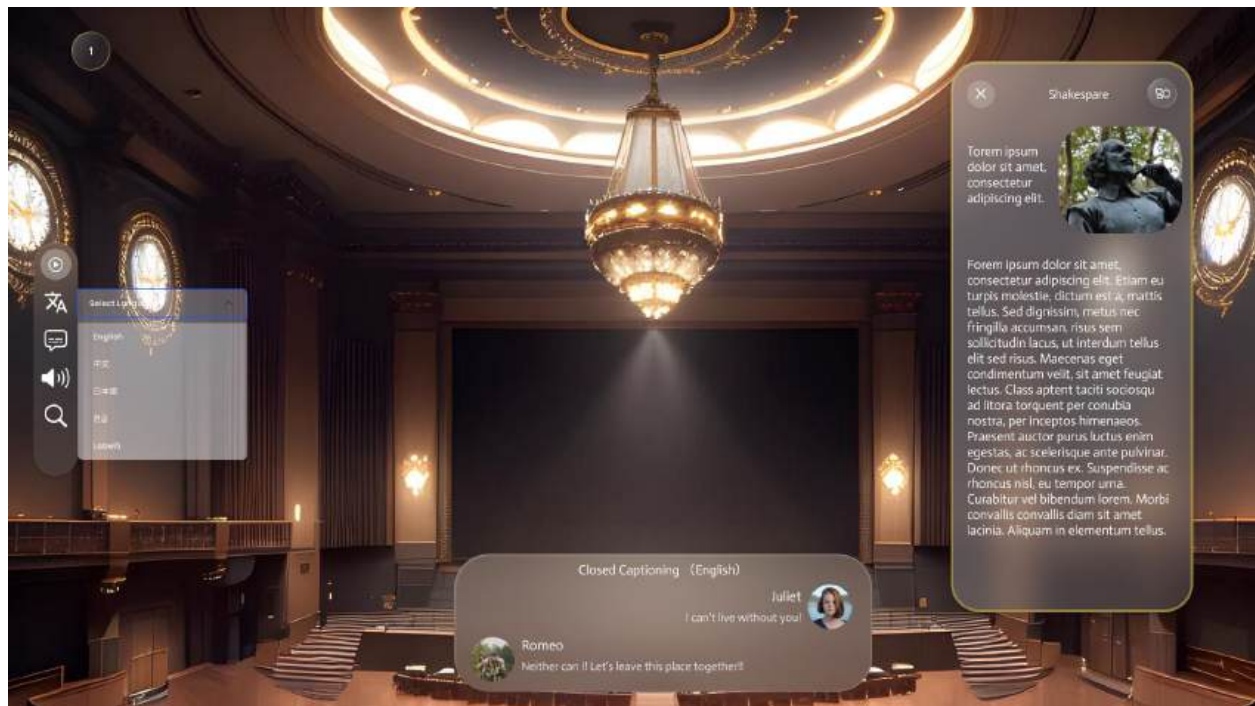


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HCDE 518D
Doug Pyle
Nov 11, 2024

Prototype & Evaluation

Prototype Before



Evaluation takeaway

During the evaluation, we conducted user testing with two participants to demo our prototype. Participants completed a series of tasks to assess whether the layout was user-friendly. Key takeaways included:

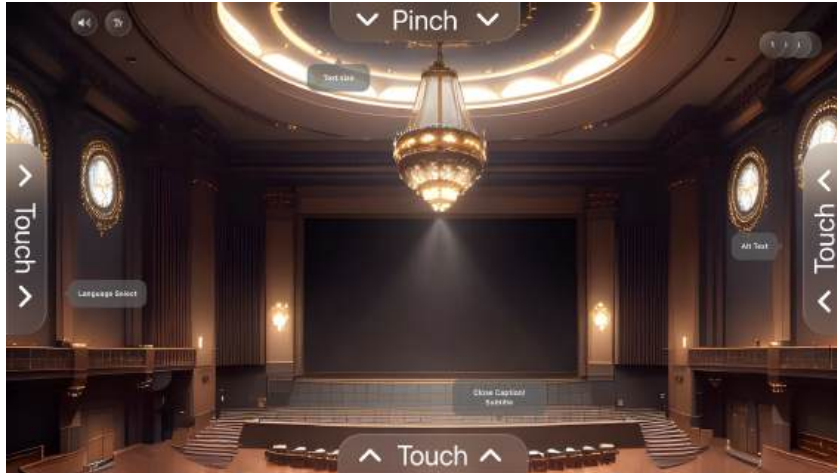
- Interactions were hard to figure out.
- Participants worried that they might miss content while trying to learn how to interact with the system.
- Participants also expressed a desire for a replay feature in case they missed key interactions.

