![תמונה שמכילה גופן, טקסט, לוגו, גרפיקה

התיאור נוצר באופן אוטומטי](data:image/jpeg;base64,/9j/4AAQSkZJRgABAQEAYABgAAD/4RD0RXhpZgAATU0AKgAAAAgABAE7AAIAAAAUAAAISodpAAQAAAABAAAIXpydAAEAAAAWAAAQ1uocAAcAAAgMAAAAPgAAAAAc6gAAAAgAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAANeQ15XXqNeZ16og15PXnteR15UAAAWQAwACAAAAFAAAEKyQBAACAAAAFAAAEMCSkQACAAAAAzM1AACSkgACAAAAAzM1AADqHAAHAAAIDAAACKAAAAAAHOoAAAAIAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA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Software Engineering Department  
ORT Braude College

**Capstone Project Phase A – 61998**

**Teaching platform for learning languages by voice control**

**24-1-D-32**

**A Unity platformer game inspired by Mario**

Language learning is a complex process that often involves rote memorization and repetitive exercises, leading to disengagement and limited retention. To address this, we are developing a Unity game inspired by the Mario series, designed to teach languages through immersive gameplay using voice commands.

By integrating voice recognition technology, players can navigate the game world, interact with characters, and complete challenges while learning and practicing their chosen languages.

The game includes language-teaching questions to reinforce concepts and provide practical examples for real-life situations. This innovative approach combines gaming's interactive nature with educational content to make language learning enjoyable and engaging. The game aims to be accessible to learners of all levels and has the potential to revolutionize language learning by leveraging technology and gamification.

By combining the engaging gameplay of a video game with the educational benefits of language learning, our game aims to make language learning fun, interactive, and accessible to a wide range of learners. Whether you're a beginner looking to learn the basics or an advanced learner looking to practice your skills, our game has something to offer for everyone.

**1.Introduction**

Language learning is a complex and multifaceted process that requires learners to acquire not only vocabulary and grammar but also cultural nuances and communicative skills. Traditional language learning methods often focus on rote memorization and repetitive exercises, which can lead to disengagement and limited retention[[1]](#footnote-1). To address these challenges, we are developing a Unity game with visual code that leverages the immersive and interactive nature of gaming to enhance language learning.

Our game is inspired by the iconic Mario series and is designed to be played using voice commands and allowing players to focus solely on the language being learned. By integrating voice recognition technology, players can navigate through the game world, interact with characters, and complete challenges, all while learning and practicing their chosen languages. The use of gaming in education, often referred to as "edutainment," has gained popularity in recent years due to its ability to engage learners and facilitate active learning[[2]](#footnote-2)..

By combining the engaging gameplay of a platformer with the educational content of a language learning app, our game aims to make language learning a fun and enjoyable experience. One of the key features of our game is the inclusion of language-teaching questions during gameplay. These questions are designed to reinforce language concepts and provide players with practical examples of how to use the language in real-life situations.

For example, players may be asked to respond to common greetings or phrases, such as "What do you say when you meet someone for the first time?" These questions not only enhance language learning but also help players develop cultural awareness and sensitivity. In addition to its educational value, our game also aims to be accessible to a wide range of learners. By using visual code and voice recognition, we eliminate the need for complex controls or advanced language skills, making the game suitable for beginners and advanced learners alike.

In conclusion, our Unity game represents an innovative approach to language learning that combines the interactive and immersive nature of gaming with the educational content of a language learning app. By leveraging the power of technology and gamification, we believe that our game has the potential to revolutionize the way people learn languages and make language learning a fun and engaging experience for all.

**2.Related Work**

In today's digital age, technological advancements and the growth rate of language learning apps have revolutionized the way people acquire new languages, especially for travelers exploring foreign destinations. Embracing the challenge of learning a new language before traveling opens doors to a world rich with cultural nuances, deeper connections, and the thrill of exploration. Learning a language before setting off on your travels does more than just ease basic communication, this makes your journey a rich one where you can get lost in the local culture, deeper human connections, and unexpected adventures.

The practice not only paves the way for authentic experiences by allowing travelers to engage more profoundly with the local culture and people, but it also equips them with the tools to navigate foreign landscapes safely and smartly[[3]](#footnote-3). Speaking the local language also gives you the ability to save, since knowing the language allows you to negotiate better deals, bypassing the 'tourist tax' that inflates the prices of services and goods.

The integration of Automatic Speech Recognition (ASR) technology into language learning, especially for enhancing speaking skills and pronunciation accuracy among English as a Foreign Language (EFL) learners, has been explored in various studies. One research article highlighted how ASR technology, when integrated into a flipped English class setting for Chinese college students, showed positive effects on vocabulary learning. The study found that students using ASR-assisted oral tasks exhibited significant improvements in lexical complexity and speed fluency compared to those who didn't use such technology[[4]](#footnote-4). Educational gamification may help to reduce limitations, including time and place, as portable devices can enable students to study or learn anytime and anywhere. These user-friendly tools can make difficult subjects easier to understand and memorize. An investigation of gamification in education reveals that learning through games is not only fascinating but also very effective in fostering student motivation[[5]](#footnote-5).

