

Special Needs Tutor

Capstone 19 · EdTech · Talodabi Academy

1 · Project overview

You are designing **child activities + parent dashboard** for one learning need. Large touch targets and gentle copy when an activity is hard are required.

Deliverable	Full mobile MVP in Figma (not code)
Platform	Mobile app · Android-first · portrait
Screens	11 screens + 1 unhappy path (12 frames)
Features	3 core features
Bottom navigation	Bottom navigation (Parent View): Dashboard · Activities · Tips · Settings
Prototype	4 linked flows

Build order: Auth (screens 1–4) → nav tabs (5–8) → core flow (9–11) → unhappy path → link prototypes.

2 · Problem & primary user

Children with dyslexia, autism, or hearing impairments in Nigeria are routinely labelled as 'slow' and left behind in overcrowded classrooms. Special needs education barely exists in public schools. Parents have no accessible resources to support their children's learning at home.

Primary user

"Mrs. Bello, a 39-year-old mother in Kano whose 9-year-old son has been diagnosed with dyslexia, struggles to read standard textbooks, and whose teachers have given up on him."

Geographic scope: National-level

3 · Goals

User goal: Find learning activities designed for her son's specific learning needs that he can do on a tablet with minimal help.

Business goal: Become the leading special needs education platform in Nigeria and West Africa

Success: In a quick test, a parent switches **child vs parent view**, starts **one activity**, and sees **progress** without shame messaging.

4 • Market context

QUESTION	ANSWER
Who pays	Mrs. Bello may pay if cheaper than centre. Schools, NGOs, or therapy centres B2B (assumption).
Why not WhatsApp	Parents get random PDFs from teachers. WhatsApp cannot run dyslexia-sized touch targets + parent dashboard in one product.
Design focus	Child mode vs parent mode , no "you failed" copy (in brief). One learning need per profile.

Competitors to check:

- **Vinsighte (Visis app)** (dyslexia-friendly reading; Nigeria)
 - **ALIA** (inclusive learning; dyslexia mode)
 - **Mavis Talking Books / C-Pen** (hardware + books; schools)
 - **Private therapy centres** (expensive, far)
 - **Generic kids learning apps** (not dyslexia-specific activities)
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5 • Validate before you design

Interview 3–5 people who match your primary user. Update this brief if interviews contradict it. Do not start hi-fi until you complete the confirmation below.

FIELD	YOUR ANSWER
Validated user (name, age, city)	
Problem in one sentence	
One interview quote	
Success metric for your test	
Primary colour and tone	
One competitor you checked	

Interview prompts

- "Walk me through the last time this happened."
- "What did you use instead? WhatsApp, paper, or nothing?"
- "What would make you trust this on a cheap Android phone?"
- "What would stop you from using this every week?"

6 · Features & scope

v1 · three features

1. Learning activities designed for different needs: dyslexia-friendly reading, autism-friendly tasks, hearing-impaired visual learning
2. Large fonts, audio playback, and icon-based navigation throughout the app
3. Parent dashboard to track activity completion and see how the child is progressing

Out of scope

- Clinical diagnosis in the app
- Video therapy sessions
- All special needs in one profile

7 · Screens

Design every row in wireframe, high-fidelity UI, and prototype (where the flow applies).

#	LAYER	SCREEN	WHAT TO SHOW
1	Auth	Splash Screen	Colourful, friendly, and welcoming. Use large rounded shapes. No clinical feel.
2	Auth	Onboarding (2 screens)	Screen 1: 'Every child learns differently. We build for that.' Screen 2: Set up a child profile: name, age, and learning need (Dyslexia / Autism / Hearing Impairment / Other).
3	Auth	Sign Up Screen	Parent name, phone number, and PIN. Child name and profile set during onboarding.
4	Auth	Sign In Screen	Phone number and PIN. Option to switch between Parent View and Child View.
5	App shell	Dashboard (tab)	Large colourful activity cards. Simple icons, minimal text. Child can tap an activity to start. Make this screen fun and inviting.
6	App shell	Activities (tab)	Full-screen activity, e.g. a word-matching game for dyslexia. Large text, audio support, and simple tap interactions. Progress shown as a friendly character moving forward.
7	App shell	Tips (tab)	List of activities completed this week, time spent, and a simple performance note (e.g. 'Improving with letter recognition'). No clinical grades.

8	App shell	Settings (tab)	3 to 4 short tips per week on how to support the child at home. Practical and simple. Written for parents with no specialist background.
9	Core flow	Activity · In progress	Child-friendly full-screen activity. Show bottom nav on post-sign-in screens.
10	Core flow	Activity · Complete	Friendly completion without failure tone. Show bottom nav on post-sign-in screens.
11	Core flow	Parent · Week summary	Activities done and time spent this week. Show bottom nav on post-sign-in screens.

Layers: Auth = 1–4 · App shell = 5–8 · Core flow = 9–11

8 · Prototype flows

Link these in Figma. Examiners should click through without your voice-over.

Flow 1 · App entry

Splash → Onboarding → Sign Up or Sign In → first main tab

Flow 2 · Core task (all three features)

Sign In → Activities tab → Activity → Complete → Dashboard tab

Core flow screens: Activity · In progress · Activity · Complete · Parent · Week summary

Flow 3 · Navigation

Link every nav tab so examiners can tap each bottom nav item. Tabs: Bottom navigation (Parent View): Dashboard · Activities · Tips · Settings

Flow 4 · Unhappy path

Trigger the unhappy path edge case and link to that screen.

9 · Unhappy path

Design this as its own screen state (frame 12):

A child cannot complete an activity because it is too difficult. Do not label it as 'too hard'. Auto-suggest a shorter or simpler version with: 'Let's try a smaller step first.' No failure messaging.

10 · Design system

RULE	DETAIL
Colour	You choose. Keep it simple and readable.
Type	You choose. Keep body text easy to read on a phone.
Tone	Design for your user, not for a tech audience.

Reuse on every screen:

- Primary button (active and disabled states)
- Input field (empty, filled, and error states)
- Card or list item used across the app
- Navigation bar with correct labels and icons
- Empty state: what the screen looks like with no data

11 · Submit & defense

Deliverables

#	DELIVERABLE	WHAT GOOD LOOKS LIKE
1	Wireframes	Every screen in this brief, plus the unhappy path. Layout and labels clear.
2	High-fidelity UI	Same frames polished. You choose colour and type. Bottom nav on every post-sign-in screen.
3	Prototype	Four linked flows (entry, core task, navigation, unhappy path). Examiners can use the app without your voice-over.
4	AI prototype	Figma Make: at least 2 screens. Share link.
5	Case study (1 page)	Problem · User · Who pays · Competitors · Solution · One design decision
6	Presentation (6–8 slides)	Name · Problem · User · Solution · Key screens · Flow demo · One decision

Before you present

- ☐ Every screen designed in wireframe and hi-fi
- ☐ Unhappy path screen designed and linked in the prototype
- ☐ Four prototype flows linked end to end
- ☐ At least one empty state on a list tab

- ☐ Shared components reused: button, input, card or row, bottom nav
- ☐ Case study names who pays and one competitor you checked
- ☐ You can explain one design decision in critique (why, not what)
- ☐ Completed 5 user interviews or 1 usability test
- ☐ Checked at least one competitor listed under Market context

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