Prototype changes

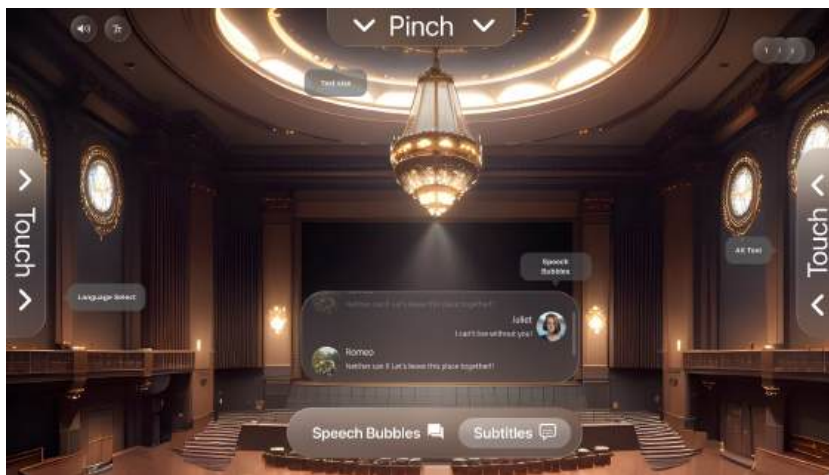
- To leverage the physical properties of our device (smart glasses), we created more tailored controls, rather than using a generalized UX like a website or VR app interface would.
 - To toggle **language selection**, users can tap the **left** side of their glasses.
 - To toggle **subtitles**, users can tap the **bridge** of their glasses.
 - To toggle **alt text** (scene descriptions and additional context), users can tap the **right** side of their glasses.
 - To scroll text on screen, users can **swipe** or **pinch** in front of them (like a virtual touchscreen).
- To address user feedback, we decluttered the UX and reduced the time-to-value for the functionality users desired.
 - For recaps, users can scroll back and forth through the subtitles.
 - For configuration, we realized that the best interface was no interface. We decided to use more natural gestures that are always invokable, rather than relying on a centralized "configuration page" like traditional UX.
 - To avoid lost time while interacting, we separated visible features to reduce on-screen clutter and improve focus.

Prototype After

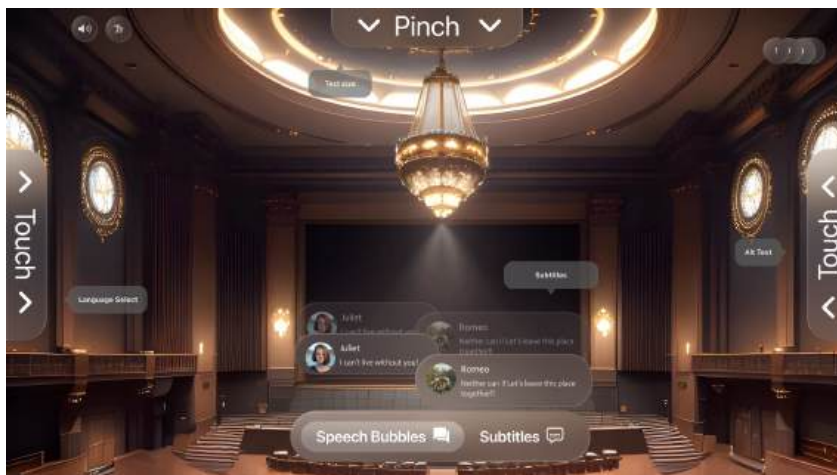
[Figma Link](#)