In a study that examined the effect of the game on the motivation and engagement of the learners through a comprehensive mixed methods approach, which combines quantitative data on the learner's performance and engagement with qualitative insights on his experiences. By analyzing the changes in motivation levels and collecting feedback on the integrated learning experience. The study showed that structured progress and immediate feedback in games significantly increase student motivation and engagement, validating the potential of gamification in educational contexts.

**3.Background**

In this section, we delve into the fascinating history, causes, and current state of language learning, including the latest tools used in the learning process.

3.1.1 Babbel: Real-life Conversations in a Virtual Setting

Babbel offers language courses that simulate real-life conversations, providing an immersive learning experience. While not a traditional game, Babbel's interactive lessons and exercises create a dynamic learning environment like gameplay. Learners engage with the material actively, practicing language skills in context.

3.1.2 Memrise: Gamified Learning for Vocabulary Retention

Memrise utilizes gamification techniques and spaced repetition to enhance vocabulary retention. Users engage in interactive learning sessions that feel like a game, making the learning process enjoyable and effective. The use of gamification keeps learners motivated and encourages regular practice.

3.1.3 Lingodeer: Grammar and Interactivity Combined

Lingodeer's language courses blend grammar explanations with interactive exercises, offering a comprehensive learning experience. The game-like interface and progression system make learning engaging and enjoyable. Learners progress through levels, reinforcing their understanding of grammar and vocabulary.

3.1.4 ITranslate: Voice recognition technology

ITranslate is known for its voice recognition technology, offering text translations in over 100 languages and voice-to-voice translations in its Pro version. This app is great for on-the-fly translations and understanding menus, signs, and conversations while traveling​.

3.1.5 Drop: Vocabulary learning through engaging

Drops concentrates on vocabulary learning through engaging, game-like interactions. It covers a vast array of topics and offers vocabulary learning for 45 languages, making it a fun option for those looking to expand their lexicon before or during their travels.

3.1.6 Tandem: Facilitates language exchange

connecting users with native speakers to practice speaking and listening in over 150 languages. This app can be particularly useful for travelers looking to improve conversational skills and make local connections.

These language learning tools provide interactive and engaging experiences, like gameplay, making language acquisition fun and effective. Each tool offers a unique approach to language learning, catering to different learning styles and preferences. Incorporating elements of gamification, these tools motivate learners and enhance their language skills in an interactive virtual environment.

* 1. Voice Recognition for Language Learning: The Scientific Foundation



Voice recognition technology has revolutionized language learning by providing interactive and immersive experiences. Research supports the effectiveness of voice recognition in teaching languages based on several scientifically proven principles. Active Learning, interactive voice-based exercises engage learners actively, which enhances language acquisition. Active participation in language learning tasks has been shown to enhance retention and comprehension, emphasizing the importance of engaging learners in interactive learning activities[[6]](#footnote-6). Voice recognition technology can provide contextual feedback, helping learners understand the nuances of pronunciation and grammar.

Figure 1: Example of use microphone in a game.

3.2.1 Contextual Learning

Voice recognition technology can provide contextual feedback, helping learners understand the nuances of pronunciation and grammar. Contextual learning improves language acquisition by providing meaningful connections between words and phrases[[7]](#footnote-7). By incorporating contextual clues such as sentence structure, tone, and surrounding words, learners can better grasp the subtleties of language use. For example, hearing a word in the context of a full sentence or dialogue can enhance understanding of its meaning and usage. This approach mirrors how language is naturally learned through immersion, where learners pick up new vocabulary and expressions through exposure to real-life conversations and scenarios. Additionally, contextual learning encourages active engagement with the language, as learners must actively listen and respond based on the context provided. This interactive approach can lead to better retention and application of language skills in practical settings.

