Deliverable G
Prototype 2

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Table 1. List of acronyms

Acronym	Definition
Y/N	Yes/No
N/A	Not applicable
CR	Colour range
RGB	Red, green and blue
BW	Black and white
CAD	Canadian Currency

1 Introduction

After having our third client meeting with Mr. Paris we are going to take all his feedback to create our second prototype. Due to the feedback from our client being very positive our product will remain very similar to our previous prototype. Using our benchmarking from previous deliverables we will then compare our second prototype with them to test our prototype.

2 Detailed Design

Client Feedback

Following our third meeting with our client Mr. Paris, we have gathered that he is very pleased with our first prototypes. He had very little, if anything, to say in regards to what he would change on our prototypes. He was very pleased that we put effort into making the key items he outlined in our previous client meeting were improved upon, especially the key aspects he outlined, such as the large buttons and high contrast colours. He stated that he would need to test a functional prototype before he can give any suggestions on what he would like to change/add.

3   Prototype II

Updated Design

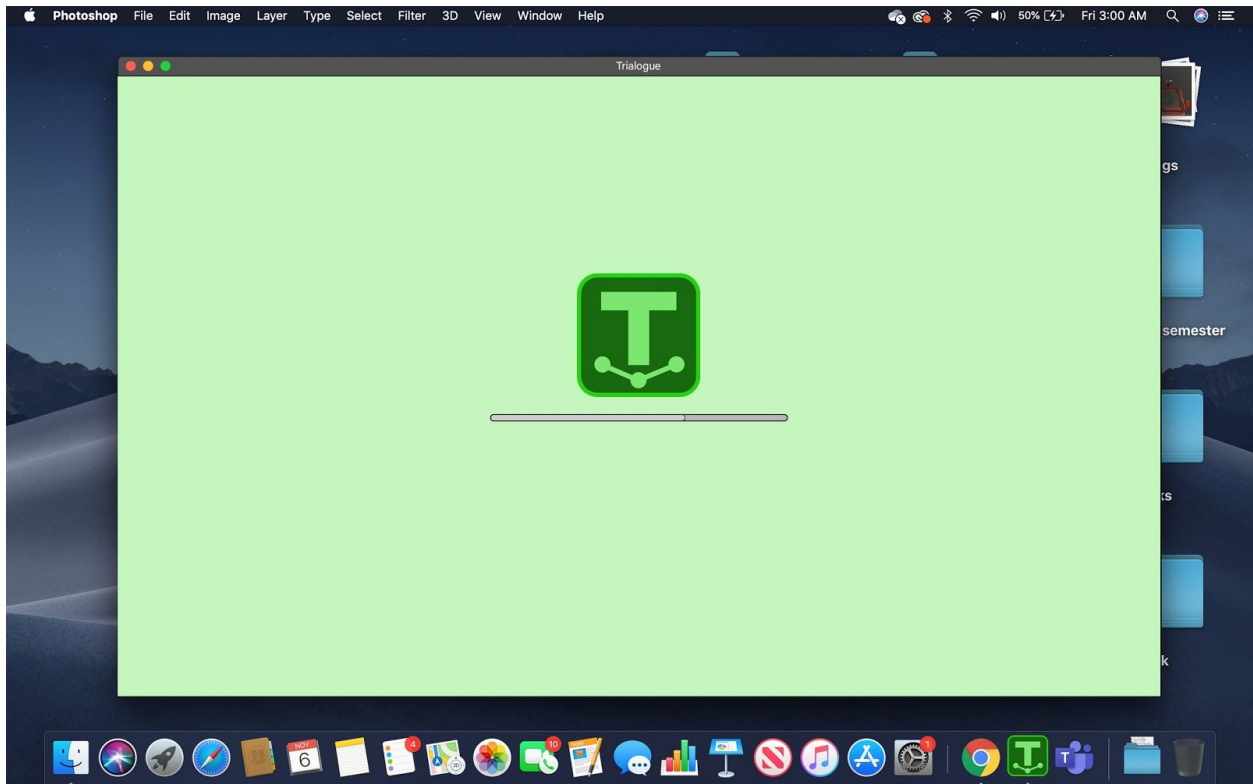*Figure 1. Loading screen*

This image is just a simple representation of what the loading screen looks like while you would be using the app. This screenshot also showcases the logo of our product. The reason behind showing this screen is that this will be a screen that the user will be seeing very often and it shows how much longer until the requested text is processed and ready for it to read it for you.
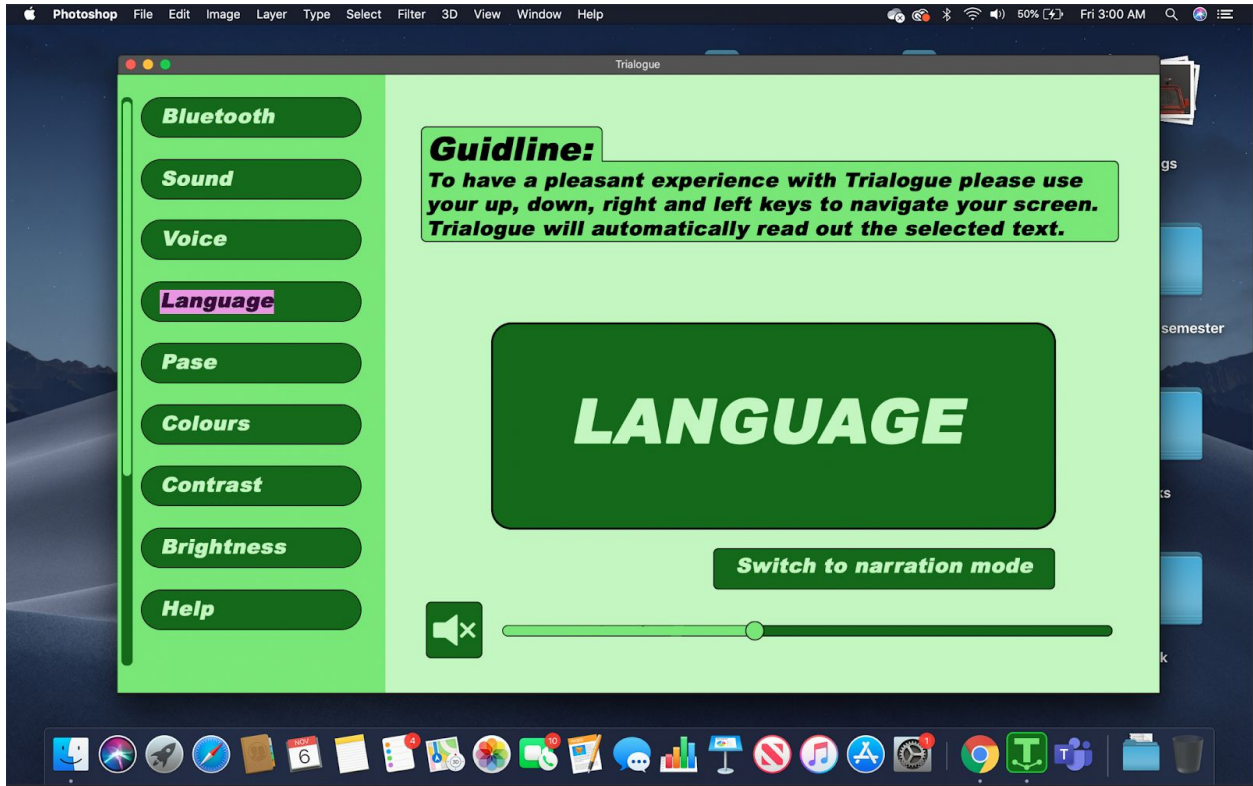
Figure 2. Prototype in fully software version

