

**a6: medium fi prototype**

# roots

**connecting for us**

**naomi l, aimen e, mai h, angela w**



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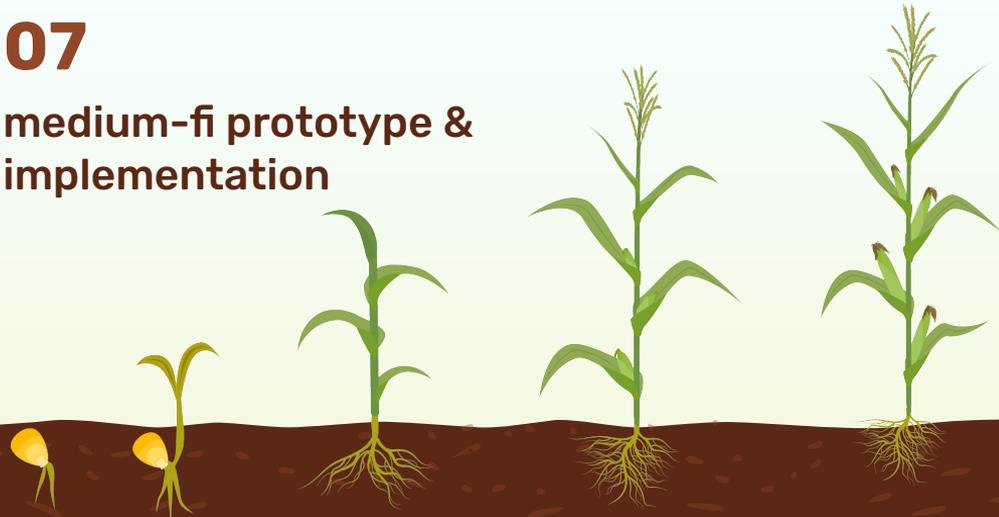
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# our team



Naomi



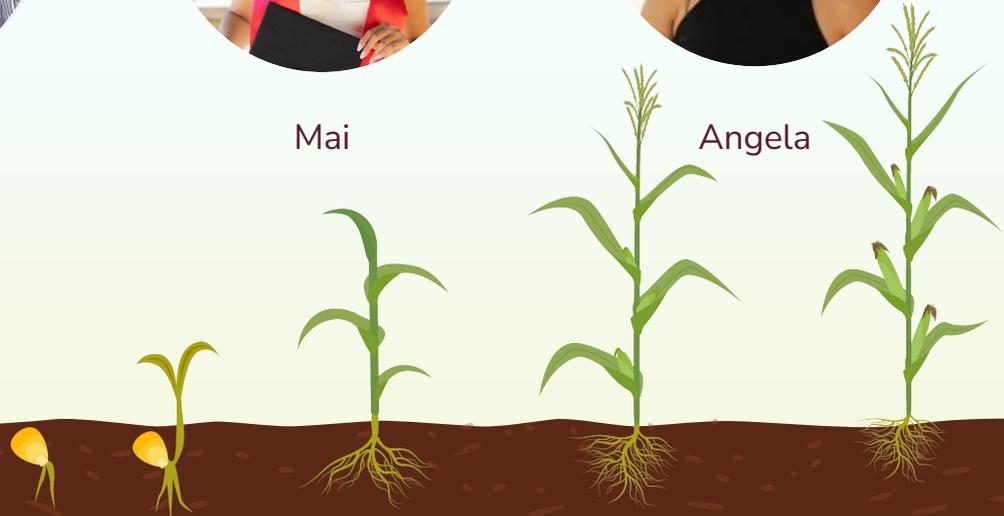
Aimen



Mai



Angela





**02**

**problem &  
solution**

# problem & solution

## problem

immigrant parents and children often struggle to connect across cultural and generational gaps.

## solution

**roots** provides guided prompts, storytelling activities, and shared reflection spaces that make it easy and natural for families to talk, preserve heritage, and strengthen their bond.



# problem & solution

## problem

immigrant parents and children often struggle to connect across cultural and generational gaps.

## primary users

immigrant parents

## solution

**roots** provides culturally-sensitive guided learning modules, in-person activities, and reflection spaces that make it easy and natural for parents and children to talk, preserve their heritage, and strengthen their bond.