3.2.2 Immediate Feedback

Voice recognition technology plays a pivotal role in modern language learning by providing immediate feedback to learners, enabling them to correct pronunciation and grammar errors in real-time. This instant feedback loop has been demonstrated to significantly enhance learning outcomes. In a study conducted by Bertram Opitz, Nicola K. Ferdinand, and Axel Mecklinger in 2011[[8]](#footnote-8), the impact of immediate feedback on artificial grammar learning tasks was investigated using event-related potentials (ERP). The study revealed that participants who received immediate feedback showed a significantly greater improvement in performance compared to those receiving delayed feedback. This finding underscores the importance of timely feedback in language learning, as it allows learners to make immediate corrections and reinforces correct patterns, leading to more effective learning and retention**.**

3.2.3 Personalized Learning

Personalized learning leads to better language acquisition outcomes.[[9]](#footnote-9) This approach allows for tailored language learning experiences, especially through voice recognition technology. By adapting to individual learning styles and pacing, personalized learning ensures that learners receive targeted instruction that is engaging and effective. For example, voice recognition can simulate real-life conversations, providing learners with immersive language practice. This personalized approach not only improves accuracy but also enhances fluency as learners practice speaking in context. Moreover, personalized learning can cater to different proficiency levels, offering beginner, intermediate, and advanced content based on individual needs. Overall, personalized learning through voice recognition technology enhances the language learning experience, resulting in improved language acquisition outcomes.

By integrating voice recognition technology into our game, we aim to leverage these scientifically proven principles to create an effective and engaging language learning experience.

3.3 Automatic Speech Recognition (ASR)

A transformative technology that enables computers to transcribe spoken language into text automatically. ASR systems utilize advanced algorithms to analyze audio input, identifying and interpreting the patterns of speech to convert it into written text. This technology has found wide-ranging applications across industries, from enabling voice commands in smart devices to facilitating real-time transcription of spoken dialogue in videos or phone calls. One of the key advantages of ASR is its ability to streamline communication and improve accessibility. By converting spoken language into text, ASR allows for easier transcription, translation, and analysis of spoken content. This has significant implications for individuals with disabilities, as it can enhance their ability to communicate and access information. ASR systems have evolved significantly in recent years, thanks to advancements in artificial intelligence and machine learning. Modern ASR systems can recognize a wide range of accents, dialects, and languages, making them valuable tools for global communication.

Overall, ASR technology has the potential to revolutionize how we interact with computers and devices, making voice-based interactions more natural and intuitive. Its applications are vast and continue to expand, offering new possibilities for communication, accessibility, and productivity.

3.4 Unity as a Platform for Language Learning Game Development

Unity is a powerful platform for developing interactive and immersive games, making it an ideal choice for our language learning game. Here are some key features of Unity that will contribute to the success of our game:

* **Cross-Platform Compatibility**: Unity supports multiple platforms, including mobile devices, PCs, and consoles. This compatibility allows us to reach a wide audience and make our game accessible to learners worldwide.

Figure 2: The development interface when building with Unity2D engine.

* **Rich Visual and Audio Capabilities**: Unity offers robust visual and audio capabilities, allowing us to create engaging environments and realistic sound effects. These features will enhance the immersive experience of our game.
* **Asset Store**: Unity's Asset Store provides a wide range of assets, including 2D models, animations, and audio files, that can be used to enhance our game. This will save development time and resources.
* **Community Support**: Unity has a large and active community of developers who share knowledge and resources. We can leverage this community to overcome challenges and improve our game.
* **Scalability**: Unity allows for scalability, meaning we can start with a basic version of our game and add features and content over time. This flexibility will allow us to adapt to the needs and feedback of our users.

Overall, Unity's features and capabilities make it an ideal platform for developing our language learning game, ensuring a high-quality and engaging experience for our users.

3.4.1 Windows Speech Recognition Tool in Unity

Unity offers support for Windows Speech Recognition, allowing developers to integrate voice commands into their applications. This tool enables developers to create voice-controlled experiences, where users can interact with the application using spoken commands.

3.4.2 Google Cloud Speech-to-Text Tool in Unity

Google Cloud Speech-to-Text is another tool that Unity developers can use for voice recognition. This tool provides highly accurate speech recognition capabilities, supporting multiple languages and dialects. It offers real-time transcription and can handle noisy environments, making it suitable for a wide range of applications.

3.4.3 Choosing Google's Tool

While both Windows Speech Recognition and Google Cloud Speech-to-Text are viable options for voice recognition in Unity, we ultimately chose Google's tool for several reasons:

* **Accuracy**: Google's Speech-to-Text tool offers higher accuracy rates compared to Windows Speech Recognition, especially in noisy environments or with accented speech. This ensures a better user experience and more reliable voice commands.
* **Language Support**: Google's tool supports a wider range of languages and dialects, making it more versatile for global applications. This ensures that users from different linguistic backgrounds can interact with the application effectively.
* **Real-time Transcription**: Google's tool provides real-time transcription capabilities, allowing for immediate feedback and interaction. This enhances the user experience and makes the application feel more responsive.
* **Integration with Other Google Services**: Google's Speech-to-Text tool can be easily integrated with other Google services, such as Dialog flow for natural language understanding. This allows for more sophisticated voice-controlled interactions within the application.

