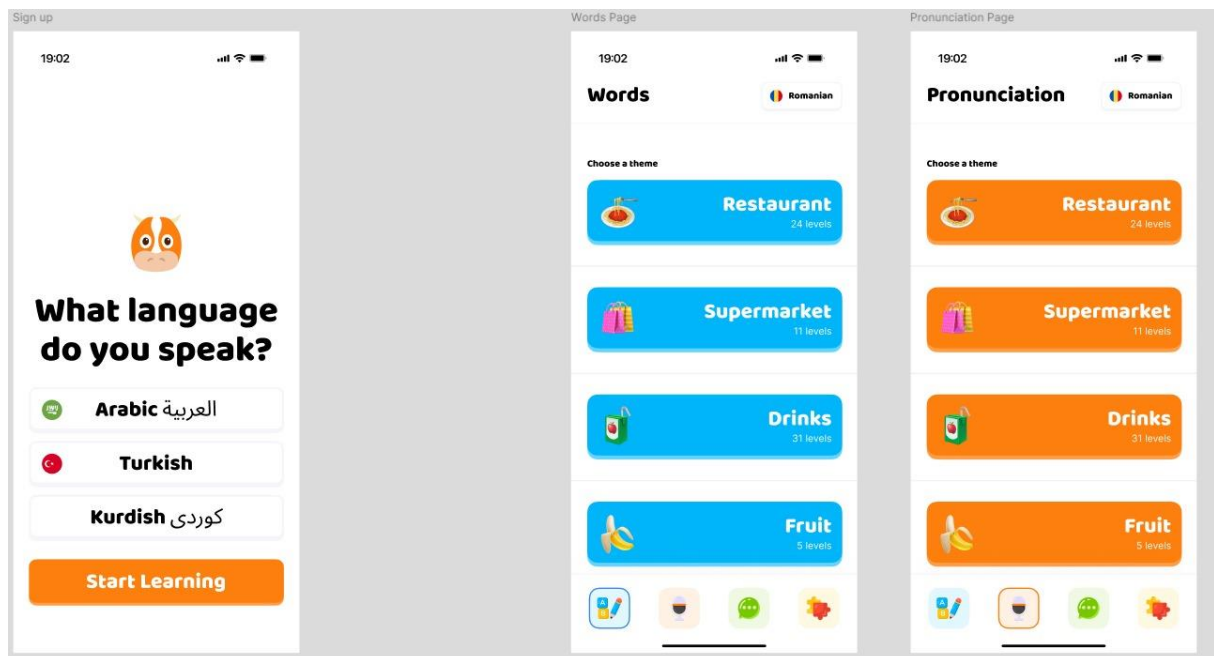



Figure 3 Second version


Feedback on the second version

Checkpoint 14 feedback on prototype pennie 12-05-2025

**Coffie, Angelina E.L.A.** a month ago

Today I did a user test on Pennie. She tested our interactive prototype in Figma and give feedback.

- Think about the BACK button, if it's necessary.
- At sentences you can also put the translation in the language that they know, because of this they will know what the sentence means. At every word you can put the translation, the people can also learn from the other words that are on the page.
- Maybe you can do words and pronunciation together instead of separate pages to learn. That you are able to hear how pronounce it when you click on one card.
- For the demonstration you can do it in the English version only.
- Think of an account page. So that the progress stays, so that you don't start at level 1 every time.
- Put the languages in an alphabetic order.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to achieve the learning outcomes...

Post feedback

Figure 4 Feedback second version

What I plan to do

I have planned with my group to add in the following:

- Add a 'back' button
- Add a feature that the user has to just translate one of the words in a sentence to become better at understanding context
- Add a splash screen at the end of a level

Third version

For the third version I added a 'back' button that makes navigation easier for the user. I made a feature that the user has to just translate a piece of the sentence. This way, they become way better at understanding context. Lastly, I added a splash screen to give the user a sense of celebration when a level is finished.

