

The A Team

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MONEN: A NEW WAY TO LEARN

I. Introduction

Learning with flashcards is often a go-to method to study a language or any subjects alike. It's a dynamic and efficient way to absorb information quickly and effectively. Despite that, the process of learning is always daunting and for that reason, we, The A team, has created Monen.

Monen (Mönen) is a flash card app that combines the process of learning with the concept of gaming to create an **enjoyable and interactive learning session**. These games will be tailor-made by our team of game designers to make the learning experience as engaging and effective as possible. Some of these games can also be played with others to create a more interactive environment.

Monen will be launched on **mobile platforms**, mainly focusing on two major operating systems: **iOS and Android**. The purpose behind this choice is to ensure Monen's accessibility for users in their daily lives, allowing them to utilize the app during brief moments, such as commuting or waiting for a friend. This flexibility enables users to engage in short study sessions whenever they have a few minutes to spare, making learning more convenient and integrated into their daily routines.

Monen's target audience encompasses a wide range of learners, including **students, professionals, and lifelong learners** who are seeking effective, engaging, and convenient ways to enhance their skills as well as sharing their knowledge to others.

II. Some key features of Monen

- Authentication using Facebook and Google API as well as a separated Monen account.
- Users can browse libraries, where they can share and download flashcard decks created by other individuals.
- Cards' text is written in Markdown format so that the user can customized them as please.
- Flashcard decks are structured within a folder system, and the data is stored locally on the device. This ensures accessibility even without an internet connection, providing a convenient user experience.
- Users can customize the app appearance to their liking with app theme and card skin.
- Numerous custom-designed games are available for learners to engage in while simultaneously enhancing their learning experience with others.
- The classroom setup allows one person to act as a teacher, sharing flashcard decks, while other users can join as students. Additionally, there is a mini forum where students can interact not only with the teacher but also with their peers.
- Utilize multiple A.I. algorithms to personalize the user experience and learning progress.
- Features to encourage learners to come back to study every day such as daily attendance, achievements.
- Sending reminders to study through both phone notifications and emails.
- Provide a miniature social network platform where learners can showcase their accomplishments.