This image shows the full software version of our product. Looking at these images you can see the user has a range of settings, ranging from the sound of the voice, language, contrast, brightness, and many more that can be seen by looking at the prototype. This mode is more ideal for reading messages and short text, as there is less of a need to use a human voice. The way the user is going to be able to navigate through his texts is through simple shortcuts he can customise himself. There are going to be four main shortcuts; up, down, left and right, these are the essential shortcuts needed to operate the software aided mode since there are no other ways to navigate through the screen in our customer's condition. Compared to our last prototype it can be seen that we have removed the waves that visually show sound to give a more simple look. We have also added a mute button for more convenience, rather than needed to minimize the volume to mute it. There have also been added guidelines at the top to help the user have the most pleasant experience possible. Another change that has been made in comparison to our last prototype is the colours. We thought this new colour scheme will make it easier for the client to distinguish between everything. The final change that has been made from the last prototype is the size of the buttons. The client stated the ones in the last prototype were adequate but we decided to make them bigger as making them bigger has no drawbacks and just makes it easier for our client to use.
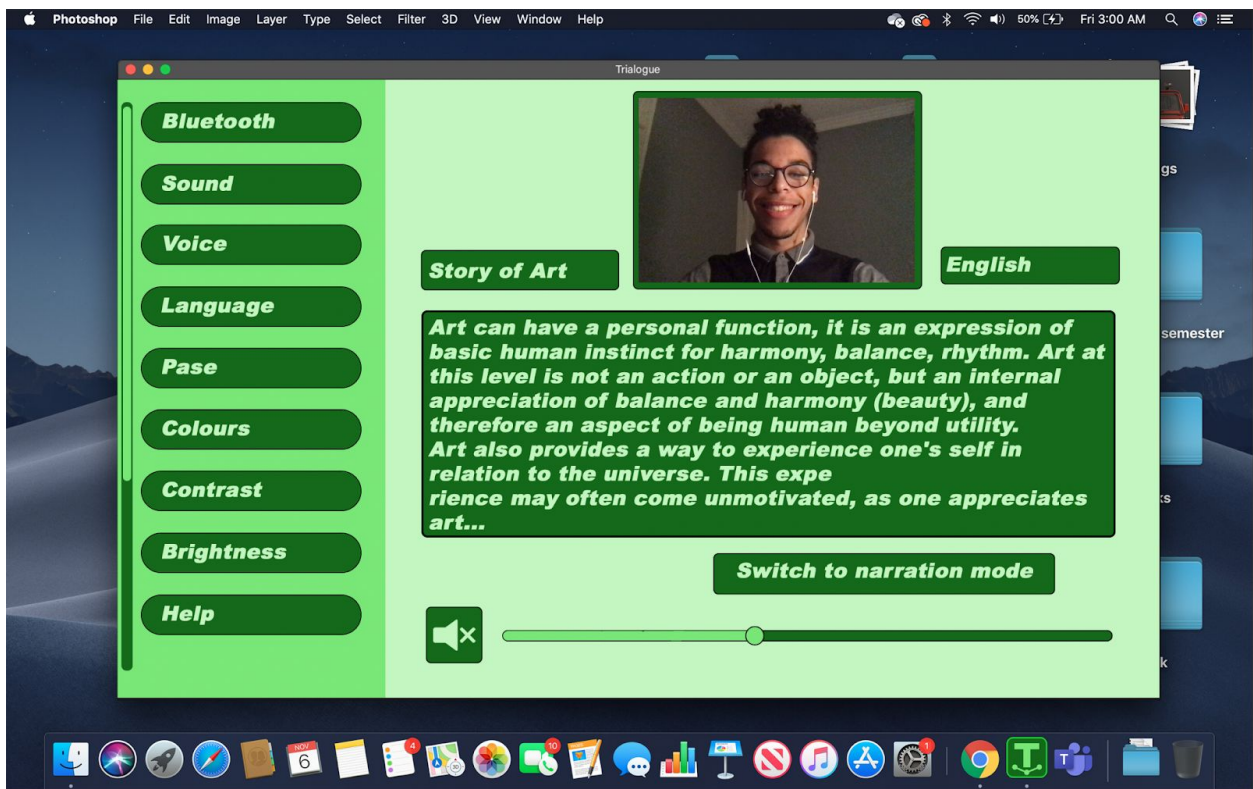
Figure 3. Prototype in human aided mode