3.3.4 Testing and Evaluation

During our testing phase, we evaluated the performance of both Windows Speech Recognition and Google Cloud Speech-to-Text tools in Unity. One critical aspect we examined was the response time or delay in processing voice commands, as this factor is particularly significant for our game's design, where precise and timely input is essential for a smooth gameplay experience. Our tests revealed that both Windows Speech Recognition and Google Cloud Speech-to-Text exhibited a delay of approximately 2 milliseconds in processing voice commands.

In terms of language support and accuracy, we found that Google Cloud Speech-to-Text offers a wider range of languages and higher accuracy in high languages compared to Windows Speech Recognition. These factors were key considerations in our decision-making process, as they align with our goal of delivering a highly responsive and immersive user experience. Ultimately, we decided to integrate Google Cloud Speech-to-Text into our Unity application for its superior performance and adaptability to multilingual voice recognition needs.

**4. Expected Achievements***ראש הטופס*

4.1 Outcomes

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*ראש הטופס*

Our project aims to revolutionize the way people prepare for global travel by providing a comprehensive and engaging learning experience. Through our game, travelers will not only familiarize themselves with common travel scenarios but also learn crucial skills, such as requesting help in foreign languages, thus fostering a sense of independence and confidence.

To achieve this, we have conducted an in-depth survey to identify the most pertinent travel situations. These scenarios will be seamlessly integrated into the game using Google Voice recognition technology, ensuring a realistic and immersive experience. Additionally, our system will track users' progress, storing their performance data in a Google cloud-based database. This feature enables users to monitor their improvement over time, providing motivation and encouraging continued practice. Ultimately, our goal is to empower travelers to navigate unfamiliar environments with ease and self-assurance.

Figure 3: A survey we conducted regarding situations that people would like to study in a foreign country.

Figure 4: The results of a survey we conducted from figure 3.

4.2 Unique Feature

4.2.1 Unity Engine for Modeling a 2D Environment:

Developing an attractive 2D world for language learning requires creativity and precision. Our mission is to bring to life attractive scenes and scenarios that represent the culture and daily life of the countries whose languages ​​we aim to teach. This will include the careful design of 2D sprites, backgrounds and interactive elements that are both visually appealing and educationally relevant. Ensuring these elements are well adapted to learning while maintaining the aesthetic appeal of a 2D environment is our focus.

4.2.2 Voice Recognition Integration:

Voice recognition integration is a cornerstone of our project, offering a unique combination of challenge and opportunity in a two-dimensional environment. This technology will be essential for real-time pronunciation assessment and feedback, a task that requires a deep understanding of voice recognition APIs. Our goal is to fully harness this technology, ensuring that our game not only recognizes speech accurately but also improves the user's pronunciation skills effectively within a 2D interface.

4.2.3 Gamification and Progress Tracking:

A web-based interface will track and display users' progress. This dashboard will show the user's language development over time and will show the user where he needs to improve and in which subjects he is at a sufficient level. The interplay between front-end user experience and back-end data processing will be critical in providing a clear and proactive overview of achievements and areas for growth.

4.2.4 Cloud Integration for User Progress and Accessibility:

The integration of cloud technology will allow users to save their progress and access it from any device, ensuring a seamless and continuous learning experience. This feature supports dynamic learning paths, collaborative opportunities, and cross-platform compatibility, all while prioritizing data security. Cloud integration improves the flexibility and effectiveness of the language learning journey, making it adaptable and accessible anywhere, anytime.

4.2.5 Sharing progress:

Allow users to share their progress and achievements on social media directly from the app. This feature can be implemented using existing social media APIs and serves as a free motivational as well as marketing tool for your app.

4.2.6 Comparison Feedback System for Pronunciation Accuracy:

To support pronunciation accuracy feedback, we will integrate third-party packages that specialize in string comparison. This system would work by taking the text output from the voice recognition feature, which translates the user's spoken words into text, and then comparing that output with the correct spelling of the practiced words or phrases. The comparison algorithm will assess how well the user's pronunciation matches the expected pronunciation by evaluating the similarity between the two text strings. Based on this comparison, the system will provide the user with a percentage score or a simple qualitative assessment (i.e., "good", "needs improvement") to indicate how well they have pronounced the word or phrase.

ראש הטופס

ראש הטופס

4.3Criteria for Success

1.A final product that serves as an effective screening tool for both amateur and professional language learners.

2.Creating immersive and believable scenarios that simulate real-life situations in a foreign country.

3.Ensuring optimized performance for smooth and steady gameplay.

4.Integrating intuitive voice recognition technology for easy interaction using voice commands.

5.Designing an intuitive user interface for seamless navigation and learning experience in both the game and web-based application.

6.Ensuring that the scenarios in the game correlate with practical language skills and cultural knowledge needed for real-world situations.

**5. Research/Engineering Process**

Our research and engineering process has been crucial in shaping the development of our language learning game. It has primarily focused on two key areas: theoretical knowledge and practical considerations.

Theoretical Knowledge: We have dedicated significant effort to understanding language learning principles and methodologies. This includes researching effective language teaching techniques and theories to ensure that our game provides a solid educational foundation. Additionally, we have studied the challenges faced by language learners and how these can be addressed through gamification and interactive learning.

Practical Considerations: In parallel, we have been exploring the practical aspects of integrating voice recognition technology into our game. This includes understanding the hardware and software requirements for seamless integration, as well as optimizing the performance of the voice recognition system for a smooth user experience. Additionally, we have been researching best practices for designing an intuitive user interface that allows players to navigate the game easily and interact with the language-teaching questions effectively.

**5. The Process**

5.1 Research - Language Learning Game Development

In our quest to create an effective language learning game, we delved into several key areas to enhance our understanding and guide our development process:

* How does immersive gameplay and voice recognition technology impact language learning?
* What are the common challenges and signs of language learners, and how can these be addressed in a game setting?
* What age group would benefit most from our language learning game, and how can we tailor it to meet their needs?
* What existing language learning tools are available, and how can we improve upon them using technology?
* How can we integrate voice recognition technology seamlessly into our game to enhance the learning experience?

To answer these questions, we conducted thorough research, studying various resources such as educational papers, articles, and videos. After synthesizing our findings, we gathered to discuss our key takeaways and determine the focus areas for our game development. One crucial conclusion we reached was the need to integrate language-teaching questions into our game to reinforce language concepts and provide practical examples for real-life situations. Additionally, we recognized the importance of making the game accessible to learners of all levels, ensuring that beginners and advanced learners alike can benefit from the immersive gameplay experience.

5.1.1 Constraints and Challenges - Language Learning Game Development

One of the major challenges we faced in developing our language learning game was the need to balance educational content with engaging gameplay. We realized that while the game should be educational, it should also be fun and interactive to keep players engaged. Additionally, we needed to ensure that the voice recognition technology we integrated was accurate and responsive, providing users with a seamless learning experience.

5.1.2 Conclusions from Research - Inspiration for Game Development

Our research led us to the conclusion that to make our game effective, we needed to focus on creating realistic and immersive scenarios that mimic real-life situations. By integrating voice recognition technology and language-teaching questions into our game, we aim to create an engaging and effective language learning experience for users.

5.3 Methodology and Development Process

For the development of our language learning game, we have chosen to adopt the Agile methodology due to its suitability for our project. This approach allows us to work iteratively, breaking down our feature delivery into small, manageable components, which provides us with maximum flexibility for incorporating changes. Our development process will be divided into the following key stages:

1. Building the Game Environment: We will start by creating the game environment using the Unity2D engine. This involves designing the virtual world where players will navigate and interact with the language-learning scenarios.
2. Implementing Voice Recognition: We will integrate voice recognition technologies, specifically Google API, to enable players to interact with the game using voice commands. This will enhance the immersive nature of the gameplay and facilitate language learning through practical application.
3. Developing Language Learning Scenarios: We will design and implement language-learning scenarios within the game. These scenarios will simulate real-life situations where players must use the language they are learning to communicate effectively.
4. Adding Learning Progress Tracking: We will incorporate features to track players' learning progress, such as tracking correct pronunciation, understanding of language concepts, and overall language proficiency.
5. Integrating Google Cloud Database: We will utilize the Google Cloud database to store player progress and performance data. This will allow players to track their improvement over time and provide valuable insights for future game development.
6. Testing and Iteration: After each development cycle, we will evaluate the game and make any necessary changes based on user feedback and testing results. This iterative process ensures that we deliver a high-quality, user-centric language learning experience.
7. Web-Based Interface: Additionally, we will create a web-based interface for screening initiators to monitor and manage the language learning progress of users. This interface will provide valuable insights into user performance and help improve the overall effectiveness of the game.

Throughout the development process, we will prioritize delivering a functional and engaging language learning game that incorporates user feedback to enhance the learning experience.

5.2 Research – Voice Recognition

Delving into the integration of voice recognition technology with language learning applications requires an exploration of various dimensions, from understanding the nuances of voice recognition technology to identifying the best practices for its integration.

Key areas of focus include:

* Microphone quality and sensitivity - essential for capturing clear and accurate voice inputs from users.
* Noise Cancellation Techniques - to ensure that background noises do not interfere with the voice recognition process.
* Audio Processing Capabilities - The hardware must be capable of processing audio signals efficiently to facilitate real-time feedback.
* Voice Recognition Algorithms - Understanding how these algorithms interpret different accents, pitches, and tones.
* Feedback and Correction Mechanisms - How the software provides corrective feedback to users.
* Content Integration - Ensuring that language learning content is seamlessly integrated with voice recognition capabilities to provide a cohesive learning experience.

In our comprehensive exploration into integrating voice recognition technology within language learning applications, our journey began with an extensive research phase, aimed at covering the multifaceted dimensions of voice recognition. Our methodology was grounded in a rigorous review of academic research, industry articles, and insightful video content, alongside hands-on experimentation with existing voice recognition tools and games. This approach enabled us to dive deep into the core areas critical for a successful integration, including microphone quality, noise cancellation techniques, audio processing capabilities, voice recognition algorithms, feedback mechanisms, and content integration.

5.2.1 Constraints and Challenges – Integration with Voice recognition

In our journey to integrate voice recognition technology within the Unity engine, we encountered a series of challenges that tested our ingenuity and technical prowess. One of the primary hurdles was ensuring the smooth conversion of speech to text, a process fundamental to our language learning game's functionality. Unity, while robust for game development, did not inherently offer the streamlined voice recognition support we needed, compelling us to explore external plugins and APIs such as Google Cloud's Speech-to-Text.

One more aspect is to find external plugins and APIs that support multiple languages.

5.2.2 Conclusions from Research - Advantages of voice recognition algorithms

In our research, we identified the necessity of using sophisticated voice recognition algorithms that can understand various accents, sounds and tones. This, combined with a strategic approach to feedback and correction mechanisms, is essential to creating an immersive and educational user experience. Ultimately, our research confirmed that despite the obstacles, incorporating voice recognition into language learning games offers a way forward in making language acquisition more interactive, engaging and effective.

**6. Product**

6.1 Requirements

Functional:

1. The system is based on the Unity platform.
2. The system shall have a dedicated desktop application.
3. The system manages information from the desktop application in real time.
4. The system stores user progress and performance data in a Google Cloud-based database.
5. The system analyzes user data and produces a performance report.
6. The system shows the performance analysis in the desktop application interface.
7. The system changes game scenes based on user progress and interactions.
8. The system displays language learning guidance and instructions.

Non-functional:

1. Intuitive and user-friendly graphical interface for easy navigation and interaction.
2. Consistent and smooth gameplay experience with steady frame rates.
3. Supports a wide range of devices, including newer versions of Android and iOS.
4. Optimized graphics for enhanced visual experience without compromising performance.
5. Realistic and immersive game environments to enhance language learning.
6. Simple and intuitive interaction mechanisms, such as voice commands and gestures.

6.1 Architecture overview

Our architecture consists of several key components:

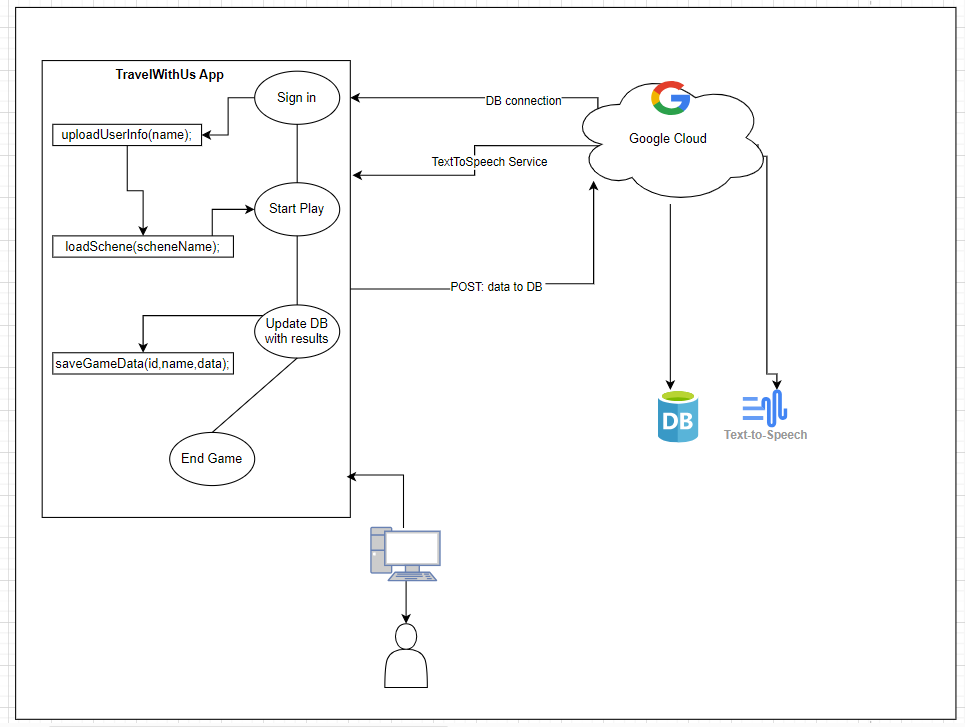
* TraverlWithUs application.
* Google cloud service which handles our Database with access to add and fetch it.
* Google cloud service which handles our Text-to-Speech service to convert speech to text.

