LoveLingo

Love to Learn Languages.

We're changing how people experience language learning: not as a boring chore or textbook memorization, but as a fun, emotionally engaging game that makes you *talk, think, and feel* in your target language.

Pain

Language learning is hard, demotivating, and rarely results in speaking confidence. Apps like Duolingo and courses focus on grammar and vocabulary drills but leave users unable to hold a real conversation. Traditional methods are expensive, stressful, and time-consuming.

> "I've learned Spanish for 3 years in my Abitur and I still fail to speak more that a few starter sentences. And I can not hold even a basic converstaion with a native."

Emotional Problem:

Learners often feel embarrassed to speak, isolated and stuck in a loop of passive learning. It's not fun, and it doesn't stick.

Market Size:

- 1.5 billion people are currently learning a new language.
- Duolingo: 97M monthly active users, $531M revenue (2023).
- We aim for 50K users in Year 1 → 500k users in 5 years.

Validation:

We ran surveys with learners like Elena (exchange students, expats) who struggle with pronunciation, motivation, and speaking. Over 80% said they want *more speaking practice* and *realistic conversation scenarios.*

Product

- Practice speaking with voice/text AI tutors and simulated scenarios.
- Engage in a **romance story game**, where you date, chat, and live through a virtual life.
- Use your voice to *control the game world* (e.g., "Go to the tree on the right"), enabling immersive and gamified grammar and pronunciation learning.
- Learn the top 1000 most important words in your target language.

Game Scenarios:

- Romantic dates, cafés, gym, stores, Oktoberfest, Ausländeramt, bus station, job interviews.
- Eventually: live multiplayer speaking in a Skype, Discord or VRChat-like environment.

Outcomes for Users:

- Go from beginner to conversational faster, while having fun.

- Build speaking confidence through safe practice and real voice feedback.

- Stay motivated through story, social play, and visual rewards.

Product Demo:

We have a working web prototype (text + basic voice).

- Playable scenarios: café ordering, dating scene, etc.

- Character responds to spoken input.

- Visual feedback for grammar, pronunciation, fluency.

Next: Full demo with minigames, story scenes, and daily speaking practice system.

✨ What's Unique?

- **Story-based + Romance:** No other language app uses *dating simulation and relationship-building* as a learning tool.

- **Gamified Voice Input:** Real-time feedback on *pronunciation, grammar, and fluency*—not just vocabulary.

- **Emotional Hook:** You *want* to speak because the story makes you care.

- **Multiplayer Future:** Social VR-like world for speaking with real people, not just AI.

- **Diverse Team = Multi-language Expansion:** Native speakers of German, Chinese, Hindi, Bengali, Odia, English.

> We don't just teach languages. We immerse you in lives, relationships, and emotions—in your *new language*.

📈 Customer Traction:

- Surveyed 27+ learners. said: ...
- Target: exchange students, expats, job seekers (B1-B2), tourists.
- Initial German focus → then expand to Chinese, Hindi, Spanish, Bengali, English, etc.

💸 Business Model:

- **Freemium model**:

  - Free basic features (AI tutor, mini-games, daily word practice).

  - Subscription ($5–10/month): story expansion, multiplayer, voice feedback.

  - In-app purchases: new outfits, premium storylines, extra practice packs.

  - Ads (opt-in for free users).

Growth Potential:

- Add-on social network = stickiness + virality.

- White-label for schools, HR onboarding, tourism industry.

💡 Why Us?

Because we've been there. We've struggled to say the right words at the visa office, to order food in another country, to connect with people we cared about—but couldn't communicate with.

We're building the tool we wish existed when we started.

Not for passive learners—but for people who *want to live and love* in another language.

💰 Investment Ask:

- $100K or
- Free coworking space for 1 year + student assistant salaries.

Use of Funds:

- Game development (Unity + LLM/Voice)
- AI backend scaling (voice + LLM + STT)
- User acquisition
- UX research + multilingual content creation

Milestones:

- 10K active beta users by Month 6.
- Full German + English support by Month 9.
- Revenue-positive by Year 1.

👥 Team:

Wasik – Product + Game Design + AI Research (Multilingual: Bengali, English, German)

Xueying – Business Model + UX + Chinese Market

Ansh – Developer, Testing, German + Hindi Speaker

Leander – Game and Product Development, Website, Marketing

> We're AI students with a passion for languages. We *live* this problem. We've struggled to learn. We've taught others. We know what's broken—and how to fix it.

💬 Call to Action:

Join us in changing how the world learns to speak.

We're looking for partners who believe language learning should be joyful, emotional, and social.

Let's make learning to speak… as fun as falling in love. ❤️