TrainGone README

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[PROTOTYPE](#)

Figma prototype hyperlinked above.

ABOUT

This platform is designed to bridge the gap between ASL learners (who may struggle to recognize new signs) and members of the Deaf community (whose primary language is ASL and may not necessarily know the English translation for a sign).

While current ASL dictionaries assume that the user already knows an English word and is seeking the corresponding ASL sign, there is no intuitive platform that allows a user to identify the English word for an ASL sign based on its visual parameters (handshape, body location, palm orientation, and movement).

TrainGone functions both as a "reverse ASL dictionary" and a social educational platform where one can contribute to an ASL sign's dictionary entry by uploading a video of themselves using the key ASL sign in an example story. This allows ASL learners to gain contextual exposure to unfamiliar signs by seeing crowdsourced examples, and fluent ASL signers to engage in storytelling, the foundation of Deaf culture and community.

"Train gone" is an ASL idiom akin to the English idiom, "that ship has sailed", meaning that the conversation subject has come and gone or that the speaker doesn't wish to repeat themselves. *TrainGone* is designed for those one and done situations where you didn't quite catch a sign or you want to share a story once and have it viewed over and over without repeating yourself.

DESIGN TOOLS

Figma and **Illustrator** were used in the making of this prototype. **Figma** allowed for real-time collaboration in designing a user interface with minimal technical development skills, while **Illustrator** was used to draw the icons used in the ASL to English dictionary menu.

OPERATING INSTRUCTIONS

As this is a design mock-up with limited functionality, users will only be able to interact with predetermined buttons as they progress through three task flows. When clicking anywhere within the UI, interactable buttons will be highlighted, indicating where a user can tap. Select the box icon next to the Figma logo on the top left of the screen to navigate between task flows.

Home Page/Sign Up:
- ❖ Select **Get Started** to progress to sign up page
- ❖ The ability to fill in your personal information has not been implemented, select **Continue** to bypass the form
- ❖ Identify your positionality within the ASL community (select **I'm learning ASL**, then **Continue** for the purposes of the demo)
- ❖ Add or invite friends from your contacts (select the **+ sign** next to Dria Lee, then **Create Account**) to finish the sign up process and bring you to the home page

Task 1: Identify Word
- ❖ Select **Search by Sign** to navigate to the ASL to English dictionary
- ❖ The dictionary allows a user to select one or multiple relevant parameters for a sign by category (handshape, palm orientation, body location, and movement). Click and drag vertically to view the entire menu.
- ❖ Select the **arrow next to Palm Orientation** to view additional options for palm orientations. Select the **top left arrow** to navigate back to the main dictionary menu.
- ❖ Click anywhere in the **handshape field.** This will automatically select predetermined parameters for this task flow.
- ❖ Scroll all the way down and select **Search** to proceed
- ❖ The potential corresponding words according to the provided parameters will be displayed on the Search Results page (currently, it displays user videos, but will be updated to display formal dictionary entries).
- ❖ Select the **top left video** to view a user-uploaded video of someone using the key word.

Task 2: Learn from Others
- ❖ Great! Now that you've identified a word, let's gain some more exposure to it by seeing others use it!

- ❖ Users can interact with videos by liking, saving, and commenting. Select the **thumbtack button** to bookmark/follow a word, the **heart button** to leave a like, and the **speech bubble button** to view user comments/leave a comment.
    - ➢ For this prototype, please interact in this order: thumbtack, heart, white box, then speech bubble.
- ❖ Click the **white box** at the bottom of the screen (containing the keyword) to view more information about its parameters, the definition of the word, similar words, and the user who uploaded it. Tap **outside the white box** to collapse this screen and proceed.
- ❖ **Swipe right** to see other videos of users using the same sign and **swipe down** to explore videos of users using different words.
    - ➢ For this prototype, swiping down is only enabled at the beginning of the task flow and swiping right is only enabled at the end of the task flow.
- ❖ Select a **word tag** (greeting) to view all words that fall under this category.

Task 3: Share Your Own Story
- ❖ Now that you've solidified your understanding of a specific sign and how/when it gets used, why don't you make your own contribution to this database to help others, who were once in your position, understand it?
- ❖ If you're on the greeting page, select the **plus button** at the bottom left of the screen to navigate to the content creation task flow. If not, just select Task 3 on the sidebar.
- ❖ Select the **circle** on the bottom of the screen to start recording a video, and then select it again to pause recording. A check mark will appear to confirm that the recording has ended.
- ❖ Users can also edit video (not enabled for this prototype) by adjusting volume/adding music, adding text stickers or audio captions, and overlaying filters.
- ❖ Add more information to your video by tagging the primary word that is the focal point of the video, your own text-based definition of it, its grammatical category, its semantic category, and its parameters.
- ❖ Select **Share** to post your video! Great job! You will be automatically redirected to your profile upon successful uploading of your video.

LIMITATIONS

Social Network: In this prototype, it wasn't possible to have a fully functional social network with filming and uploading capabilities. It is not possible to leave comments, likes, or bookmark videos. It is also not possible to create your own unique user profile or follow/interact with users. All user videos are not actual videos, but rather "mock" thumbnails to simulate a video. All user videos/dictionary entries are hard coded.

Dictionary: Not all of the ASL parameters have been inputted, and not all of the ones that are present in the UI are interactable. Additionally, only a few words have "entries" created for them, instead of it being a fully fledged dictionary of the entirety of the ASL vocabulary.

Task Flow 1: For this prototype, it's hard to distinguish between a user video and a formal dictionary entry, especially in the search results page for Task Flow 1. For our next rendition, we will make this distinction more clear.

Task Flow 2: The swiping method is limited to one downward swipe and one upward swipe instead of continuously scrolling through a large database of videos. Also, the categories buttons in the white box will be replaced with a user-generated caption for the video. Categories will instead be found on the explore page to make navigation more intuitive.

Task Flow 3: We will adjust the post-filming editing options in Task Flow 3 so that when users tag their video with a sign, they cannot input their own definition and parameters (these will be automatically filled to standardize words and avoid confusion from any inconsistencies). Instead, users will be able to add their own caption to the video.

WIZARD OF OZ

The algorithm on the Explore page is simulated – swiping vertically would theoretically display user-uploaded videos of any word and swiping horizontally would show videos using the same word. These videos would be displayed using a sorting algorithm based on elements including a video's likes, shares, saves, comments, and also the target user's engagement with videos to predict and display videos that would be interesting/relevant to them. None of the "videos" displayed are actual user videos, nor are they videos at all.

HARD CODED ITEMS

Many items in this prototype are hard coded.

Account Creation: The account creation process is hard coded – prototype users cannot fill in their personal information and create an account, because Figma does not have text-input capabilities.

Dictionary Entries: While this would also be hard coded in a fully developed platform, it's worth mentioning that dictionary entries for this prototype (and more importantly, the corresponding

user video examples) are limited and hard coded because the formal dictionary entries are a resource that is not meant to be crowdsourced, but rather standardized by educated administrators (likely Deaf educators).

User Videos: User videos are hard coded because Figma does not have video filming or uploading capabilities. Interactions such as likes, comments, and saves are also hard coded and limited to specific points in the task flow.