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Connecting Adults and Children Remotely through Digital Storybooks

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Connecting Through Digital Storybooks
Spring 2019: HCI 598
Iowa State University

MILESTONE 1: MY IDEA

Inspired by my 18 months of travel and involvement with expatriates, I focused on designing a system that would help adults connect with loved ones and their children remotely.

MILESTONE 2: UNDERSTANDING THE PROBLEM
end of the line. Combined with timezone coordination issues and varying tech literacy, the current solution of various video chat applications proved to have its issues.

**MILESTONE 3: THE DESIGN**

Basing my design in the current solution of video chat, I propose incorporating digital storybooks to help increase the engagement level of the child. Using a system that helps the target users record a video or even live chat while reading a storybook, the pain points of engagement, timezone issues, and varying tech literacy could hopefully all be accommodated.
MILESTONE 4: THE (FIRST) PROTOTYPE

Initially, I utilized the wireframing tool Whimsical to create a low-fidelity prototype of the video recording flow. Relying on simplicity while focusing on main functions, the wireframe provided a solid...
MILESTONE 5: THE EVALUATION

Conducting unmoderated, remote usability tests, I decided to increase the fidelity of my prototype to compensate for the lack of moderation. Asking participants to complete three goal-related tasks, I obtained quantitative data through a post-task SEQ and a post-test SUS. Receiving positive comments from users about the potential of the concept, task completion data revealed that the biggest usability gains would most likely come from a clearer task flow and interface simplification.

Clickable High-Fidelity Prototype
Self-Reported Task Completion  Actual Task Completion