# 03

## values in design



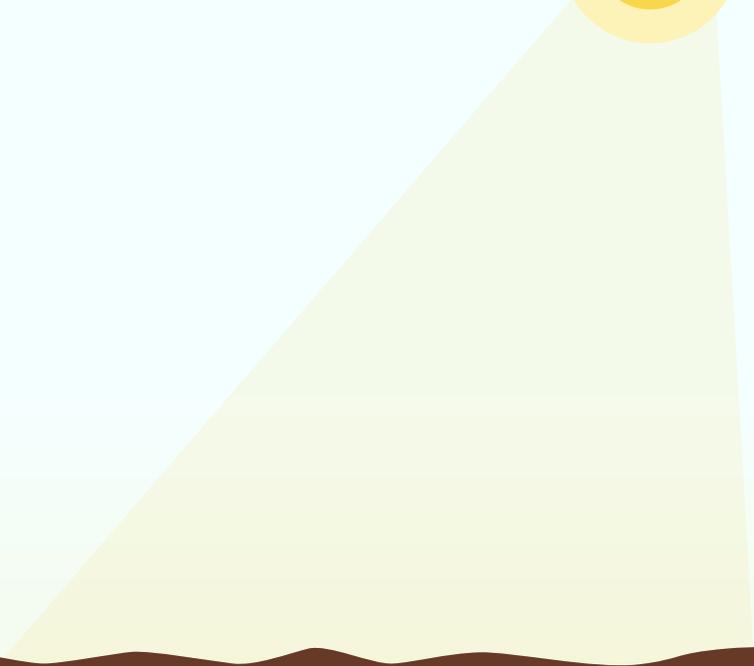
**value 1: education**



**value 1: education**



**value 2: culturally sensitive**



**value 1: education**

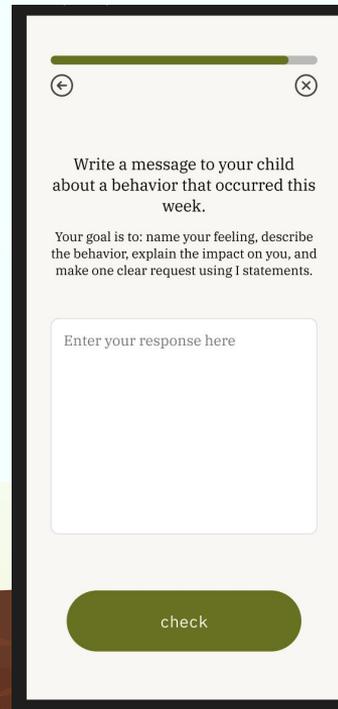
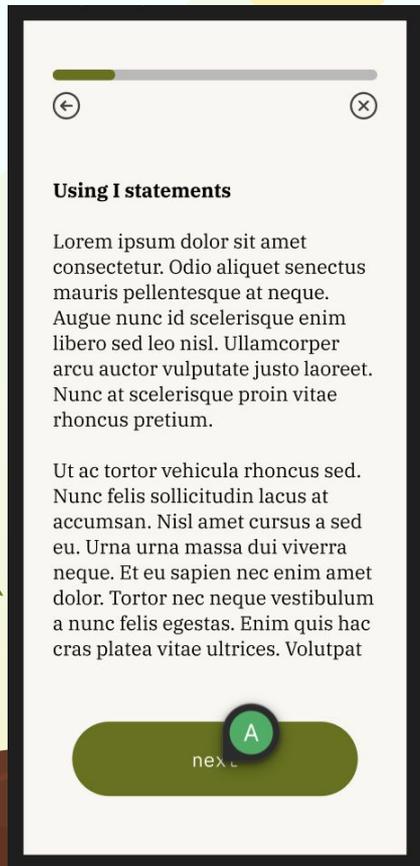
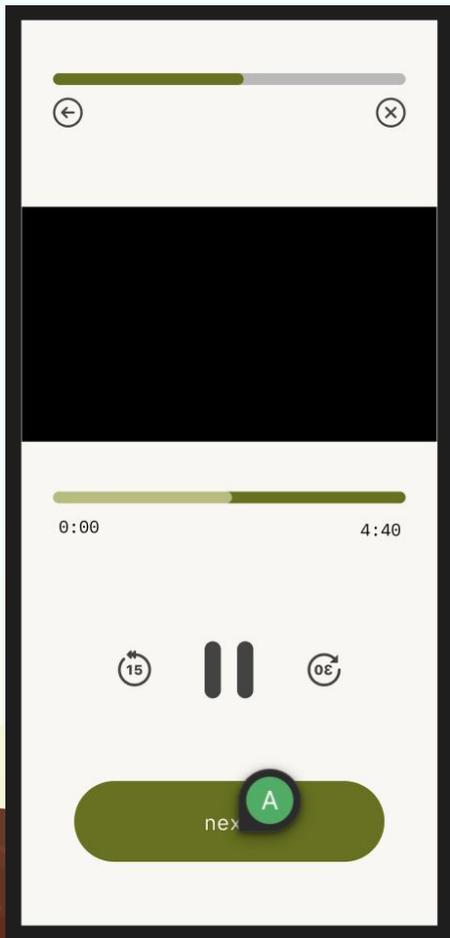


**value 2: culturally sensitive**



**value 3:  
connection-oriented**





## value 1: education

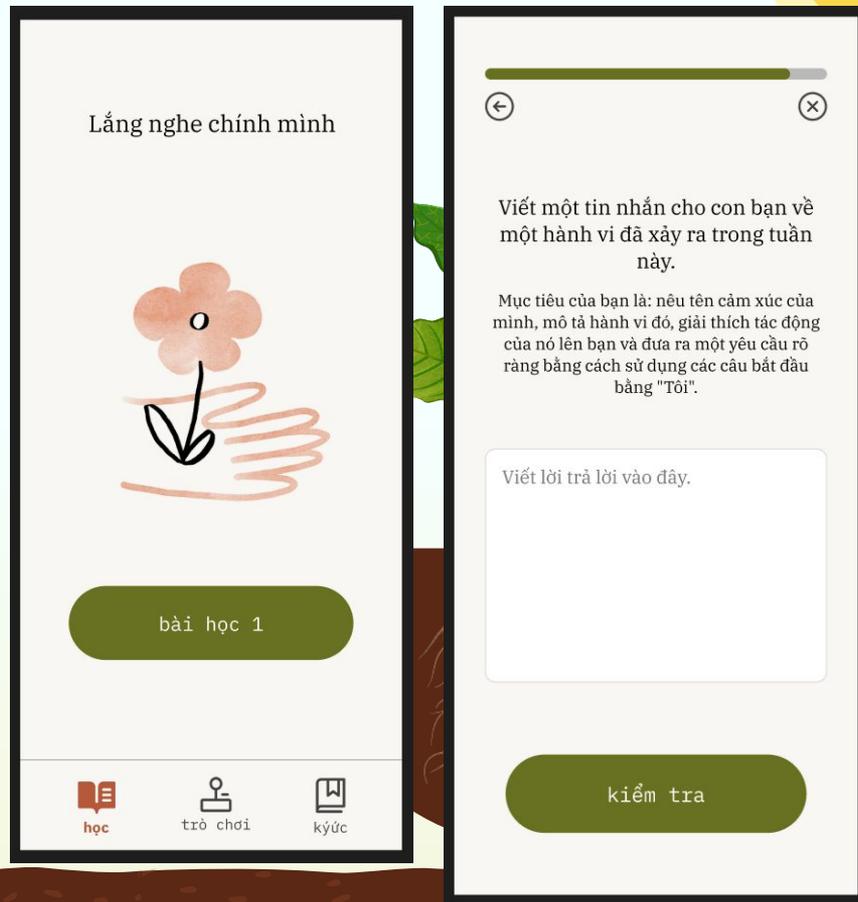
anyone can grow empathy and effective communication if given the opportunity to learn and apply these skills.

users can progress through bite-sized, multi-modal lessons + practice skills they learn

## value 2: culturally sensitive

roots honors diverse immigrant family norms, languages, and values without stereotyping or forcing a one-size-fits-all model.