Figure 5: Architecture scheme

6.2.1 TravelWithUs application

A standard Unity2D game for language learning utilizes the well-established Model View Controller (MVC) architecture to effectively manage its components.

The MVC architecture divides the application into three distinct layers, each with its own set of responsibilities.

The following description outlines how this architecture is implemented within our language learning project:

**Model**

The Model would handle interactions with the Google Cloud database. It would retrieve data such as language learning content, user progress, and other relevant information.

Additionally, the Model would manage user information, such as profiles and preferences, and be responsible for storing and updating this data.

**Controller**

The Controller layer would handle the game logic and scene management in real-time. It would interact with Unity's engine to create and manipulate objects, manage lighting and textures, and handle user interactions.

This layer would be responsible for integrating with the Google Cloud text-to-speech service to generate audio from text for language learning purposes.

It would also communicate with the Model layer to retrieve necessary data, such as language content or user progress, and update the database as needed.

**View**

The View layer is responsible for presenting the game's interface and visual elements to the user. It encompasses navigation buttons, language learning exercises, and interactive NPCs.

The View layer communicates user interactions to the Controller, enabling dynamic scene changes and feedback delivery.

6.2.2 Scenes

In our 2D Unity game designed for language learning in foreign countries, we meticulously craft scenes using sprites to represent various everyday social scenarios.

These scenes are thoughtfully curated to immerse users in practical situations such as emergencies, financial situations, navigating different locations, and more.

By leveraging Unity's robust 2D scene options, we create dynamic environments that engage users and facilitate language acquisition.

Each scene is meticulously designed with a focus on visual clarity and interactivity, allowing users to easily navigate and interact with objects and characters.

Through the use of sprites, we bring these scenarios to life, providing users with a rich and immersive learning experience. Whether it's conversing with NPCs in a bustling marketplace or navigating through a busy street, our language learning game offers a diverse range of scenarios to help users develop their language skills in real-world contexts.

6.2.3 TravelWithUs-Interfaces

Due to our target audience consisting mainly of children and adolescents, we strive to create interfaces that appear friendly to them, using attractive colors and graphics.

Upon entering the application, users will be greeted with a welcome screen prompting them to enter their name and password, as shown in the example figure(6) below.

תמונה שמכילה צילום מסך, סרטים מצוירים, אנימציה, סרט מצויר

התיאור נוצר באופן אוטומטי

Figure 6: welcome screen

Afterwards, the player will be prompted to choose a game language.

This choice will affect the nature of the game, tailoring the language learning experience to the player's preferred language, as shown example figure(7) below.

**תמונה שמכילה צילום מסך, סרט מצויר, אנימציה, סרטים מצוירים

התיאור נוצר באופן אוטומטי**

Figure 7: Language selection screen

After reaching the game screen, the player plays as usual and earns points.

However, at certain points, a character enters the screen bringing with it a situation that can happen in the real life. The user then has to say the corresponding sentence correctly before the time runs out. An example of this gameplay can be seen in figure (8) below.

תמונה שמכילה טקסט, צילום מסך, סרט מצויר

התיאור נוצר באופן אוטומטי

Figure 8: Game screen

At the end of the game, the player receives a summary of their game results. An example of this summary can be seen in figure (9) below.

**תמונה שמכילה טקסט, סרט מצויר, צילום מסך, אנימציה

התיאור נוצר באופן אוטומטי**

Figure 9: Results screen

6.2.4 Data Storing and Handling

After the user's simulation is complete and we have a dataset corresponding to their experience, our TravelWithUs application will update our database, which will be stored on Google Firebase. This setup will provide us with easy access to the database from anywhere with an internet connection. The database will communicate with our application, which will use the data to track and present the user's progress.

6.3 Diagrams

6.3.1 Use Case

The following Use Case diagrams shows the interaction

A diagram of a computer

Description automatically generated between the user and the system.

Figure 10: Use Case diagram.

6.3.2 Sequence Diagram

This sequence diagram shows the logical flow between the TravelWithUs

application and its controller and Database.