This version of our prototype is very similar to the previous prototype. This version relies on a Trialogue employee to read out the next to the user. This can provide a better experience to the user as hearing a robotic voice for a long reading doesn't feel natural and makes it hard for users over prolonged periods of time to keep interested. Having an actual person read out the text provides a more enjoyable experience to the user as you have an actual person speaking to you. The readers are going to change their tone when needed, raise their voice when appropriate, lower it, and do all types of narration styles to make our client's experience as close to reality as possible. This mode is going to be aided with an auto subtitle bar, though this might look unuseful due to our client's condition, it could come in handy to other users with better sight, it is up to the user to customise his/her screen the way they wish anyways. The way these options function will be simple to use, the software is going to the user for permission to share their screen with a Trialogue employee. Once the employee can see the screen they will be able to read it out for the user. Comparing this prototype with our first one you can see there are some very slight differences. These changes include: showing what language is currently being used, buttons along the left have increased in size and the colour scheme has been changed. As mentioned in the software version, Mr. Paris had no complaints about the button size but we

decided to increase their size, and the colours were changed as we believe it makes it easier to distinguish between everything.

Prototype Testing

Once again, due to our product being completely software-based we can not fully test all aspects of our prototype against all of the target specifications as our prototype is just a detailed image showing the interface of our screen reader. Target specifications such as being affordable, working on all platforms/programs, voice recognition, cost, ability to create shortcuts, ability to read non-selectable text and text off images can not be shown from our second prototype, as they would require a functional prototype. However, other target specifications can be still tested against the second prototype, as some of the target specifications are solely visual. Below can be seen the target specification developed in earlier deliverables.

Table 2. Target Specifications

Needs	Weight	Unit	Marginal Value	Ideal Value
Works on all platforms (PC, Phone, etc)	5	Scale	>2	>2
Ability to create shortcuts	2	Y/N	N/A	Y
Simple to use	4	Rating	>2	5
Able to read non selectable text and text on images	5	Y/N	N/A	Y
Option for high contrast colours	3	CR	RGB/BW	RGB/BW
Works for all programs	5	Y/N	N/A	Y
Available Languages	3	Scale	>1	>2
Affordable	3	CAD$	<150	<100
Voice recognition to interact with software	3	Y/N	N/A	Y
Easy to access anywhere	2	Y/N	N/A	Y

Below can be seen a table comparing our second prototype against the target specifications.

Table 3. Target Specifications against prototype

Needs	Prototype
Works on all platforms (PC, Phone, etc)	N/A
Ability to create shortcuts	N/A
Simple to use	Looking at our prototype you can see that it is very simple to use as it has very large buttons with large text that make them easy to understand. The layout is also very straightforward and shouldn't cause any confusion for the user
Able to read non selectable text and text on images	N/A
Option for high contrast colours	Along the left hand side there is a list of buttons and one of those buttons is one named "Contrast". Clicking on that button allows the user to change the colour contrast.
Works for all programs	N/A
Available Languages	Along the left hand side there is a list of buttons and one of those buttons is one named "Language". Clicking on this button allows you to swap between English and Spanish.
Affordable	N/A
Voice recognition to interact with software	N/A
Easy to access anywhere	N/A

4 Conclusions and Recommendations for Future Work

In conclusion, we took the feedback from our client about our first prototype and summarized into a short paragraph. We used that summary to create our second prototype. However, due to our client being very content and having no area to improve upon, our prototype remained very similar to our first prototype, with just visual changes. We then took our prototype and compared it to our target specifications. As our prototype is software-based all the target specifications couldn't be tested but the ones that could be tested were tested.

Some lessons that can be taken from this deliverable is how to take feedback from a client and use that feedback to improve on a prototype. Feedback is vital for creating a great final product, so being able to take feedback from someone is a very important skill to learn. Another lesson that can be taken from this deliverable is how to compare a prototype with target specifications. Being able to compare a prototype with the target specifications is a key skill to learn as target specifications are created to state what the final product must-have. If the final product is lacking anything from the target specifications then it could cause issues with your client, as your product does not include what they have requested.

5 Bibliography

APPENDICES

APPENDIX I: