

By Emma Roshan

May 2022

Discover<br/>Define<br/>Develop

Deliver

PROBLEM STATEMENT

People who grew up disconnected from a culture in which a minority language is spoken might have a hard time reconnecting with their culture and need better access to language resources.

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## HYPOTHESIS

Using a holistic approach to language learning might improve the learning experience. This involves prioritizing culture, fostering connections between learners and natives, and democratizing endangered language resources.

HOW WILL I KNOW?

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When key indicators show that users are making steady progress in their target languages while feeling fulfilled with the content offered by the app. This will rely on the collection of both quantitative and qualitative data.

## CONVENTIONAL LEARNERS

- Short survey
- Mainly qualitative data

HERITAGE LEARNERS

## Discover

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## CONVENTIONAL LEARNERS

## HERITAGE LEARNERS

- One-on-one interviews
- Mainly qualitative data

Surveyees mainly between 18 and 22 years old

The most common struggle is finding resources in target language

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Learning an endangered language for 0-2 years, on average

Secondly, they can't find other learners or native speakers

Mainly learning due to cultural reasons or fascination for the language

Their main goal is to connect with other people

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Learning an endangered language for 0-2 years, on average

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Interviewees were between 20-25 years old

They have a hard time getting started due to difficult grammar

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Feel disconnected from their culture of origin but place great value on it

They want to reconnect with their culture and with others from that culture

Most of them are already learning another language

They rely heavily on digital resources but have a hard time finding good ones

nterviewees were between 20-25 years old

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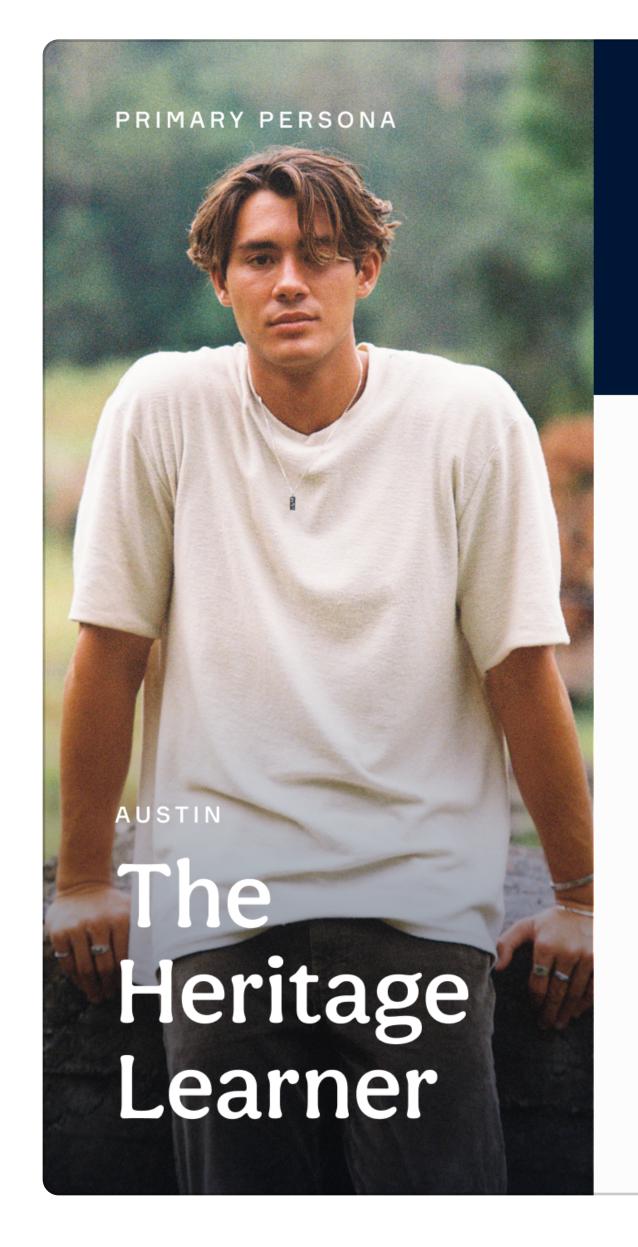
Deliver

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Austin was born in California to an American father and a mother of Navajo descent who never taught him the Navajo language. Recently, Austin has been trying to reconnect with his Navajo side by learning the language. One day, he would like to meet his extended family on his mother's side and communicate with them in their native language.

"I've taken Spanish in the past, but learning Navajo is a completely different story. Try finding a Netflix movie or reading Harry Potter in Navajo!"

"THE EVERYMAN"

19 YEARS OLD

PASADENA, CA

COLLEGE STUDENT

PART-TIME JOB

## **APPS & SOFTWARE**







ESFJ

EXTROVERTED

SENTIMENTAL

PASSIONATE

DEDICATED

## **BEHAVIORS**

- Studied languages, but never learned one to fluency
- Finds resources online
- Practices by speaking with other native speakers
- Dedicates a certain amount of time to language practice each day
- Learns best through spaced repetition (SRS)

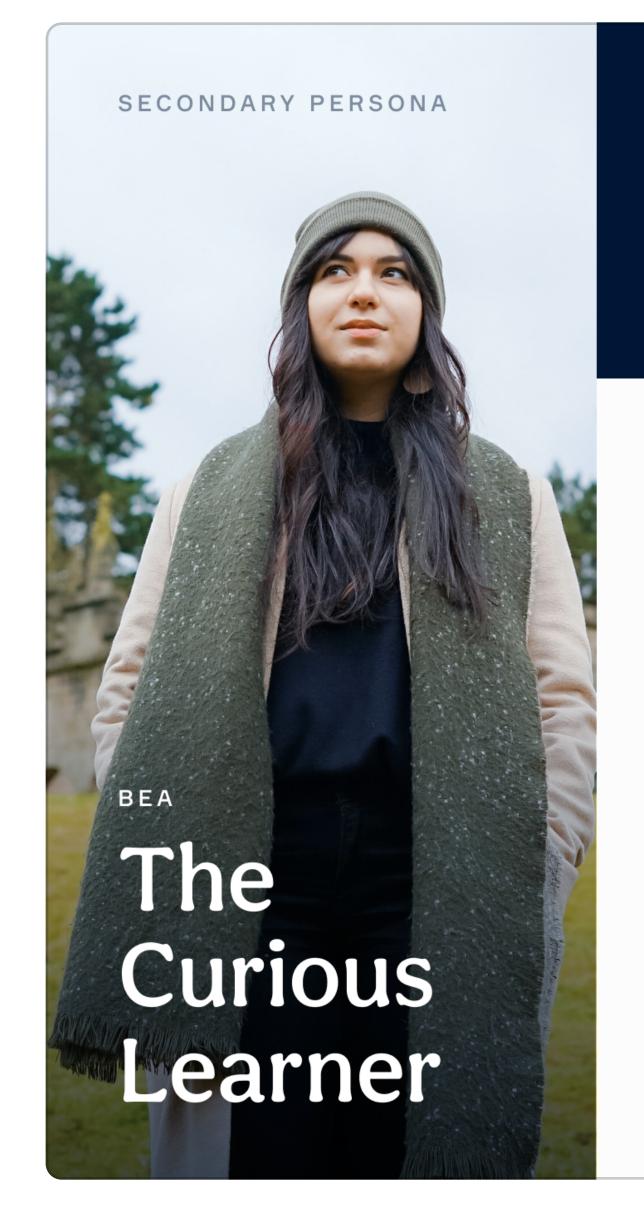
## GOALS

- Learning about Navajo culture, customs, and history
- Reconnecting with his heritage
- Reaching fluency to communicate with relatives in Navajo

## FRUSTRATIONS

- A lack of good resources
- Not living in an area where Navajo is spoken
- Finding language hard to grasp due to difficulty
- A lack of other Navajo learners
- Learning in an unstructured environment
- No opportunity to practice with natives

Primary Persona



Bea has spent the last few years learning languages as a hobby. Her newfound interest in Basque music led her to pick up the language, despite having no Basque ancestry. She's aware of the language's endangered status and is considering the possibility of contributing to its revitalization once she becomes fluent in it, either through teaching or creating resources.

"I'd love to help preserve the Basque language, but I need to be mindful about my approach. I don't want appear as having a 'hero complex'."