users can toggle language settings

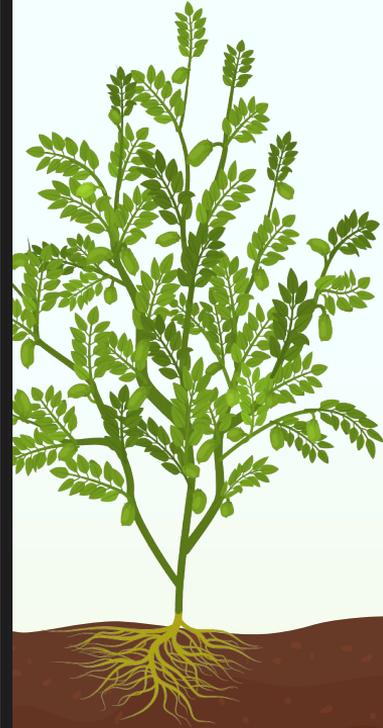
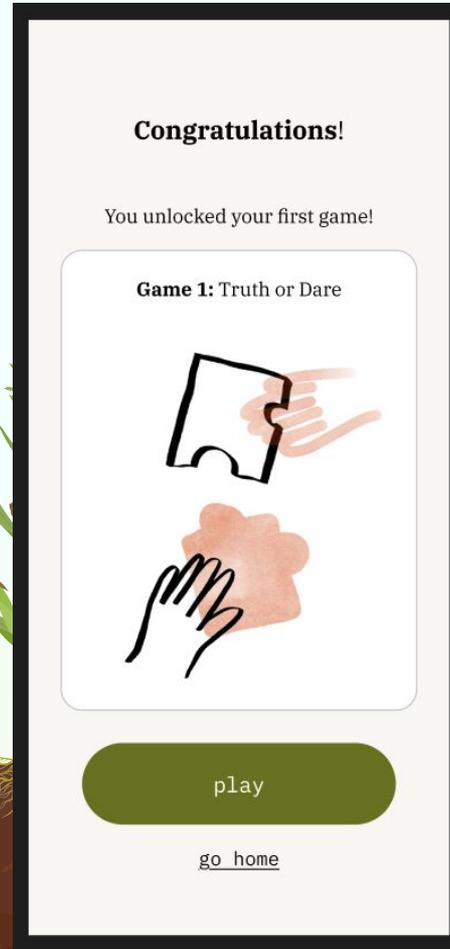


## value 3: connection-focused

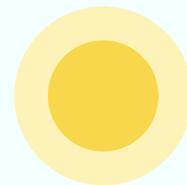
users should feel empowered to connect with each other through play and record these moments

users can unlock games to play with their child to get to know them better

users are prompted to take a photo after playing to record the moment + write a reflection about it



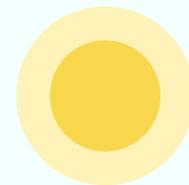
# tensions in values



1. **value 1 (education) and value 3 (connection):** teaching “how to connect” can make moments feel coached or inauthentic.

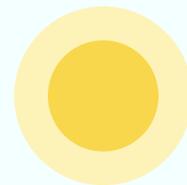


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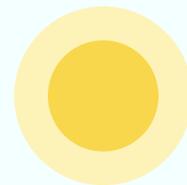
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3. **value 1 (education) and value 2 (culturally sensitive):** a single curriculum risks flattening cultural nuance or prescribing one “right” way to communicate.

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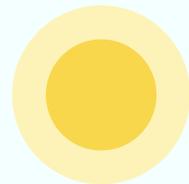
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*address by:* invitational language (“try this”), single-device play

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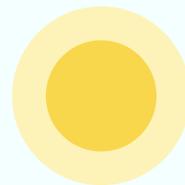
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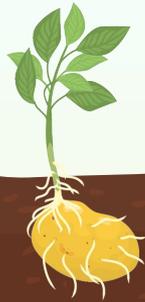
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3. **value 1 (education) and value 2 (culturally sensitive):** a single curriculum risks flattening cultural nuance or prescribing one “right” way to communicate.

*address by:* add cultural overlays, editable examples

# 04 tasks



# 04 tasks

**simple:**  
*learn an empathy skill*



**moderate:**  
*practice vulnerability*



**complex:**  
*reflect on a memory*

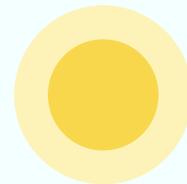


# 05

## usability goals & measurement



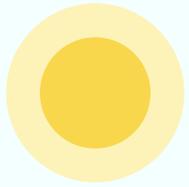
# usability goals & measurements



**Ease of navigation:** how intuitive is it to use our app?

- Measured by number of misclicks
- Design features to enhance efficiency:
  - More intuitive explicit icons
  - Text with icons
  - Make text bigger
  - Simplistic UI overall

