



Text Lizard



Isabel Konrad, Parker Menjugas, Leslie Duran, Vincent Wilson
Alice Vail Middle School

Problem Statement

Non-verbal people and people with non-verbal episodes who do not have good communication.

Objective

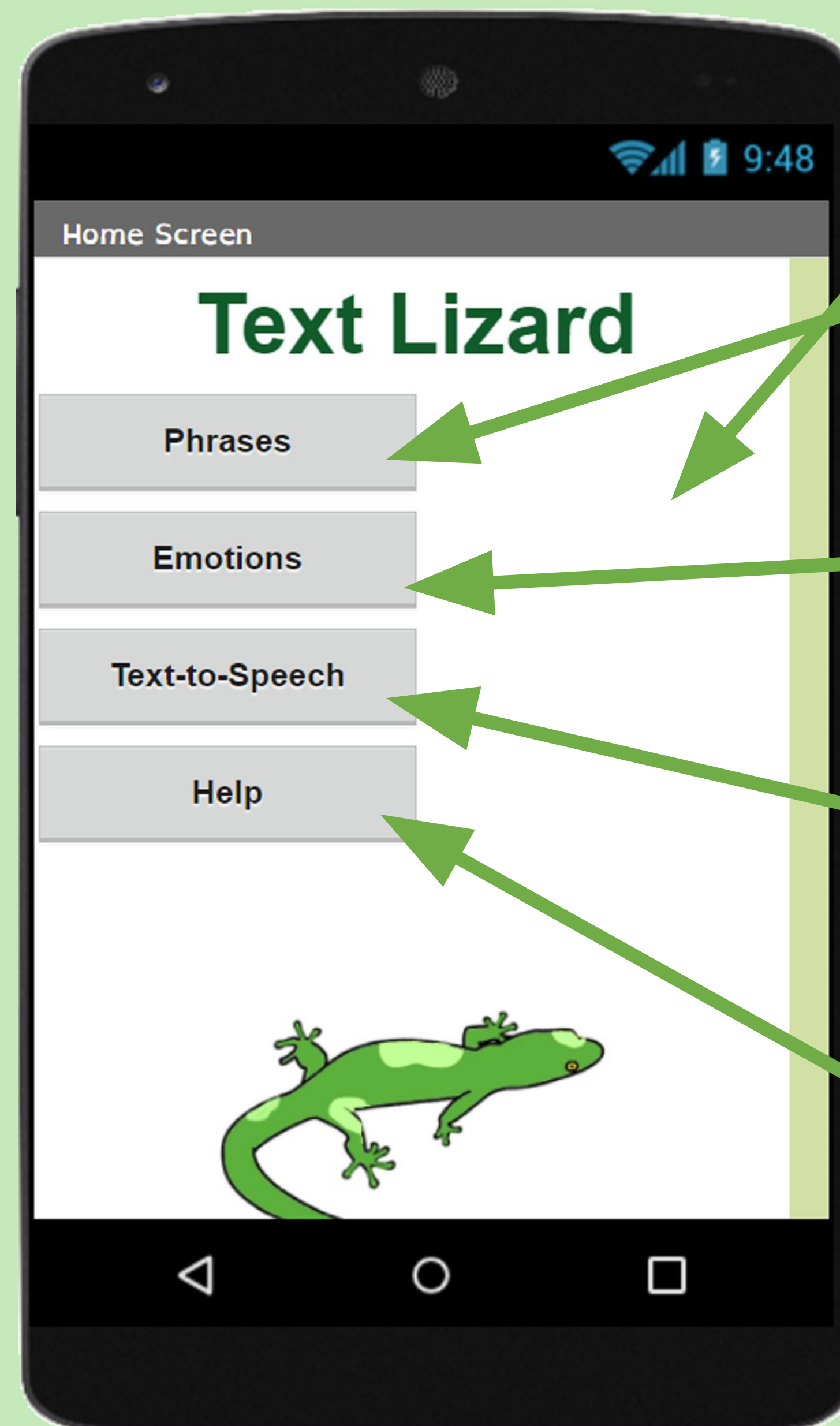
To give easier communication access to people who are:

- Non-verbal
- Non-verbal episodes

User Requirements

- Mobile device
- Knowledge of smartphones
- Basic typing skills
- Basic understanding of English

Prototype Graphic



Prototype Details

- Home Screen- Hub, where you access other screens.
- Phrases- List of precoded phrases user can pick through for everyday conversation.
- Emotions- List of emoticons that speak the listed emotion when pressed.
- Text-To-Speech- Basic text-to-speech function, user types in the box, the app reads it off.
- Help- Page with information on how to use the app.

Design Iteration

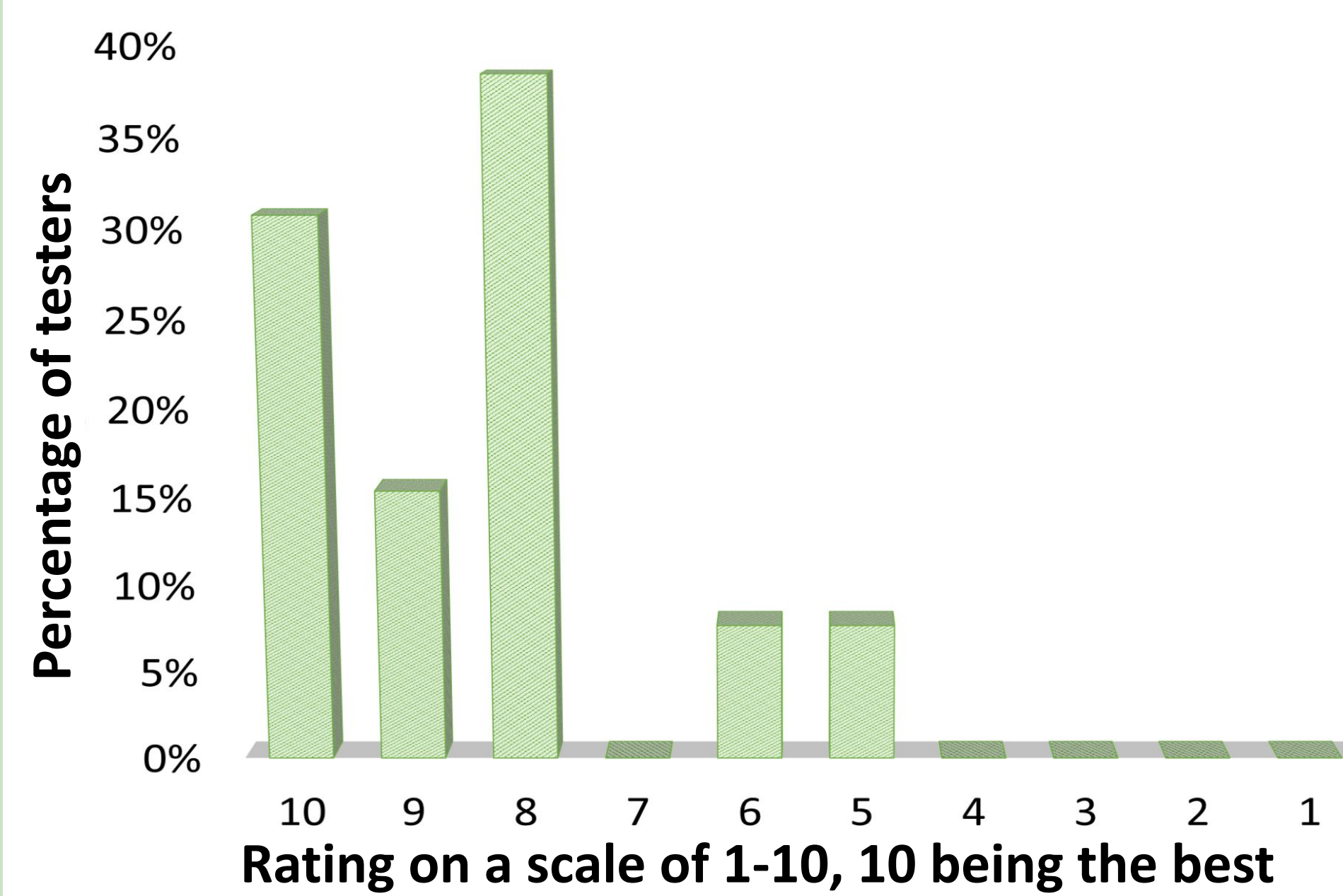
- Alpha version
- Bigger buttons
- More phrases
- Text box in phrases
- Help page
- Final prototype

