OpenEducation
Challenge

Innovation
in education
starts here

In partnership with

European
Commission

Hawina Productions Ltd

Phase 3 Results

Global score

67,5

Your global score consists of the following components:

Idea and context	Technology	Business model, finance and corporate	Team
20	**11**	**14,5**	**22**

Comments from Evaluator 1:

This is an interesting product and marketing approach. However we would like to understand what is the barrier to entry (it is not technology since you use modules from third parties) ? What makes it that much different from the rest of the market ? And what are your special connections to China to make it succeed?

Comments from Evaluator 2:

There are other voice-based language learning games out there, such as http://speakfromscratch.com/ and http://www.magma-studios.com/games/lingo-online. Being language teachers is great, but you need to read up (and possibly team up with experts) in the science of language learning. You should build in in-player and between-player analytics, to improve your game and personalise it per different players. This will require some server side data-intensive programming which can not be done in unity. The game needs to be more gender aware.