# usability goals & measurements



**Eagerness to use:** how likely is it that they would use different features of the app, on a scale of 1-10.

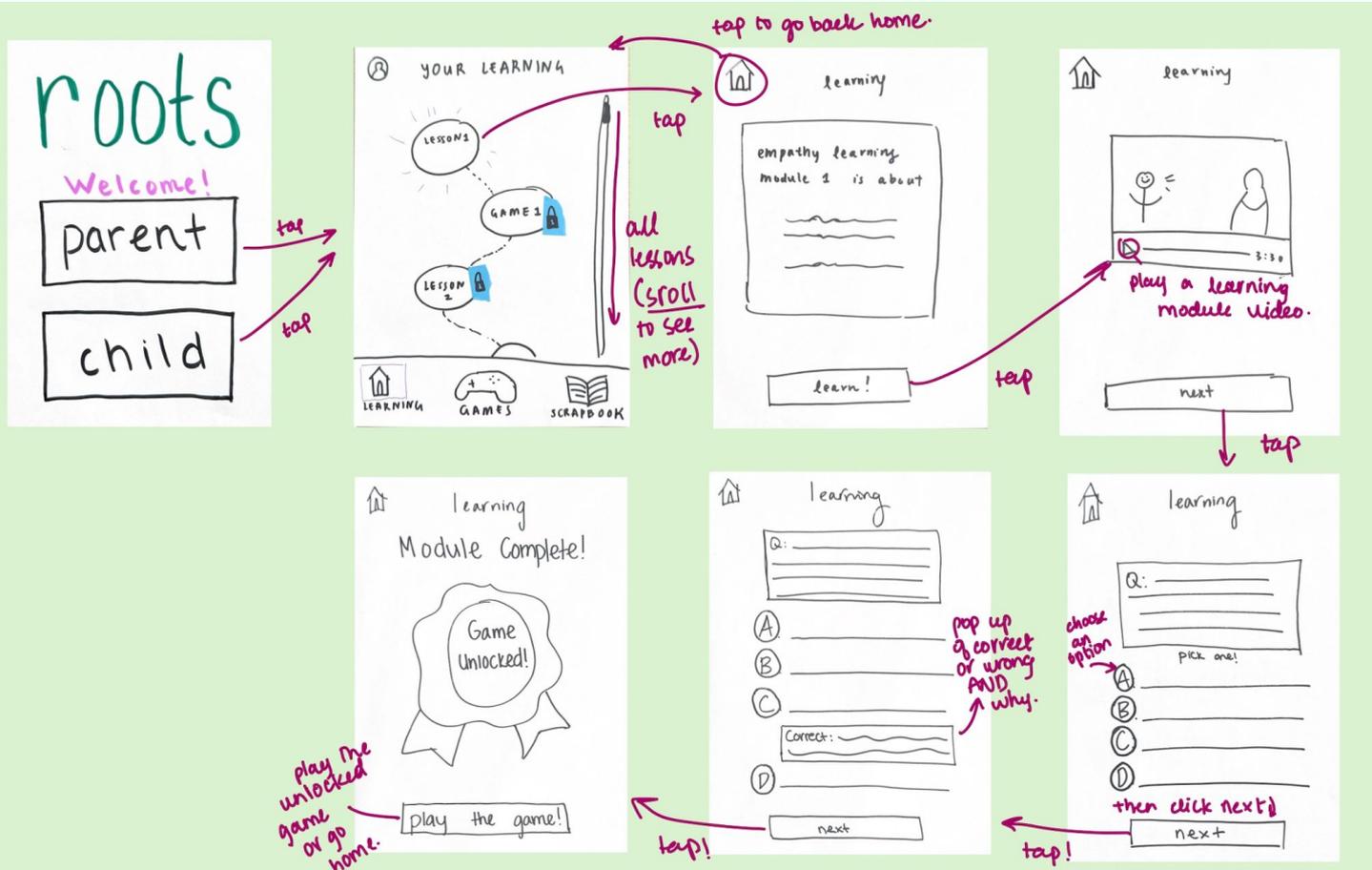
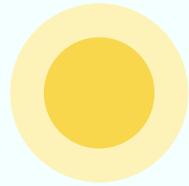
- Measured by asking users how likely they are to use each of the tasks again on a scale of 1-10
- Design features for improvement:
  - Only targeted towards parents because kids are likely to use when brought to them by parents but not vice versa
  - Have labelled icons
  - Have text in different languages for immigrant parents
  - Have larger text

# 06

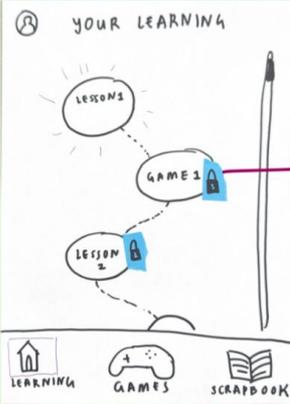
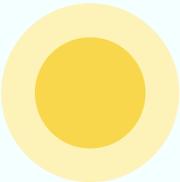
## revised interface sketches



# simple task - doing a learning module



# moderate task - playing a game



after game 1 unlocked

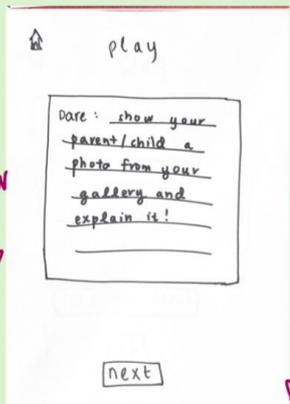


game details + instructions

tap



tap for dare



or right after learning module

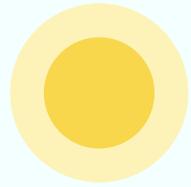


or tap for another question

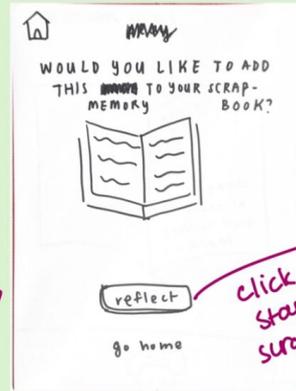


tap

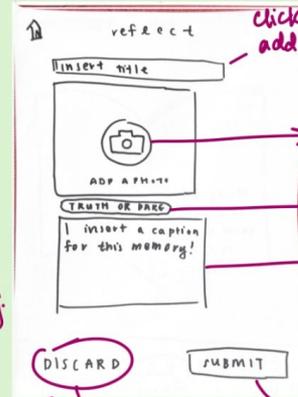
# complex task - reflecting on a memory



click!



click to start scrapbooking!



click to type in and add title/caption for your memories

click to get a picture

tag the picture

click and type in your thoughts/feelings/details/context for the picture

DISCARD

SUBMIT

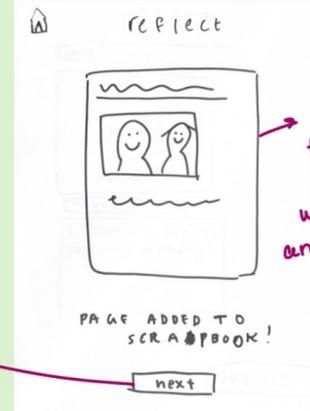
click!

takes you back to this



tap to go right in scrapbook

tap to flip right in scrapbook



user sees their picture with title and caption

click!