Design Process

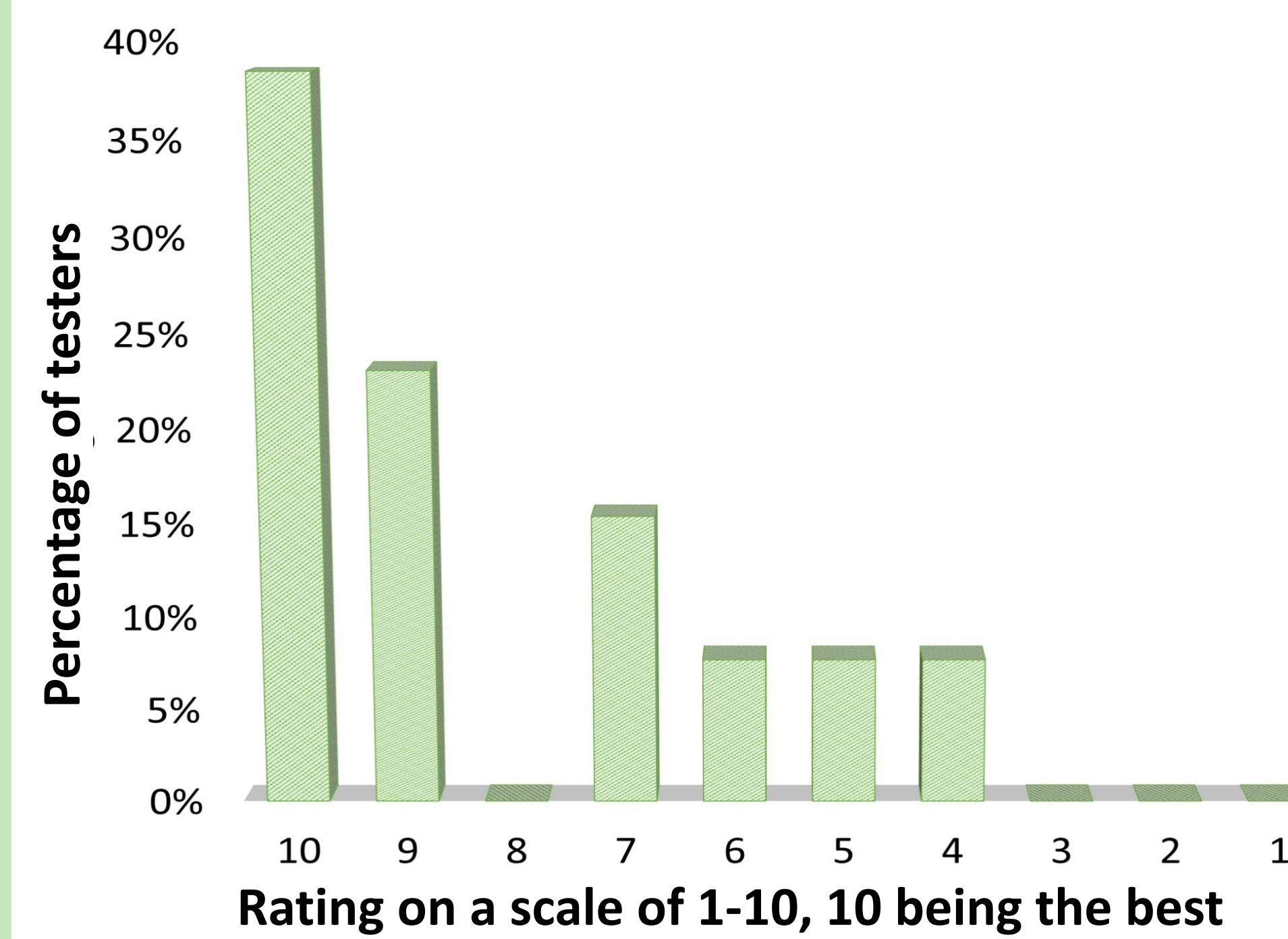
our design changed drastically with the feedback we got such as toning down the designs and adding things such as the help page. our process included creating the idea, creating the design, creating the coding, and touching up.

we use a lot of our own personal experiences to help decide what we needed in this app.

HOW HELPFUL IS THE APP?



HOW EASY IS IT TO USE THE APP?



Testing Process

- Coding review
- Peer review
- Conversation test
- Feedback based adjustments

Results

The tests proved high rates of satisfaction. Testers spoke on how helpful it could be and how it could make conversation easier.

Conclusions

While the app has far to go, it provides communication access to those without one. We will expand the app by adding more emotions and customization features.