

## Idea 1: Peer-to-peer VR world

- Pairs up language learners across languages (e.g., User 1 is a native English speaker, learning Chinese, User 2 is a native Chinese speaker, learning English)
- Practice simulated real-world tasks with real speakers of that language
  - Given a reward (in-game currency) to provide the task, pay currency to be the learner in the task
- Language support for pre-teaching vocabulary and phrases to use in the task
- AI language support for feedback during and after the task is finished: monitoring conversation/task
- Pros:
  - Real interactions in the target language with experts (native speakers)
  - No need to build out complicated intelligent tutor; interacting with other people instead
- Cons:
  - May be difficult to get a balance of users with matching native/target languages
- Tasks:
  - Task 1 (easy): Find a conversation partner and free chat in the target language
  - Task 2 (moderate): Practice a real-world scenario in the target language in order to improve language skills
  - Task 3 (complex): Help another user learn your native language

## Idea 2: Collaborative Quests

- Matches users who have different native languages but are learning the same language (similar learning level)
- Pros:
  - Goal oriented
  - Have different modules for different learning goals: conversational and vocabulary learning
  - Can crowdsource quests and challenges
- Cons:
  - Not very context dependent
  - Does not focus on culture
- 1. Learners specify the languages they want to learn.
  2. Learners can take challenges, share challenges, and look at the gallery, or go to their learning journal.
  3. Learners take a challenge (peer-rated difficulty)
  4. After attempting challenges, show peer rated results.
  5. Learners trying to upload a challenge
  6. Take a picture of a room or landscape, and name the items in the language you want to learn (can be a mix of the language or audio). Or a story you want to tell, a scenario you want to simulate. Ask questions (can use a mix of two languages to get meaning across; the other learner can modify the original questions for better translation)
  7. The image got uploaded to a database as a challenge for another language learner

(matched; opposite language) and the learners help correct and give feedback on the tagging, story or scenarios description. Whenever given feedback, learners get points that can then be spent on asking questions.

8. After the collaboration is completed and peer-reviewed (accuracy confirmed by multiple pairs), the image is available to the community of learners

9. Learners going to the gallery to see what people have done

10. Learners going to their own learning journal and write reflections

Example challenge:

1. Order burger in a restaurant and ask for a beef burger. The staff said they are all beef.

Question: does burger implies beef?

2. Want to translate a Chinese quote into English.

3. A learner take a picture of a plate of food