# design change 1 - shift target audience to only parents



## Before:

- Had a start page for both parents and children
- Users would select and use the app accordingly

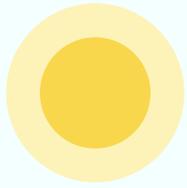
## Feedback:

- Users (children) mentioned they would only use the app if brought to them by their parents
- Parents mentioned wanting onboarding in the start of the app



*lo-fi prototype  
start page*

# design change 1 - shift target audience to only parents

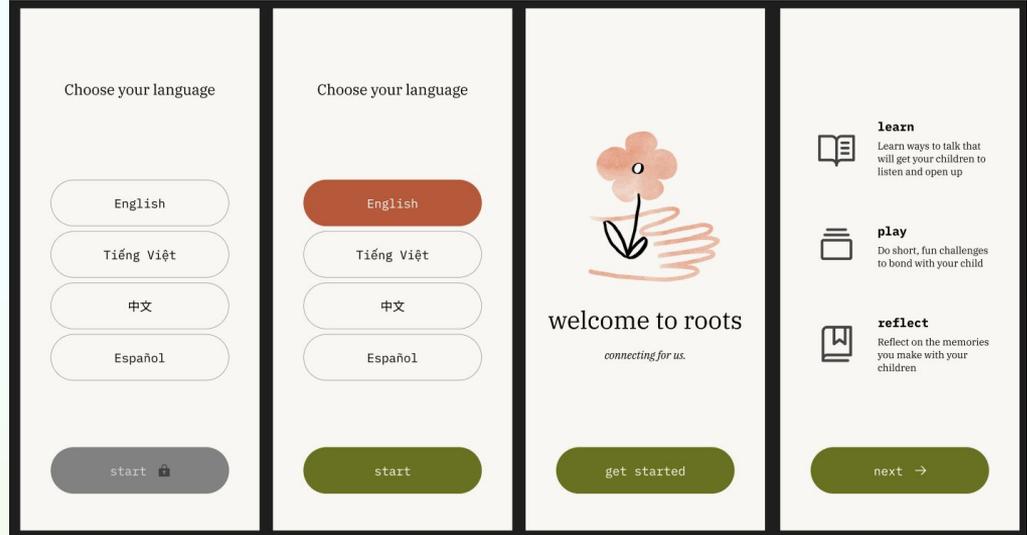


## Change:

- Removed child option
- Introduced onboarding to inform parents of the app and what it's about

## Rationale:

- Making it less confusing for our primary target audience - parents.
- Narrowing our focus



*med-fi prototype  
starting pages*

# design change 2 - learning journey page instead of learning map

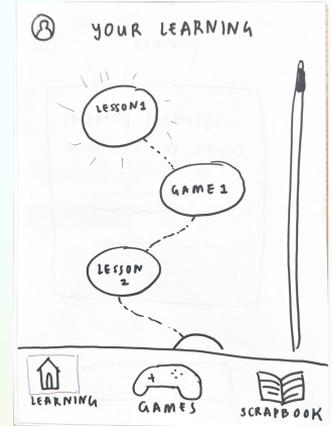


## Before:

- A top-to-down learning map with round and game-like interface

## Feedback:

- Older users confused about the order of unlocking games



*low-fi prototype:  
learning journey  
page*

# design change 2 - learning journey page instead of learning map

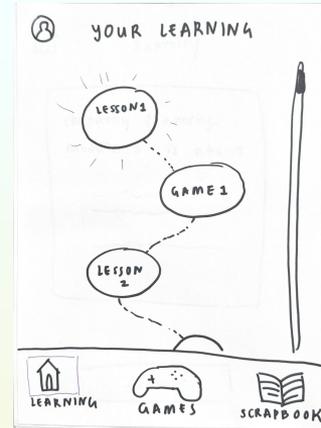


## Change:

- We shifted from using a map to a simple modular interface

## Rationale:

- Older users prefer simplicity and might get confused by the map style
- Map format looked too childish after our shift to parents only



med-fi prototype:  
learning journey  
page

# design change 3 - clarifying the games progression



## Before:

- Games were integrated into the map, and part of the learning journey

## Feedback:

- Needed more clarity to the core of the app – is it games or is it lessons?
- Older users confused why there were games in the progression, and confused about the order of games/learnings



*lo-fi prototype: learning journey page*

# design change 3 - clarifying the games progression

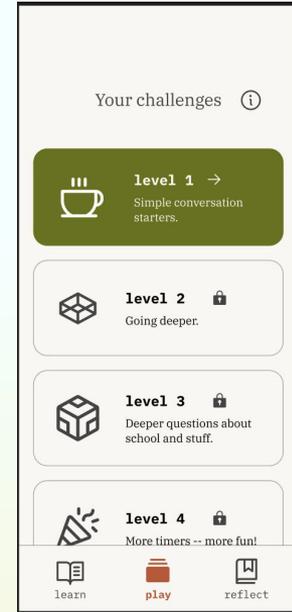


## Change:

- Games are divorced from the learnings; completing learning 1 unlocks your first game, but after that, the learning and game tracks are separate (learning 1 unlocks learning 2, game 1 unlocks game 2)

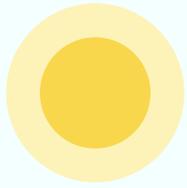
## Rationale:

- Allows users to learn at their own pace – more agency
- Easy onboarding flow, while also being an intuitive way of unlocking



*med-fi prototype: play page*

# design change 4 - we turned the game into action & question cards, "challenges"

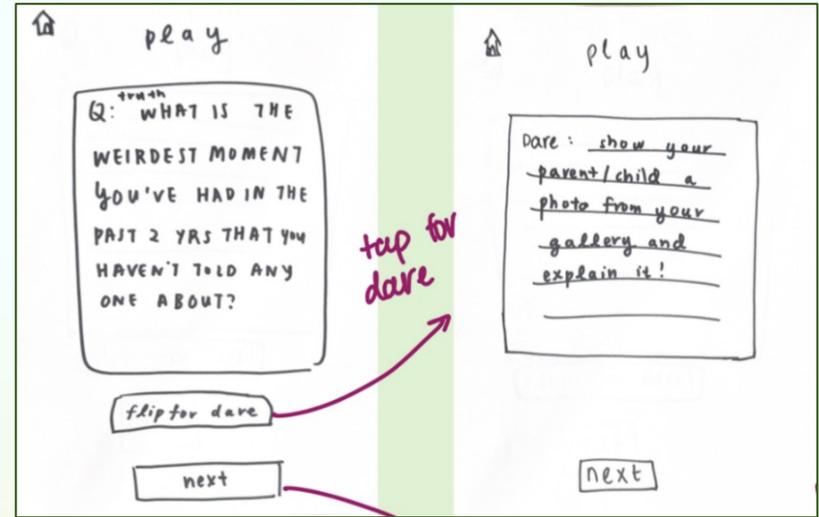


## Before:

- Our game was truth or dare - users would have to answer questions, and if they didn't, they had to do dares