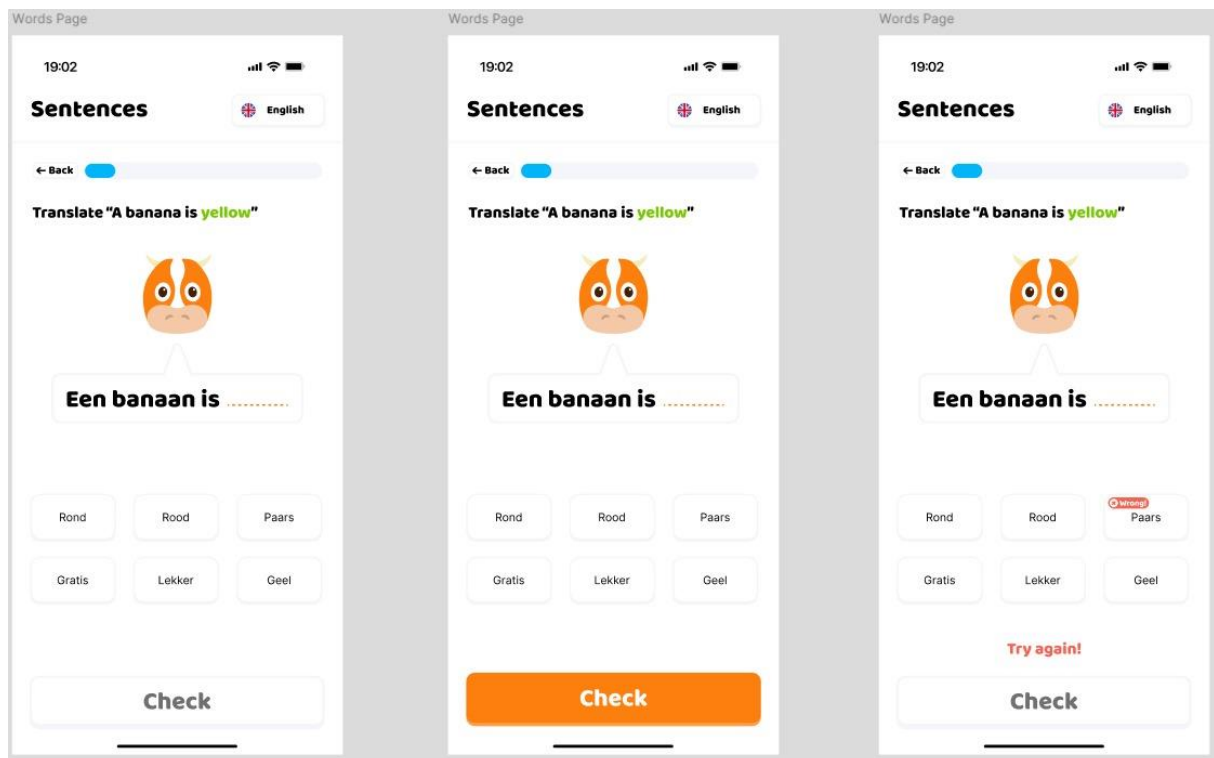


Figure 5 Third version

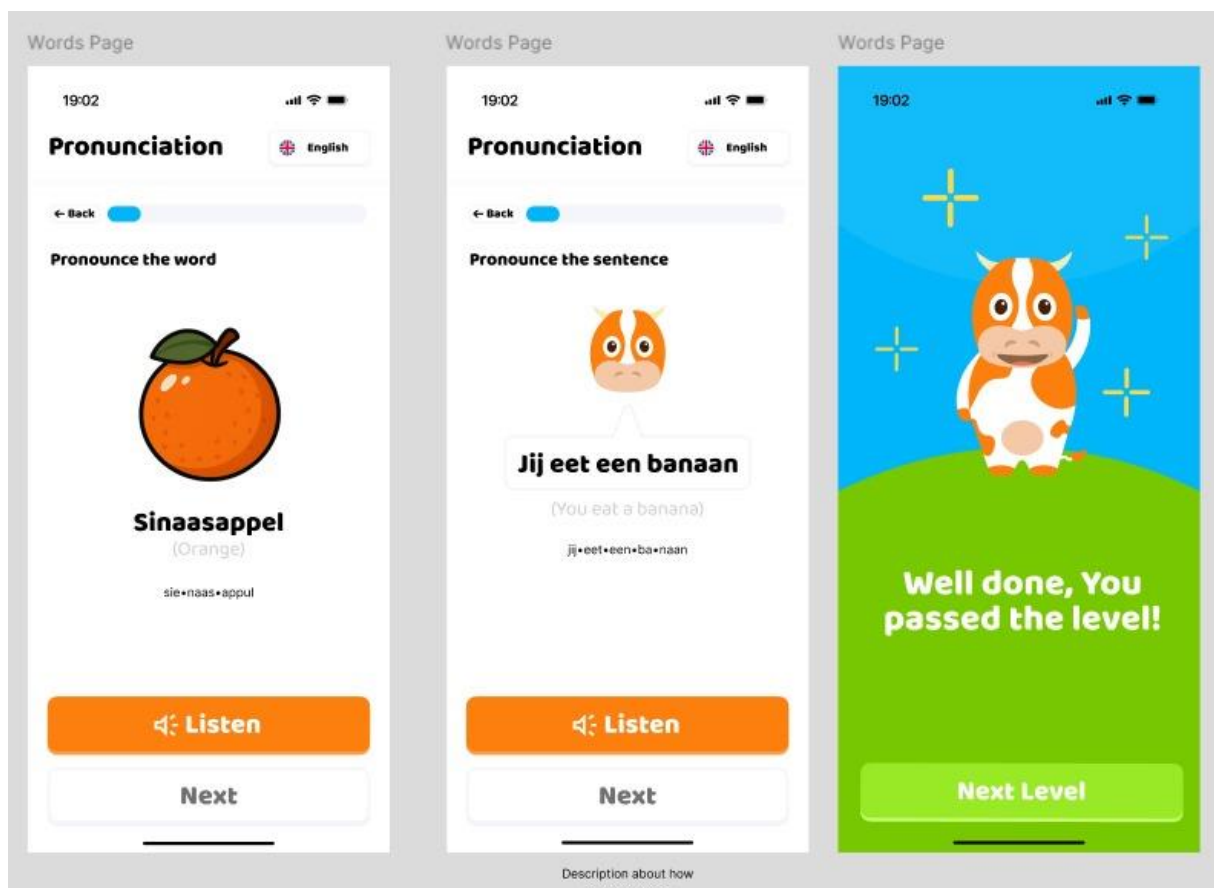


Figure 6 Third version

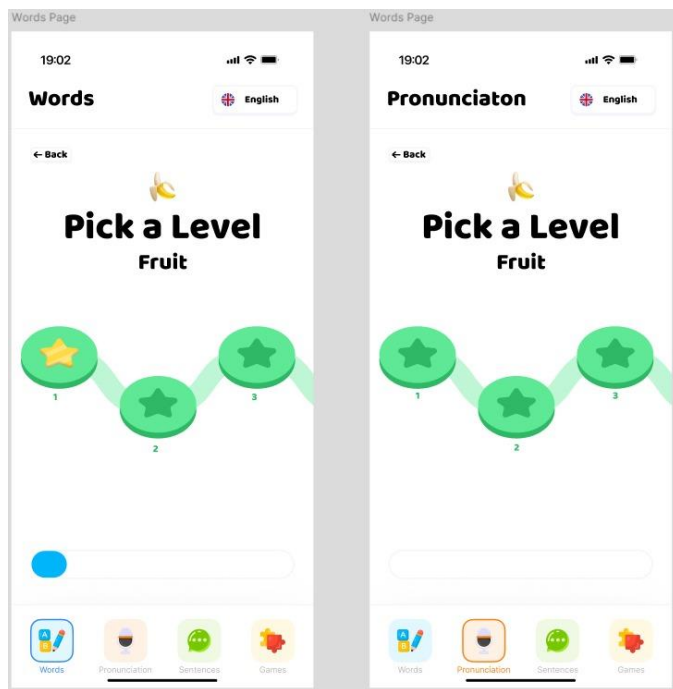



Figure 7 Third version

Feedback third version


Checkpoint 15 Market feedback 15-05-2025

**Vlam, Joëlle J.B. de** a month ago

Yesterday we had the showcase of our project, we showed our Figma prototype of our app to a lot of people and we got a lot of good feedback on it:

- Too many features, focus more on one thing, but we also got the feedback from someone else that it was good we had so many features.
- Don't use images with every level for the words so people can learn without images.
- When sentence learning, clearly explain what a verb is, when pressing the questionmark it is good to put the translation underneath the dutch word.
- Put the word in the word learning part bigger, because now people will choose because of the picture instead of the word.
- At the end of some levels we can make an exam and for example on the exam don't use image to see if people know the word without looking at the image.
- The games is a good way to learn the words in a more fun way.
- Make the path different, it looks more like DuoLingo now. Maybe use tulips to keep it Dutch.
- It can look like DuoLingo but make it unique.
- Make the text under the icons more dark.
- Think about rewards when you get points at the game, maybe clothing or to change your character.
- Change the flags for Kurdish because there are more than one flag.

It's a lot of small points for our app but they are really good and we can use them to make our app perfect.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to achieve the learning outcomes...

Post feedback

Figure 8 Feedback third version

What I plan to do

I have planned with my group to add in the following:

- Add a 'help' feature that allows the user to get a hint whenever they are stuck with a question.
- Make the word with the answer bigger
- Add games
- Make a level path and make it so it doesn't look so much like the competitor app DuoLingo
- Make the icons text a bit darker
- Think about reward points in the game

Final version

First, I added a 'help' feature that gives the user the ability to ask for a hint when they are stuck on a question. I did this with a '?' icon. Then I made the words on the answers bigger so the user will actually read the word and not just look at the icon. After that I made added games to make

it more engaging for younger users. I remade the level path so that it fits the Dutch theme and so that it doesn't look as much like the level path that Duolingo uses. I then made the icon text darker so it is more readable. I then added reward points to make it more engaging for the user.

