CommuniQuest

A language experience for children 5-9

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Where We Started

How Did This Idea Come About?

Where We Started

Ever since I was a child, language played a huge role in my development and experiences in life. Growing up speaking Farsi and Spanish opened so many doors to opportunities and experiences that those languages were crucial to.
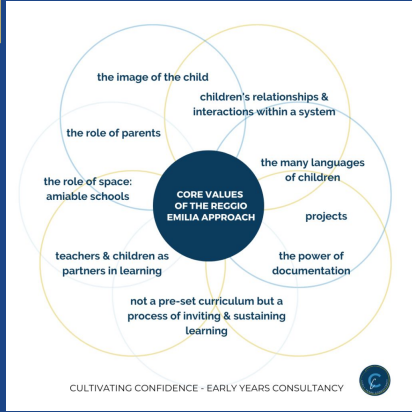
Where We Started

While I was fortunate to grow up with an amazing language program in my school system, many kids are not, either being limited to a certain type of language or only taking two years for a college requirement.

Where We Started & Inspiration
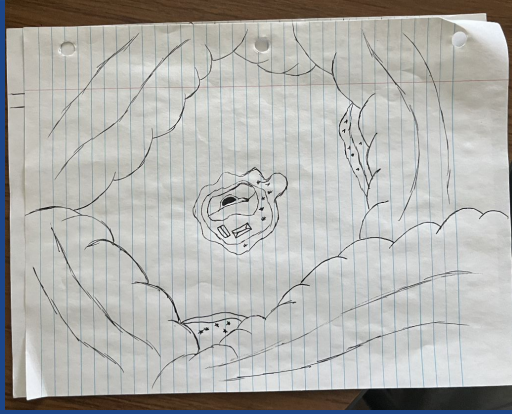

Reggio Emilia

The Reggio Emilia approach to schooling highlights the constructivist approach & self learning style to the curriculum
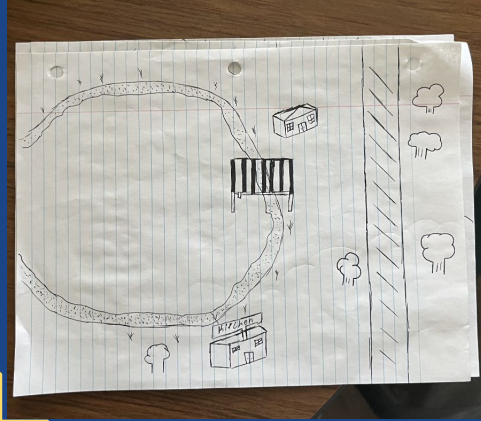

Scratch Junior

Scratch Junior is a simplified version of the world renown block coding program modified and simplified for children

Where We Started
| Sketches |

Starting Map

The app would load into a top down view featuring an island, surrounded by big pillowy clouds. The user should be able to drag their finger through the clouds to get a peak of the next areas
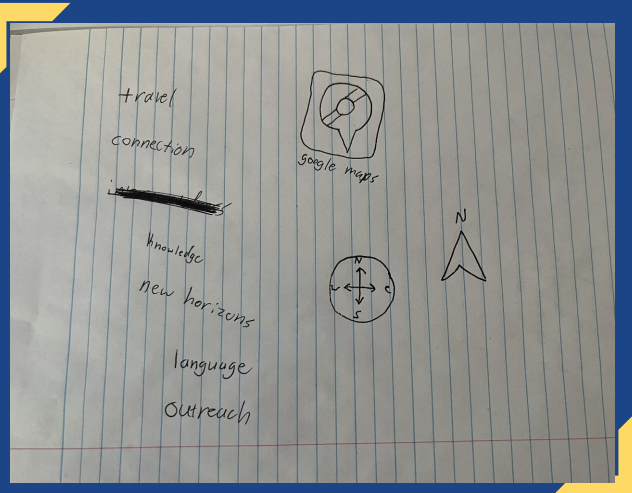

Map #1

The first map would be set in angelic forest setting, with a couple of buildings, a fishing dock, a restaurant and a town hall
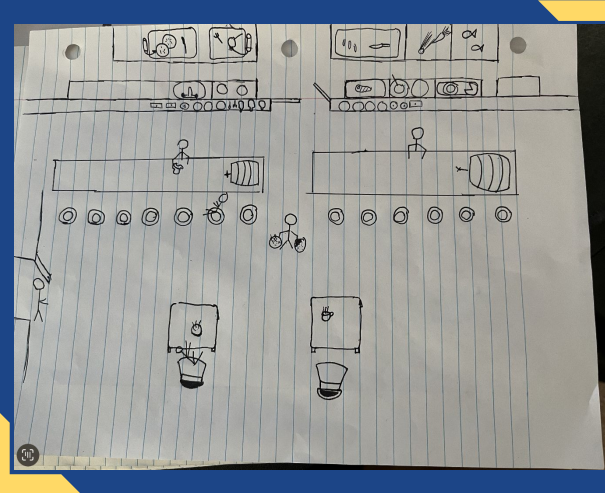
Where We Started

The Logo

I'm not the greatest artist. So rather than trying to reach for something I could not achieve. I brainstormed words and some images that I thought would be relevant to the logo.