## Feedback:

- Users avoided the deeper questions in that model and preferred to do dares. For example: "I would not want to answer that with my mom."



lo-fi prototype: truth OR dare

# design change 4 - we turned the game into action & question cards, “challenges”

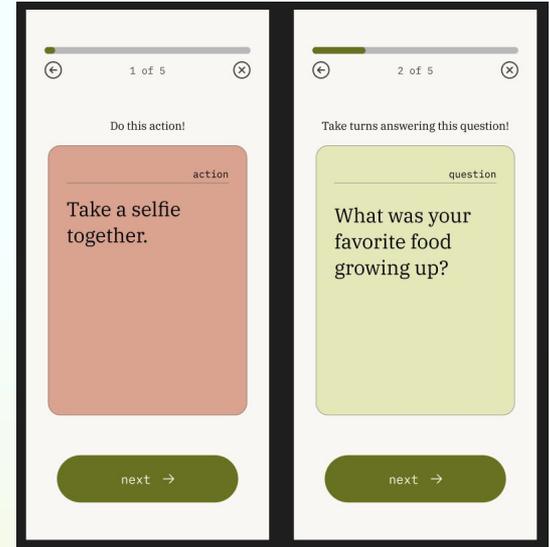


## Change:

- We instead turned it onto a question card AND action card model and reframed it as “challenges”
- Users have to do the action card, and then take turns answering the question card, like Parents are Human
- Games now progress in difficulty (different actions/questions per level)

## Rationale:

- Action is often easier than conversation
- More natural progression through levels of closeness
- Can't avoid conversation by doing a dare



*med-fi prototype: question AND action cards*

# 07

## medium-fi task flows

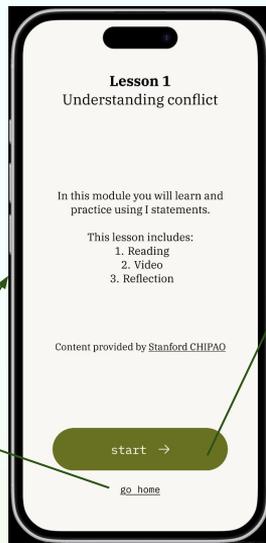


# simple task: do a learning module

scrollable lessons page



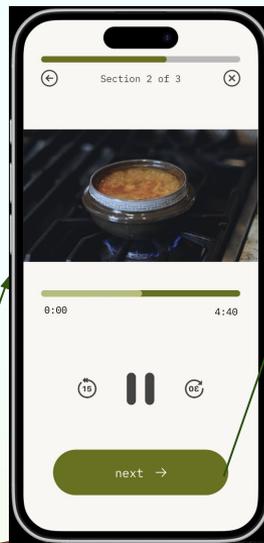
introduction to the lesson:



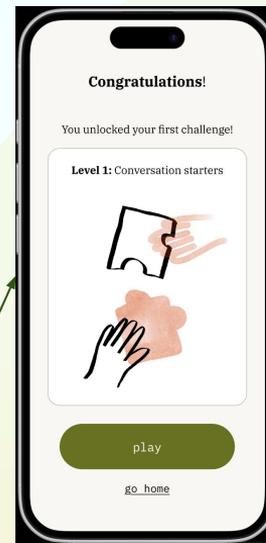
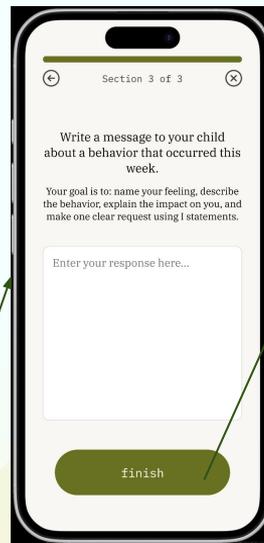
a small reading excerpt:



a video lesson:



practice based on lesson learnings:



\*here\*

to go to game

to open scrapbook



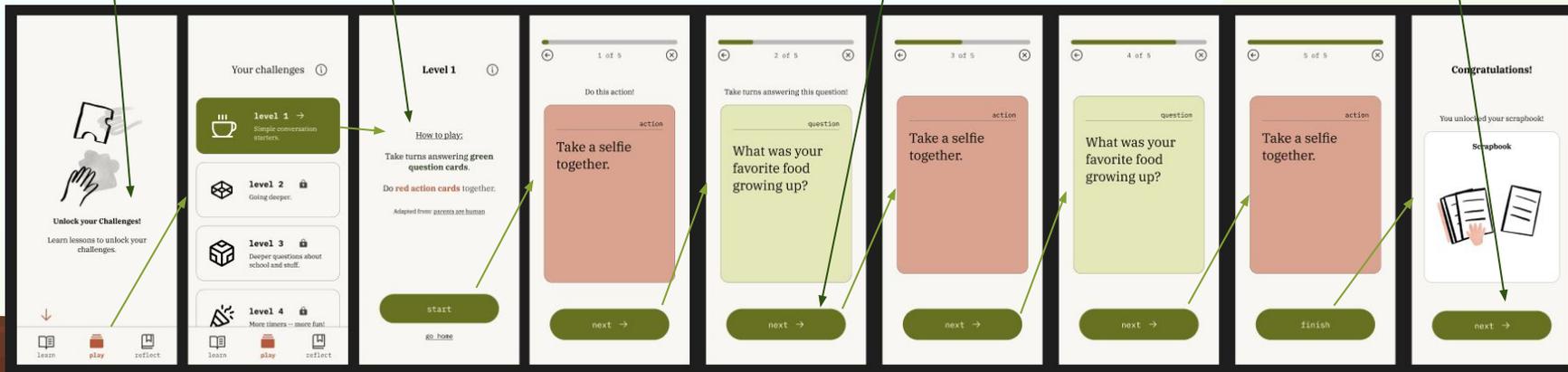
# moderate task: play a game ("challenge")