"THE SAGE"

23 YEARS OLD

BARCELONA, SPAIN

COLLEGE GRADUATE

FULL-TIME JOB

## **APPS & SOFTWARE**







INFP
INTROVERTED
CURIOUS
EAGER
OPEN-MINDED

## BEHAVIORS

- Familiarity with learning several languages
- Highly interested in the culture of the languages she learns
- Uses both grammar books and language learning apps, but prefers digital resources
- Prioritizes reading and writing over listening or speaking
- Consumes lots of media in target languages

## GOALS

- Explore a new language family
- Expand understanding of Basque culture, music, and literature
- Work in a language revitalization project to preserve Basque
- Spread awareness about the Basque language and its culture

## **FRUSTRATIONS**

- Is usually on the go and finds it difficult to look up resources in Basque on her phone
- Doesn't know where to start looking for resources
- No direct connection to the language
- Hesitant about appearing as self-important for trying to save another culture's language

Secondary Persona 10

Overcoming roadblocks
unique to learning an
endangered language

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How might we make learning an endangered language accessible both to people with ties to a specific culture and to those learning it for other reasons?

Creating an immersive learning experience for heritage learners

Rooting learning an endangered language in cultural awareness

Defining Question

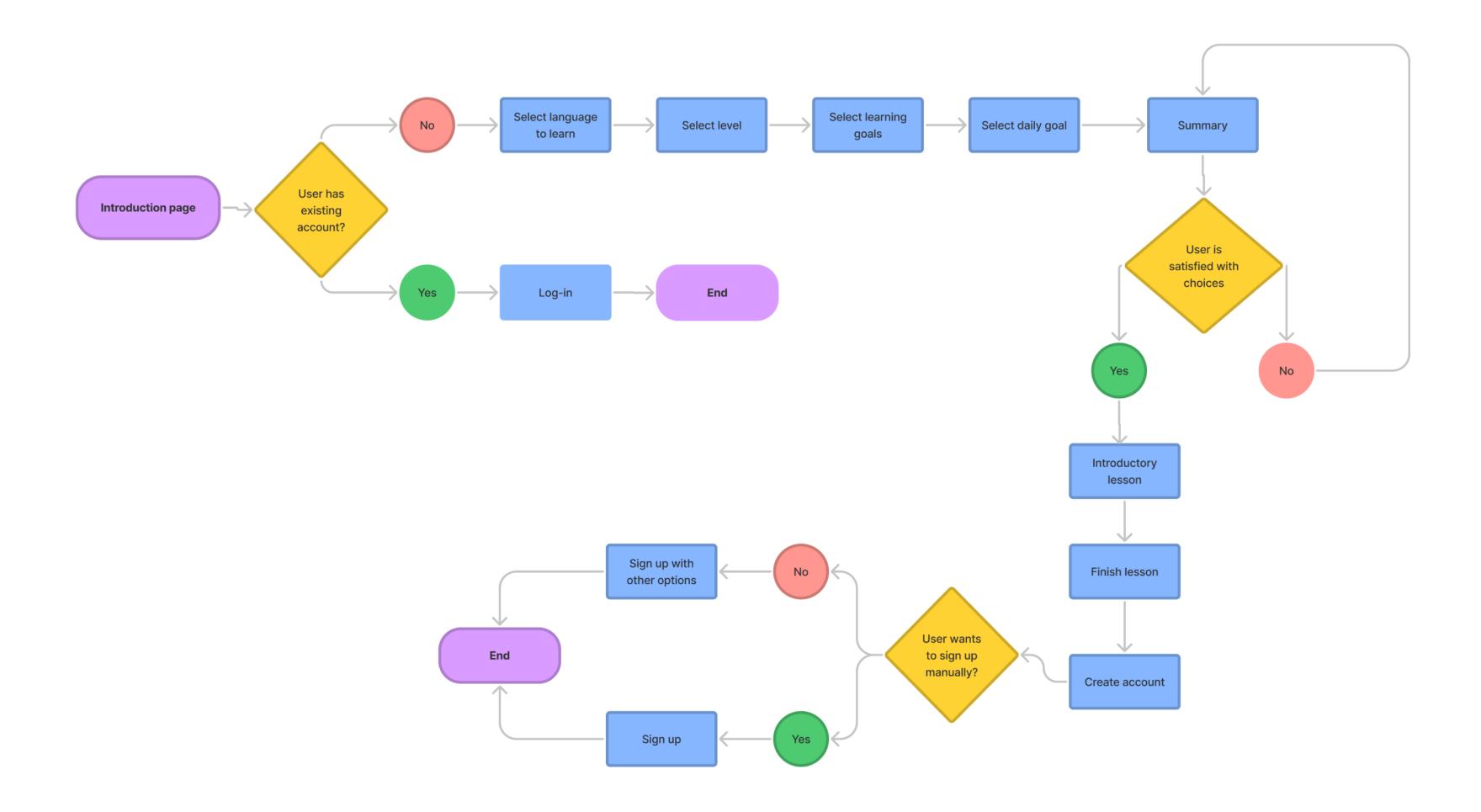


Discover

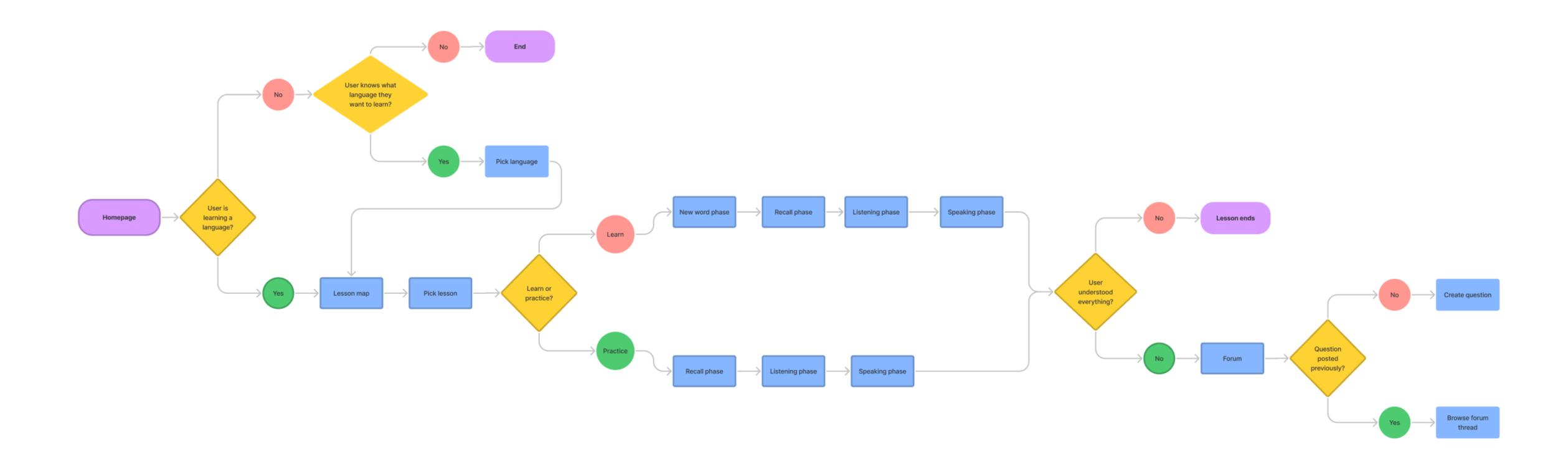
Define

Develop

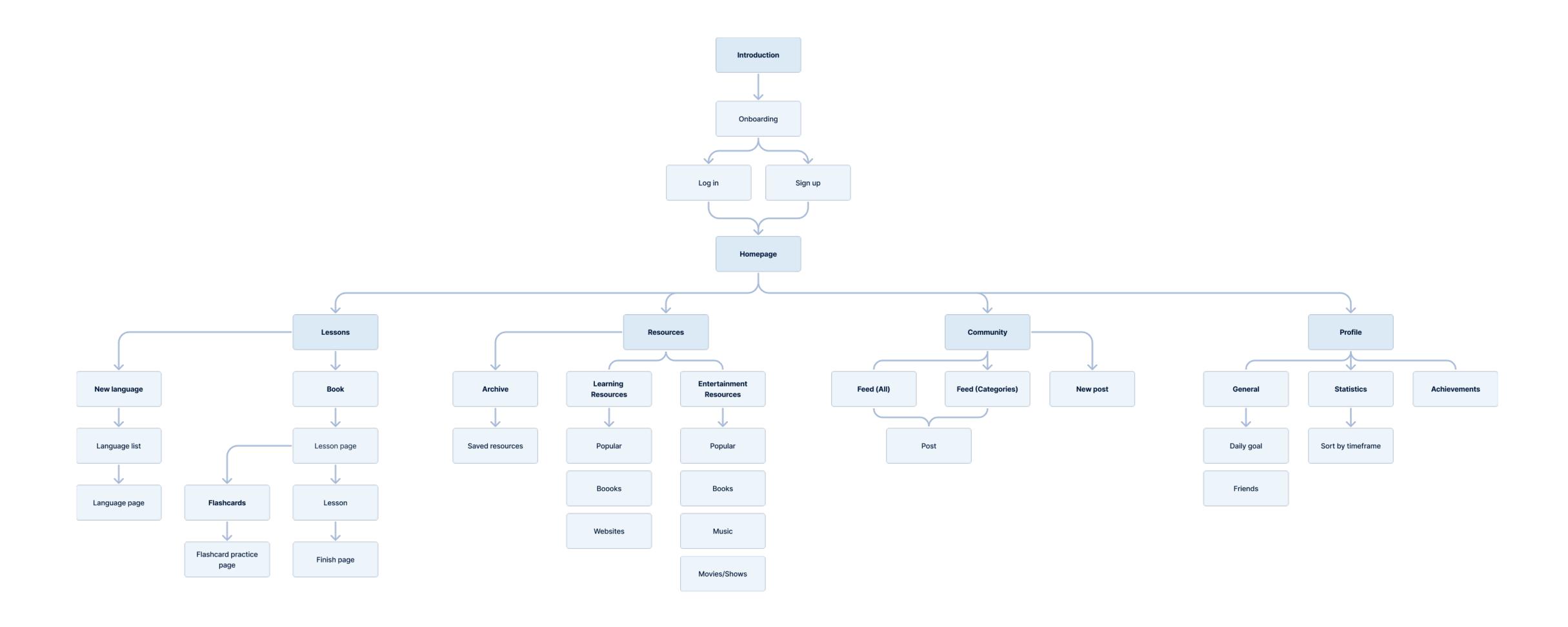
Deliver



Onboarding: User Flow



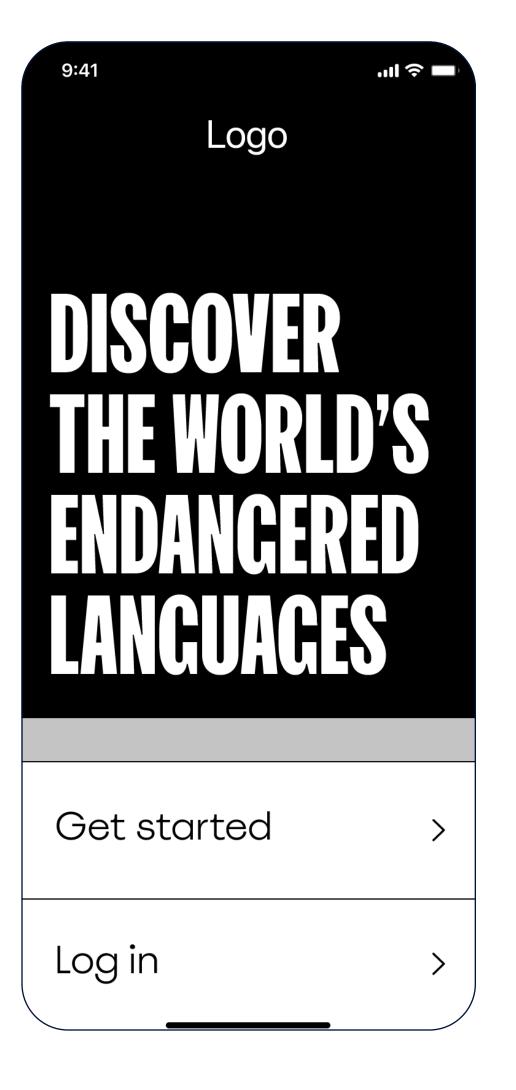
Learning New Content: User Flow



Site Map

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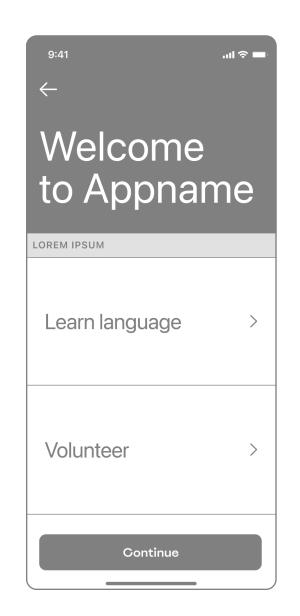
Mid-fidelity

