End User Interview

**What do you want out of the game?**

A fun learning method is definitely better than straight information. Students, you know, we get bored. If you just give us a piece of paper to learn, we won’t learn it since it’s just so boring. There are so many lecturers at my university who don’t do that. If they give us some sort of site, then it would be much better. I want a game that will incorporate the aspects of a beginner’s language, but the summary of what you need to know to have a conversation. For example, how to say “How are you?” “Nice to meet you.” “My name is so-and-so.” enough to get by basically; enough to get a response.

**So you want the game to help build conversation skills?**

Yeah, for situations where you need to ask for directions, things like that just to get you by. Also for social things, asking people about their life like how old they are, and even other basics like numbers, times, breakfast lunch and dinner, snacks, the alphabet, colours, things like that.

**Would you just want the phrases, or would you want the words as well which can make up those phrases. Like, different places that you would need to ask about.**

For words, yeah, the different places you’d ask about in your questions. For example, there’s a situation where you say, “Hi, my name is so-and-so” and ideally you’d have the correct phrase to click on, but also there would be a guide for how to pronounce it. That would be really helpful.

**All right. So, what kind of situations would you need phrases for? Like, at a restaurant or traveling or what sort of things?**

Well yeah, at a restaurant, for travel… let me think… if you got lost-

**-so, directions?**

Directions, yeah, because I get lost all the time. I’d need words like left, right, straight forward… I went to Spain for a week and I had no idea what they meant when they said straight on, so I had to look it up before I realized.

**What about foreign social skills, like asking how someone is doing?**

Well I’d just like to have a conversation, but not just during a passer-by situation. I’d like to learn the basic pleasantries for linguists so we can build upon them later on.

**What kinds of words such as nouns, verbs and adjectives would you be expected to know?**

I can, I have, to do, to be able to do, to be, to make. Other normal hobby-type words. Like to jog, to learn, to swim, all of that helps to build conversation in talking about yourself and talking to others.

**Which languages do you want to learn?**

Japanese and Chinese…

**What about all the European ones?**

Not exactly. I already know the basics of Italian, Spanish and German, but I’d really love how to speak a bit of Russian, French, all of which I can’t understand how to pronounce. Oh, and Hindi! Because a lot of people speak that. Also Arabic. That would help me in a lot of jobs as it’s such a popular language.

**So when you’re learning any sort of language, what kinds of methods do you use to memorise words or phrases?**

At school we would learn the alphabet through song, which would be great for remembering things. On my own I just use different memory techniques, like playing a game online. I like the one where you have to match up pictures to words to enforce memory.

**Are there any other games that you’ve found helpful?**

Um, Hangman is one, or maybe something a little more interesting. Like, an interactive game where you’d have a sort of puzzle which is solved by matching words that you have to remember. You’d have the word on one side, and the definition on the other and you’d have to remember correctly to solve the puzzle. Or maybe it could be a quiz, something like that.

**If I were to give you 100 words, where you’d have to remember as many as possible by tomorrow, what would help you best to memorise them?**

If there was a picture, like, something I could link the words to, that would help best.

**So you’re a visual learner?**

Yeah, so I’d like something with a word on one side, then the picture next to it to help remember.

**How do you feel about audio in this game, since it might be difficult for me to include that.**

Sounds won’t really be needed, as long as you have the pronunciation next to the words you learn, or at least a link to how to pronounce them.

**What’s your current system to getting information on the languages you want to learn?**

I’d Google it.

**What exactly would you Google?**

I’d look for something like, ‘basic Arabic games’. But I’ve done that before, and I’m basically stuck with the luck of the draw of what shows up. But there’s not that many good sites out there. They’re just too boring, like, this is too easy with too much clicking. I need to be able to put in a bit more effort into it. Like, if there was music, or a picture, it’d be better. Those things would be easy to mentally attach it all too.

**What other features would you like in the game? For example, if there was a dictionary or translator in there, would that be something that you would use?**

A dictionary would be good, but with a translator… you can’t really rely on a translator. I’d put something in, and the grammar would be all wrong.

**Well how about a single word translator, where grammar isn’t included?**

I think a dictionary would be just fine for that. In the end it’s all just basics. You could have the English word, then all the different languages next to it. A related words section would be great. If I were in a conversation, I wouldn’t want to use the same word over and over again. So not only would I be able to learn a word, but I’d know several to use in each situation. For example, in Spanish, there are at least two different ways to say “walk”.

**Finally, do you have any questions?**

Um… no, I’m fine thanks!