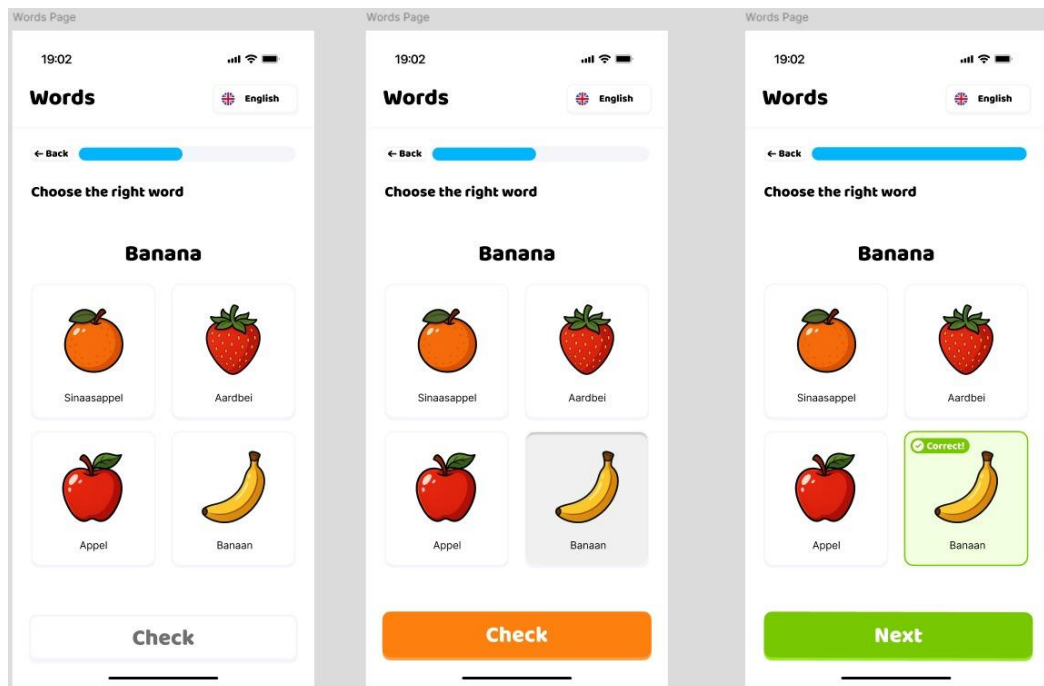


Figure 9 Final version

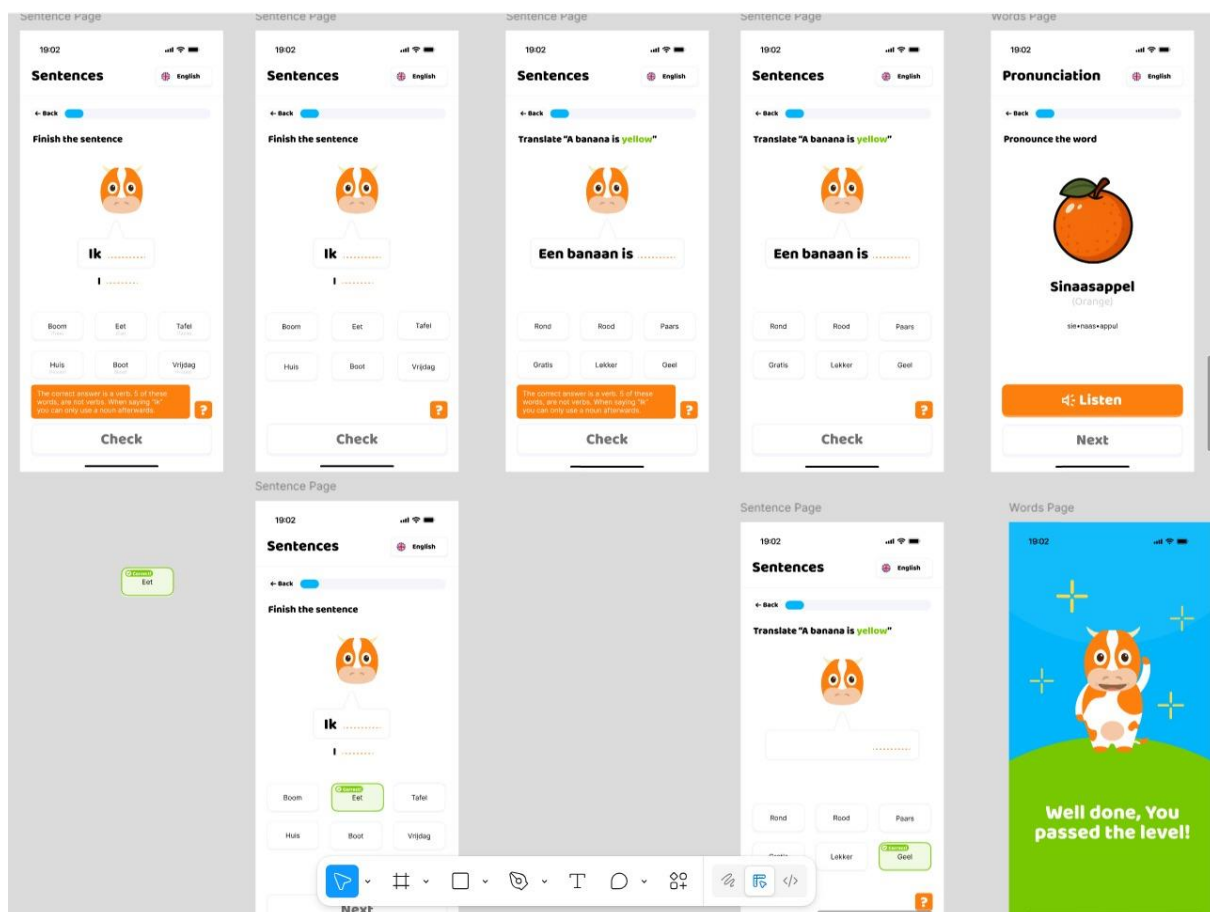


Figure 10 Final version

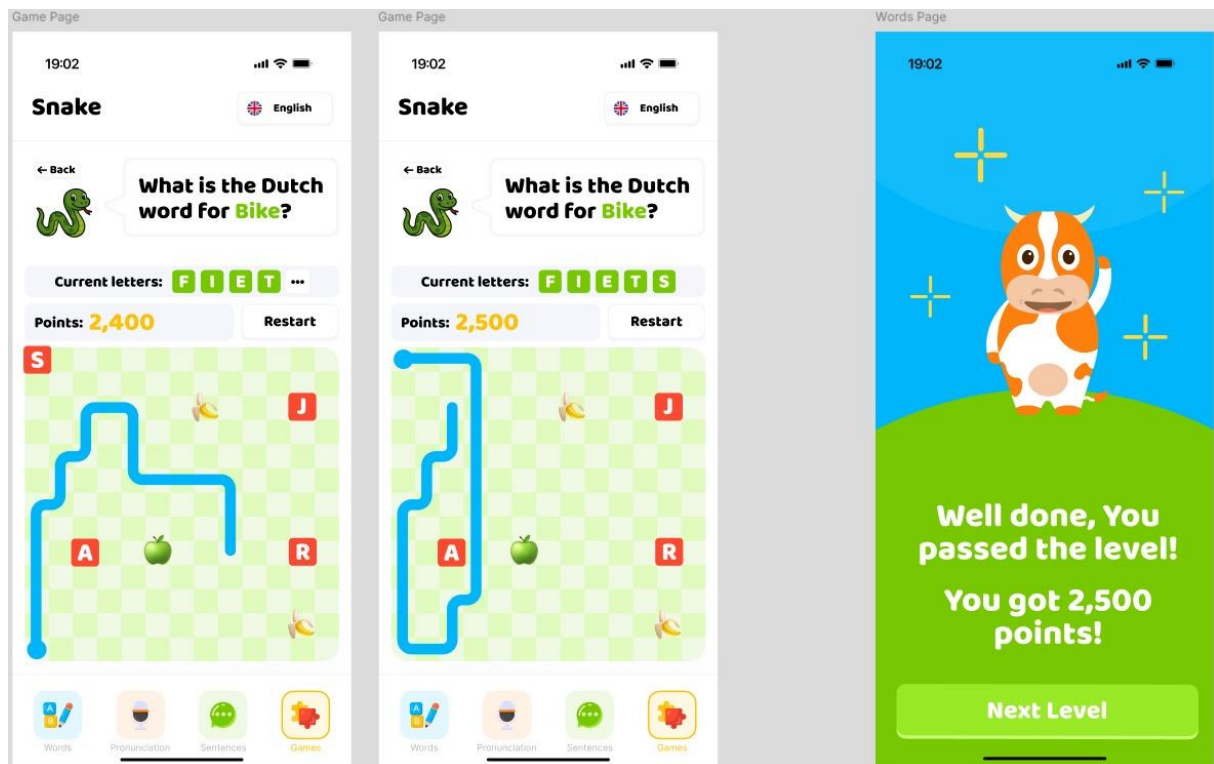


Figure 11 Final version



Figure 12 Final version

Reflection

During this project, I worked with my group to improve the app through multiple design iterations. The first version was very basic, but with each round of feedback, we made key changes adding colors, icons, a better font, and useful features like a back button, help function, games, and reward points. We also made sure the app looked different from competitors like Duolingo.

Through this process, I learned how important user feedback is and how small design tweaks can improve usability. It also helped me develop my skills in UI/UX, working iteratively, and designing with the user in mind.