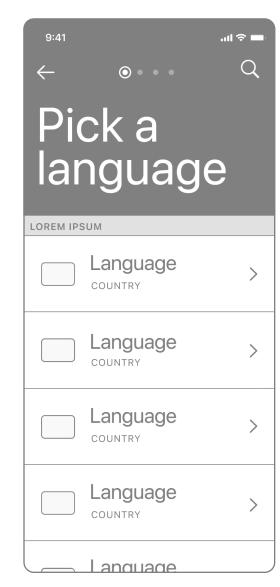
High fidelity

Wireframes 16

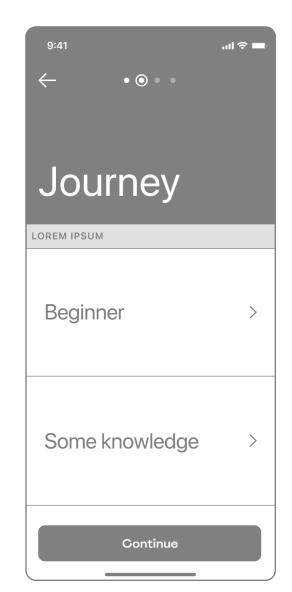
## Discover<br/>Define<br/>Develop<br/>Deliver

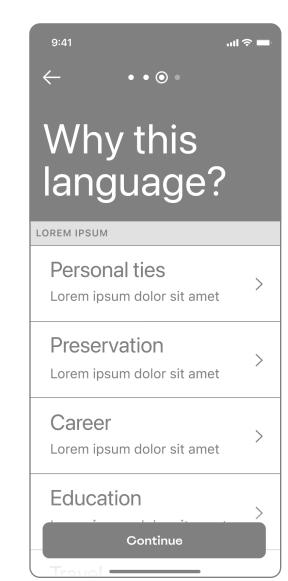






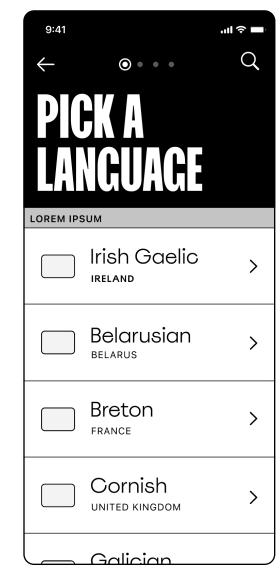


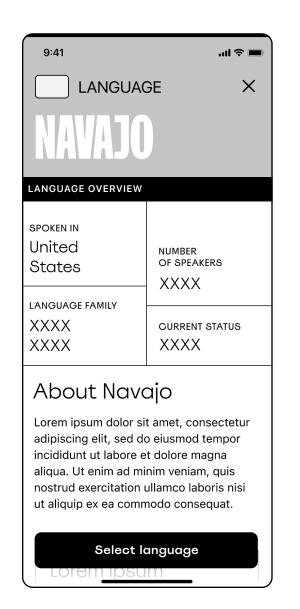


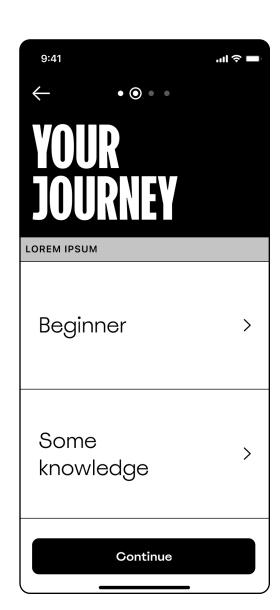












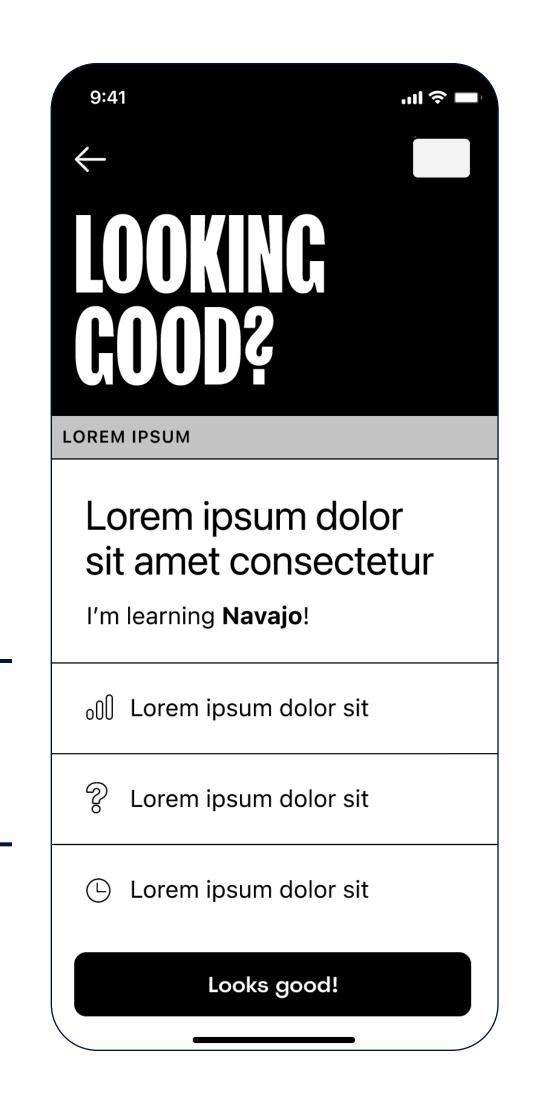


Wireframe Examples

