

PLANTILLA GAMIFICACIÓN

Title: application is "Habla Español", for helping people to learn Spanish language.

0 Business / Service / Product

- Company / Service:

The application is a tool to help learning Spanish language in easy way, and to find and understand words and expressions in Spanish in order to communicate in a practical context, such as a supermarket, airport, restaurant etc.

- Description process Gamificar

In the interaction two of our project is planned a social network, any users can register and can participate expressions or words that exist in the application.

- Context

For people who do not speak Spanish, when they reach a Spanish-speaking country is very important to

communicate quickly and effectively, whether in a restaurant, airport, supermarket etc. The goal of app is helping these people to be able to communicate because through it you can easily find the words and phrases.

1. end users Analysis:

Types of users: we can divide users into the groups as following:

Tourists: People who want visiting the Spanish-speaking countries and go to the most representative and popular places in these countries.

Students: who will stay in another country for many years. the app will help these students start to learn and improve their language, as users can help grow and improve implementation, phrases or tips etc.

business men: People who travel to a country for work or other things like that.

Basic reasons:

The motivations for our user are they need learning new words of the language and be able to communicate better, in addition it is very easy to use, funny and free so the users don't need to pay for learning expressions or words and provide for new users much easier communication.

Social relationships:

The application is expected from its user to help and improve the system, it is expected that the user group eventually becomes a community which share experiences and give advice to new users.

2- Main goal:

Description:

Is improve the quality and quantity of words and expressions most used in specific contexts, to satisfy a greater number of ranges and application grow our number of customers.

3. Cross-cutting objectives:

Description:

- Know what are the words most valued by our users.
- Getting a network of people to help us to review words and expressions have been added.

4- Mechanics to use:

Creating profile for users:

a user profile has content such as (Nike name, email, password) for identifying those who sharing the words and expressions.

phrase or word entry:

The new user enters your phrase and word what he wants to save it in the dictionary(database) of the application, the sentences should content minimum requirements, such as a description of the words and how does it use

5- effectiveness Analysis

Analysis fun:

- measuring the number of users with more points.
- Measure the number of favorite words and expressions

Analysis service:

Increasing the number of words and expression suggested by users.

Results expected:

Improve the accuracy of written words and expressions.