users must do learning modules before they can unlock games

instructions for the game

click next for more questions/action cards

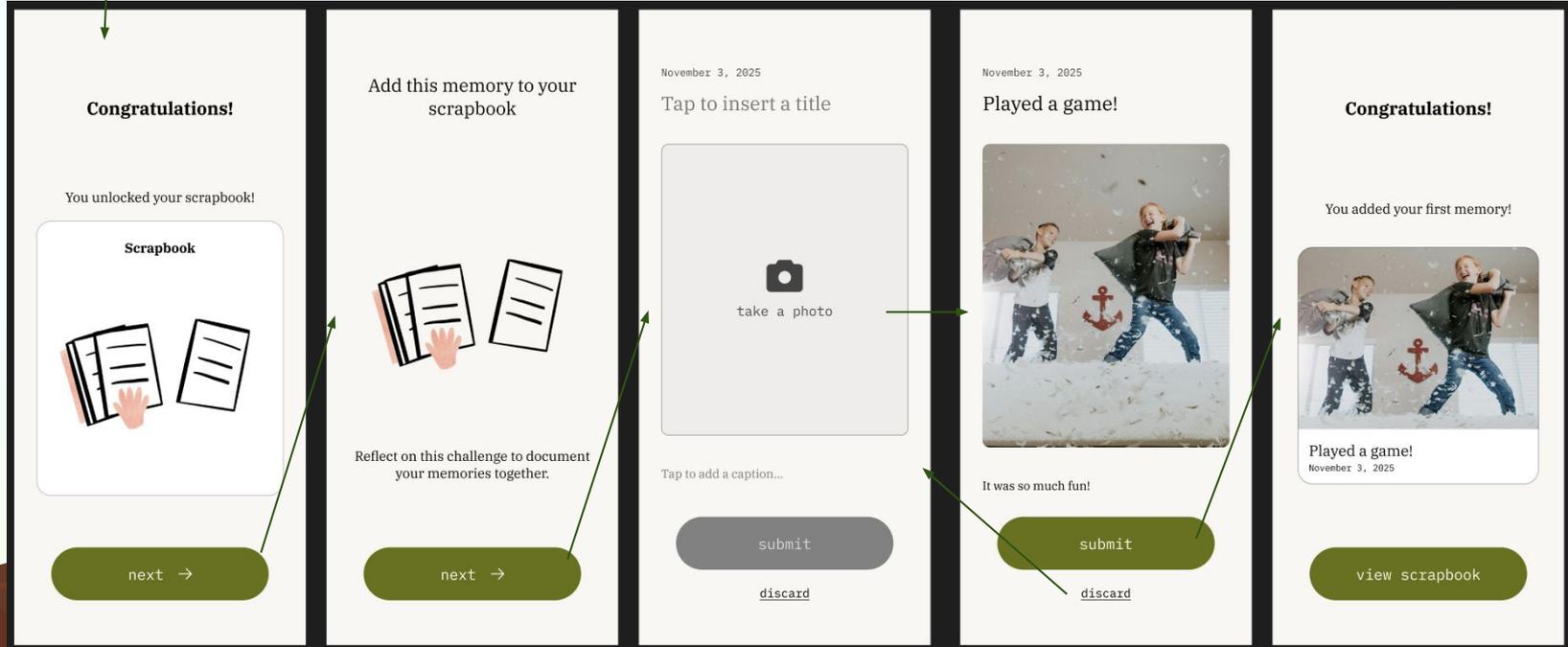
click to proceed to the scrapbook



# complex task: reflect on a memory



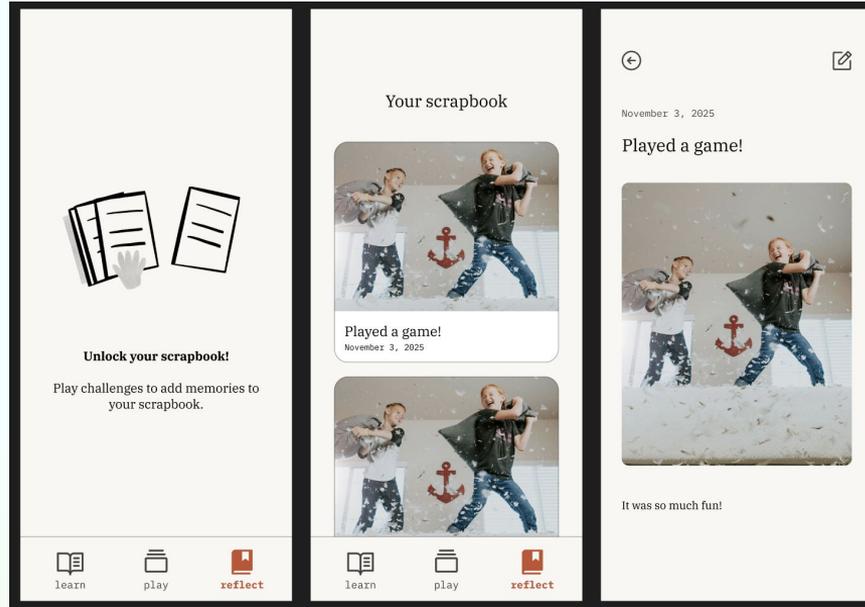
continuing from game



introductory screen to the scrapbook to tell parents what it is

users take a photo with their children, add a title/caption and submit it

users must do games  
before they can unlock the  
scrapbook



Once scrapbook is  
unlocked, display  
memories

Users can scroll or click into  
individual memories to edit them

# prototype implementation tools: goodnotes



for initial sketching and brainstorming, we used goodnotes!!