- USABILITY TEST ROUND I
  - Conducted through Maze on low/midfidelity prototype
  - Tested general usability and basic user interface choices throughout flow
  - Participants recruited in person/forums
  - Metrics: Success rate, speed, feedback

Usability Test I

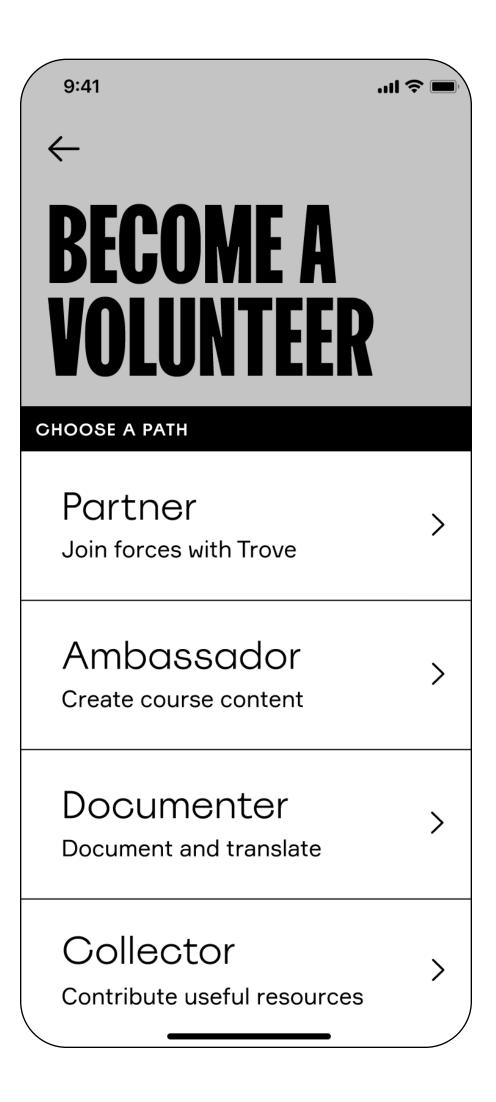
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Make it clear to the user when an area is clickable and when it's not