The Restaurant

For the style of the inside of the buildings I took inspiration from the top down view of older pokemon games, with an open inviting space that also involves many different aspects that can flow into different activities for the user

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Where We Are

Where We Are
Disclaimer

All the high fidelity renderings seen here were created by Ai. I'm not an artist and I do not take any credit for these images. I fed an image generator my rough sketches and my proposal of my application idea and asked it to turn them into high fidelity animations.

Where We Are
| High Fidelity Renders |

Starting Map

Map #1

Where We Are
| High Fidelity Renders |

Logo

Restaurant

Where We Are
| High Fidelity Renders |

Main Character Sprite

NPC's

Scene: Town Hall Interior

The user enters the grand Town Hall, a place bustling with characters of all sorts. A friendly NPC, dubbed 'the traveler', stands out in the crowd, clearly there to assist newcomers.

The Traveler: hermanito/a, that's a rad outfit you got on, how are you doing?

User: I am good! I'm new around here, but it seems as if everyone speaks a different language than me

The Traveler: ¡Hola! Sí, I am a traveler. I have spent my life traveling the beautiful islands and villages around here. Welcome to our town(name)! You seem like you are not from around here, let me teach you some of the local lingo, spanish!. Let's start with some basic words. "Hola" means "hello."

User: Hola!

(A notification pops up: "New Word Learned: Hola - Hello")

The Traveler: Muy bien! Now let's try "Good morning," which is "Buenos días."

User: Buenos días.

(Another notification: "New Word Learned: Buenos días - Good morning")

The Traveler: ¡Excelente! You're a quick learner. How about we learn how to ask someone's name? Say, "¿Cómo te llamas?"
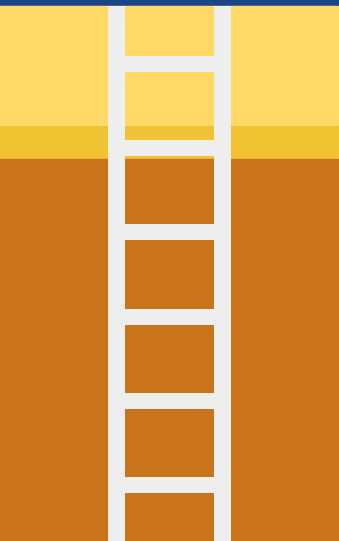
User: ¿Cómo te llamas?

The Traveler: Me llamo Elena. And you would respond, "Me llamo [Your Name]." Can you try it?

User: Me llamo...

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Where We Are Going

The Future
| Development |

Next steps:
- Deeper development
  - A key goal is to have a fully developed sector with all activities and interactions being planned out:
  - A Farm
    - An area where the user can learn about local crops and livestock that are grown in direct relation to what is on the menu at the restaurant
  - Fishing Dock
    - An area where user can fish & learn about the local environment, again linking to the restaurant
  - Inventory & Achievement System
    - The User would be equipped with a notebook where all their newly acquired info would be categorized and accessible
    - When a user learns and completes enough tasks in a certain area/profession, they will achieve 'mastery' and receive an item that allows them to do that task at any time, i.e: a kitchen knife after mastering the restaurant area

The Future
| Development |

- Stadium
  - An area where the user can learn about the sports and leisurely activities enjoyed by locals of that culture
- Voices
  - Recording actual audio for the interactions between the user and NPC's would make quality of life in the game much easier and not require users to read everything
- Audio Recognition implementation:
  - Everytime a user unlocks a new phrase or word, they would be prompted with a cue for the to attempt to pronounce the word/phrase & implement some sort of audio recognition system that would check their pronunciacion
- Prototyping
  - Have a fully function; prototype developed with at least one island that can be used in user testing with children

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Course Connections

Course Connections
| Reggio Emilia Petogotchi |

○ Something that really stood out to me when we were learning about Reggio Emilia schools, specifically the example of students exploring their own shadow, was the idea that students need to be engaged from the beginning when it comes to learning and exploration. Current education promises interest, intrigue, and wonder after you have through years of boring tests, exams, studying, papers, etc. To me fostering curiosity and interest from the start of an activity is key to forming a truly lasting educational experience. This is why I want this application to be interactive in every detail. Having haptic feedback – for example a whooshing sound and small vibrations when running your finger through the clouds on the map menu – is not an experience that needs teaching or explaining. Having features like this will immediately engage users – ages 5-9 – just like when we saw Dr. Roque's son having an absolute blast with scratch junior just from a sound byte.

Course Connections
| Constructivist Learning Theory |

○ Another approach that I applied to this which we learned in class was the constructivist learning theory. Giving the user the tools and opportunities to learn but not forcing them in any direction. While the beginning of the app includes a 'guided' tutorial, it also highlights the fact they are free to explore and choose any activity they would like; with the traveler simply there to lend a helping hand. While this application may not be teaching grammar, sentence structure, or traditional aspects of language that might be found in a classroom, them being able to learn and engage on their own terms will foster a more meaningful learning experience than one might expect.

THANKS!

Do you have any questions?