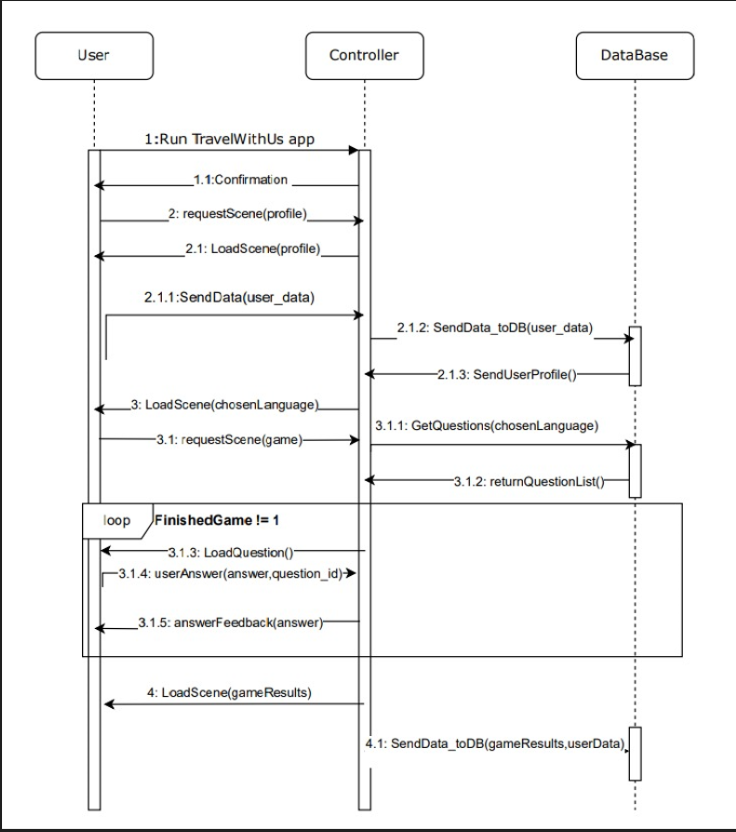


Figure 11: Sequence diagram.

6.3.3 Activity Diagram

The following Activity diagram shows the whole process from when the user enter

the TravelWithUs application and until the game is over and the data stores

in the database.

application and its controller and Database.

A diagram of a computer program

Description automatically generated

Figure 12: Activity diagram.

1. **Verification and Evaluation**

7.1 Evaluation

Our evaluation criteria are based on key metrics that reflect the game's ability to enhance language learning, engage users, and provide a seamless learning experience.

We will measure the game's engagement and retention by analyzing player feedback, session lengths, and return rates. This will help us understand how well the game keeps players motivated and eager to continue learning.

Secondly, we will track language learning progress, assessing players' ability to understand and respond to language-teaching questions.

We will also monitor their overall language proficiency throughout the game.

Furthermore, we will evaluate the accuracy and responsiveness of the voice recognition technology used in the game. This includes analyzing how well the game recognizes and responds to player voice commands, which is crucial for the game's interactive nature.

The quality and relevance of the educational content, particularly the language-teaching simulations of situations, will be assessed. We aim to ensure that these situations effectively reinforce language concepts and provide practical examples for real-life situations.

Accessibility is another key aspect of our evaluation. We will assess how easy it is for learners of all levels to understand and use the game, ensuring that it caters to both beginners and advanced learners.

Finally, user feedback will play a vital role in our evaluation process. By gathering feedback from players, we can identify areas for improvement and address any challenges or issues they may have encountered.

our goal is to create a language learning game that not only makes learning fun and interactive but also helps players improve their language skills effectively. Through comprehensive evaluation based on these criteria, we aim to ensure that our game meets the needs of a wide range of language learners and provides a valuable learning experience.

7.2 Verification

7.1 Testing Plan

Due to the nature of our development process being iterative, we will be designing developing and testing our module TravelWithUs Application.

The unit tests in TravelWithUs will be made with Unity Test Framework, we will couple these with some Manual QA to test the user experience.

The test environment should be quiet without external noises.

|  |  |  |  |
| --- | --- | --- | --- |
| **Test** | Module | Tested Function | Expected Result |
| 1 | TravelWithUs Application | Scene Loading | Fast Scene Load |
| 2 | TravelWithUs Application | Correct convert from Speech To text | Interface correctly converts a correctly spoken sentence |
| 3 | TravelWithUs Application | Scene Transitioning | Transition < 2s |
| 4 | TravelWithUs Application | Progress tracking | Interface accurately tracks and displays the player's progress, showing scores, language proficiency levels, etc. |
| 5 | TravelWithUs Application | Voice command recognition | Interface accurately recognizes and responds to voice commands, with a high degree of accuracy80% |
| 6 | TravelWithUs Application | Controller’s input | Handle input expectedly |
| 7 | TravelWithUs Application | 2D Objects positioning/Proportions | 2D Objects shown in real-life proportions |
| 8 | TravelWithUs Application | Data storage | Store data correctly in database |
| 9 | TravelWithUs Application | Get Correct data from the Data base | Get data correctly from the database |
| 10 | TravelWithUs Application | Game performance under load | Interface maintains stable performance and responsiveness under heavy load, without crashes or significant lag. |
| 11 | TravelWithUs Application | Language variety support | Interface supports multiple languages, allowing players to choose and switch between languages seamlessly. |
| 12 | TravelWithUs Application | Navigation | Fast page navigation |
| 13 | TravelWithUs Application | UI responsiveness | Interface adjusts and displays correctly on different screen sizes and resolutions without overlapping or cut-off elements. |

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