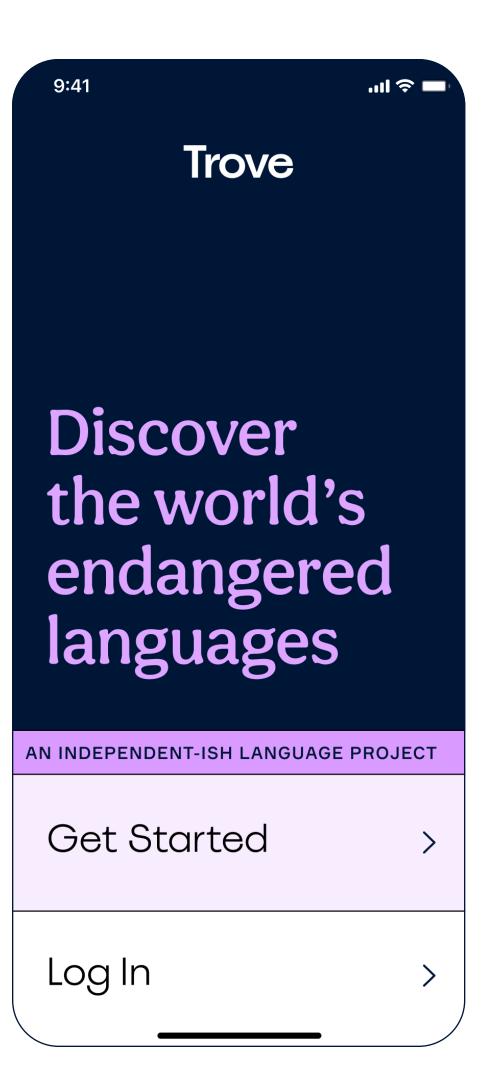




The wording for this section wasn't ideal, as it caused confusion among users

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Pure black areas and condensed font appeared daunting to a few users

- USABILITY TEST ROUND II
  - Conducted in person for in-depth qualitative data
  - Tested specific features, as well as general accessibility
  - Participants recruited in person
  - Metrics: Success rate, speed, feedback

Usability Test II

# Discover<br/>Define<br/>Develop<br/>Deliver

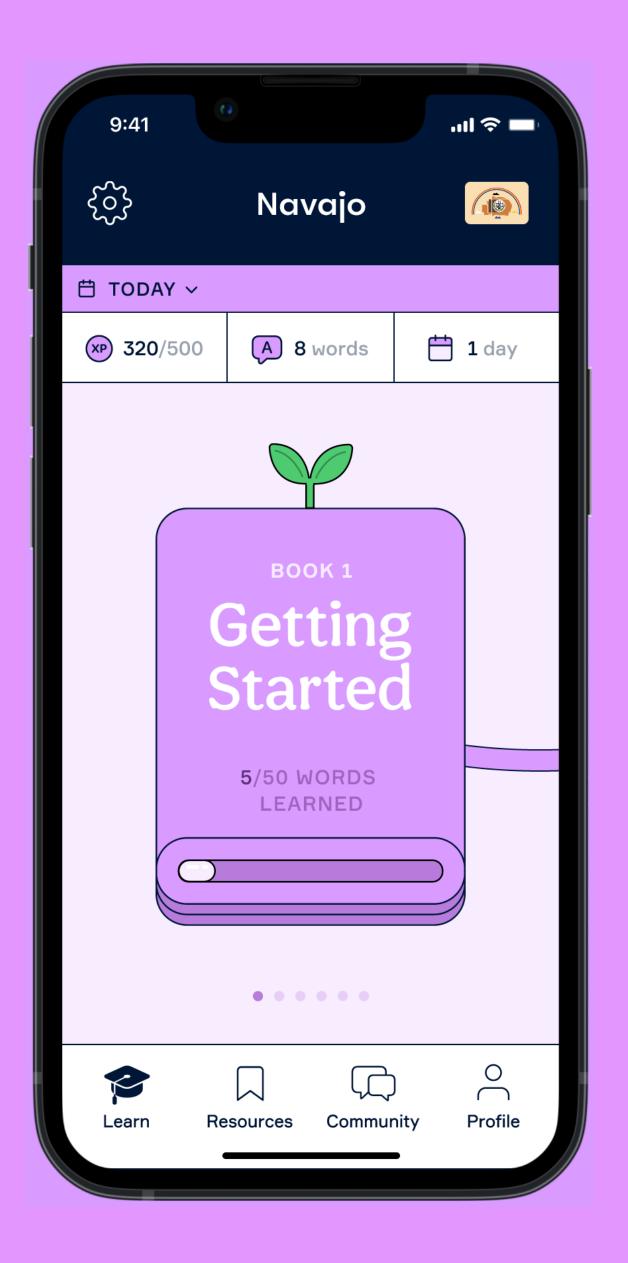
- RESULTS OF LAST ROUND
  - Made 5 low to mid-impact changes to ensure consistency across the UI.
  - Redesigned the transition from the end of the onboarding to the user's first lesson to make the process shorter and more straightforward.

Usability Test II

Trove

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Onboarding Lessons Resources Community Profile

Prototype 23

## **NEXT STEPS**

- Design volunteer experience
- Testing effectiveness of content
- Monetization and additional features
- Accessibility: Partnering with libraries
- Post-handoff iteration

Next Steps 25



(Comic Sans? No thanks)

Introduction