## Pros:

- Allows for quick sketches
- Beginner-friendly tool

## Cons

- Can't necessarily vectorise drawings



# prototype implementation tools: figma



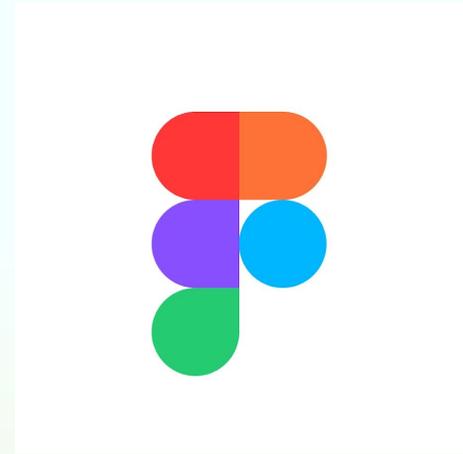
For design mockups & prototyping, we used Figma!!

## Pros:

- Better organisation of task flows
- Has features our app needed (like video insertion)
- Allows for commenting
- Components
- Allows for conditional flows (e.g. if a user selects a language other than English all subsequent screens will be in that language for the med-fi)

## Cons

- No backend interactivity (e.g. storing inputs)
- Not beginner friendly



# limitations & trade-offs



- The scrollbar on the home page does not work.
- On the video page, the buttons are nonfunctional. There is no way in Figma to actually pause the video or rewind using the buttons; the video will autoplay no matter what.
- There is also no way for the “next” button in the lesson to dynamically change depending on whether the user has read the text or watched the video.
- We did not implement saving progress during the lesson because that required an excessive amount of backend work.



# hard coded features



- When doing a reflection in a lesson or adding a memory, all of the inputs are hardcoded. This is because the prototype cannot store input.
- The questions for level 1 are currently hardcoded. In the future, each level will be replayable, because each level will have a randomized set of questions which draw from the same “pack.”
- The date when adding a memory is hardcoded. Moreover, all of the memories in your scrapbook are currently hardcoded.



# wizard of oz



- Once you have completed level 1, the scrapbook automatically populates with three memories, to demonstrate what multiple memories would look like.

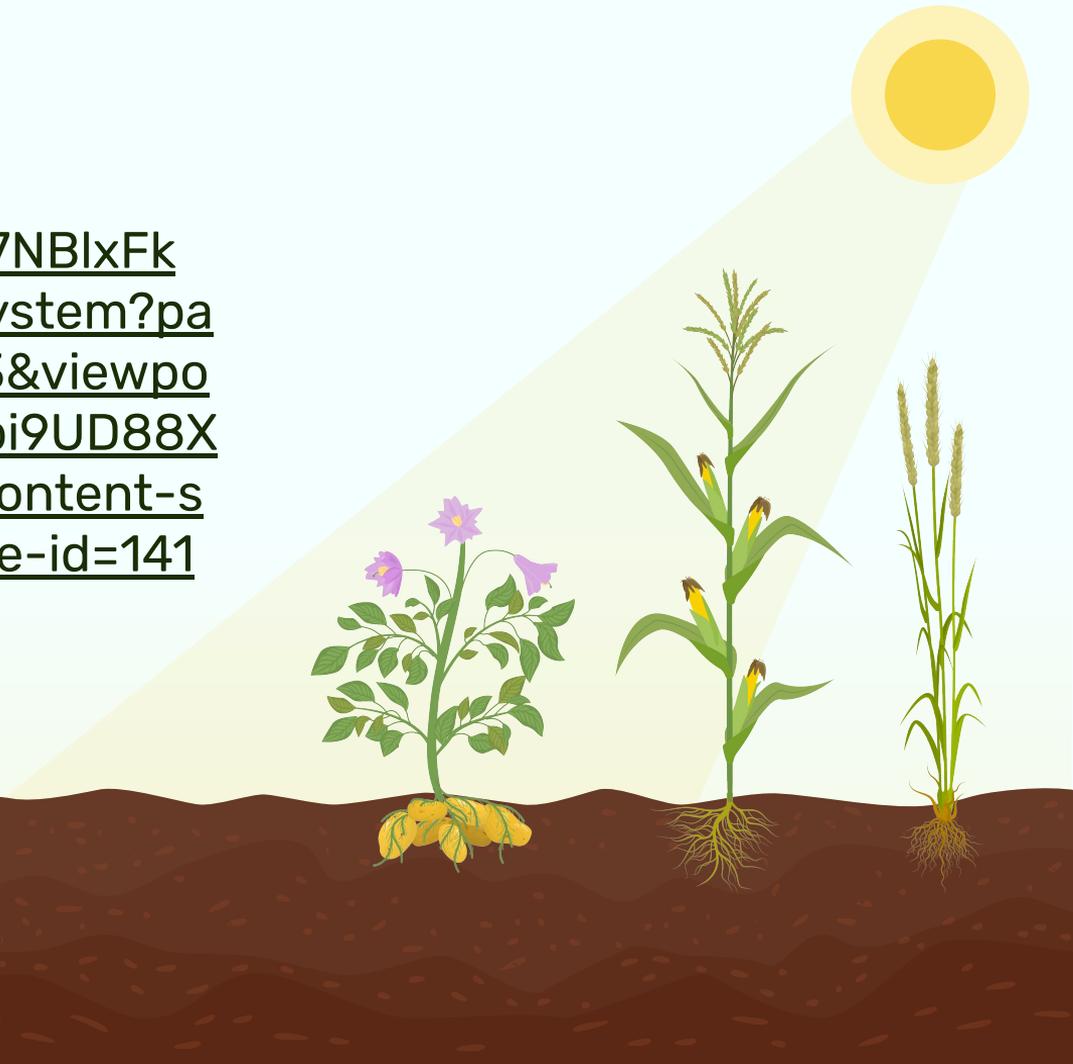


# appendix



**link to figma prototype:**

<https://www.figma.com/proto/g7NB1xFkh3q0VYDqGFfxaZ/A6-Design-System?page-id=32%3A2&node-id=141-213&viewport=-425%2C270%2C0.19&t=q3Cpi9UD88XJWSlu-1&scaling=scale-down&content-scaling=fixed&starting-point-node-id=141%3A213>



# moodboard & design guide