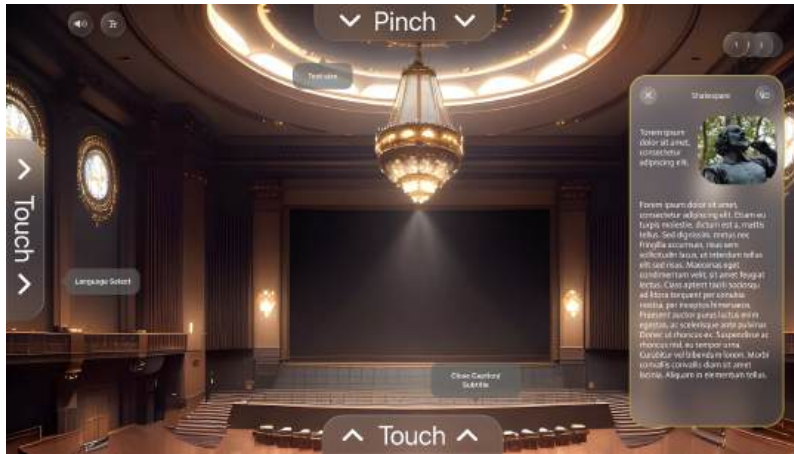
Start Screen 2.0



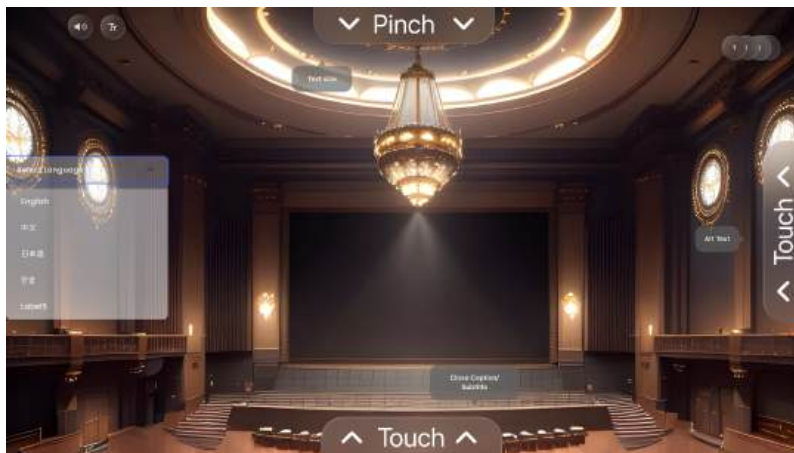
Subtitles 2.0



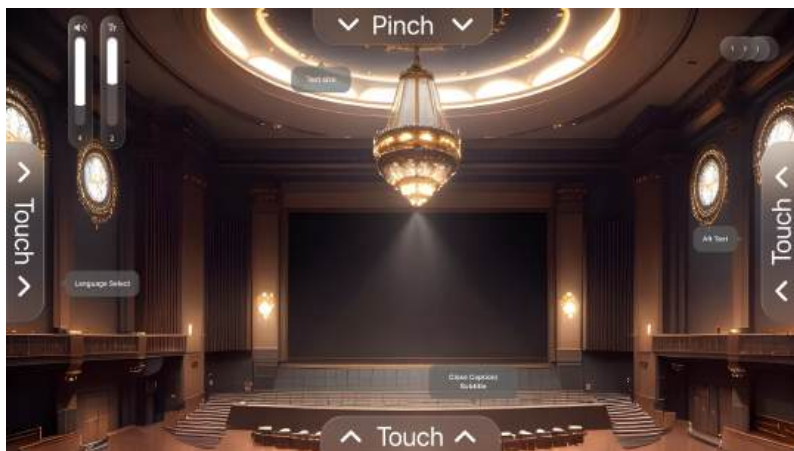
Speech Bubble 2.0



Alt Text 2.0



Language Select 2.0



Text Sizing/Audio 2.0