

Instructions

Presented by Iliasov Usonbek, Islamgaliev Ilfat, Bozorboyev Ulugbek,
Guliev Anar, Amimoussa Aymen

Origin of the creative idea

The idea for our innovative Hungarian e-learning mobile application was born out of a desire to make quality education accessible to everyone, regardless of their location or socio-economic background. In Hungary, like many other countries, access to high-quality educational resources can be uneven, particularly for students in rural areas or those with limited financial means. Our vision was to bridge this gap using the power of modern technology.

Project vision and mission

01.

Students in remote areas often lack access to quality educational resources and experienced teachers.

02.

Our app is fully functional offline. Users can download the necessary content and use it without needing a continuous internet connection.

03.

Users looking to enhance their Hungarian language skills can benefit from a variety of exercises and interactive modules, promoting continuous learning and improvement.

Inspiration and creativity

1. Our team members have faced the challenges of learning new languages and accessing quality educational resources, revealing gaps in existing tools and the need for a better solution.
2. We noticed significant disparities in access to quality learning materials in Hungary, especially in rural and underserved areas, motivating us to create a tool that levels the playing field for all learners.
3. The ubiquity of smartphones, even in remote areas, inspired us to leverage mobile technology to deliver education directly to users.
4. We aimed to create a tool that not only teaches Hungarian but also promotes its rich cultural heritage, incorporating travel phrases and cultural context.



How it works

The idea is to go through 10,000 sentences in a language you learn. First you will see a sentence in a language you know and then you must guess the words of the same sentence in your target language. By exposing you to unknown words in a real context (a sentence) you will slowly (but steadily) increase your vocabulary size.

04

Can I learn a language by using this app?

This app is a helper tool to help you increase your vocabulary by exposing you to thousands of sentences. In addition to using it, you should also pursue other (more traditional) ways of learning a language: speaking to native speakers, learning grammar, etc.

05

Translate words

You must have Google translate installed for this option to work. If you use another translation app, you can open it with the "Open with.." option in the menus.

06

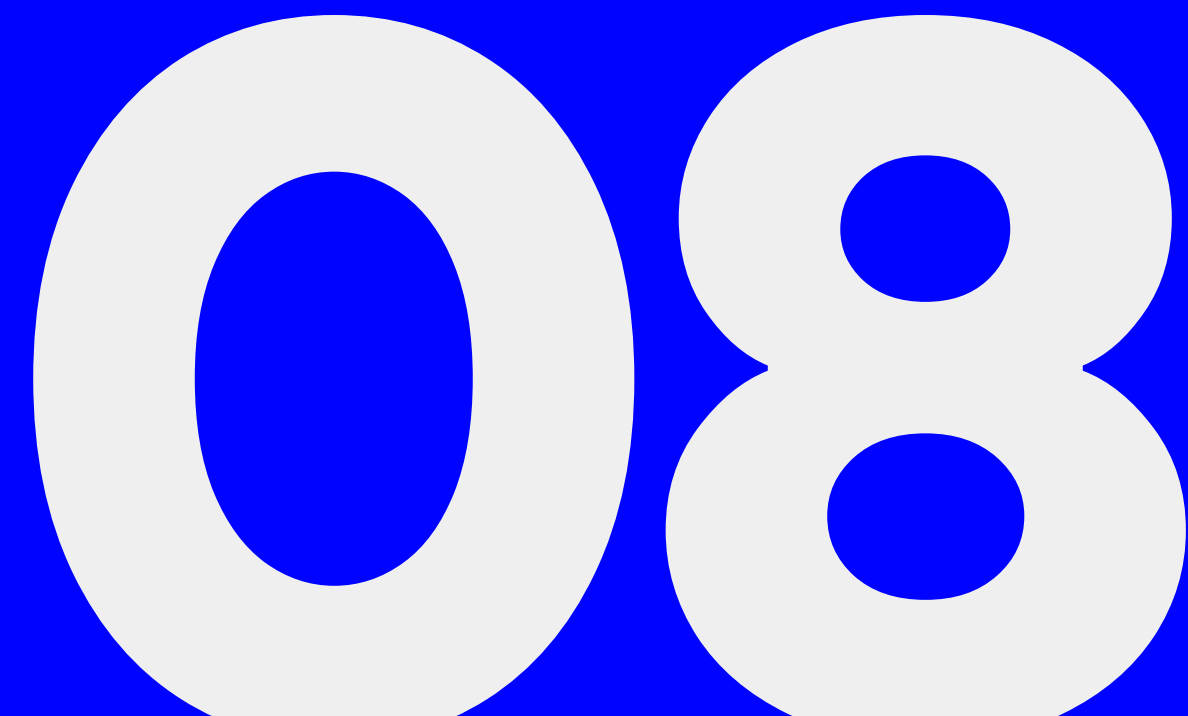
Annotations

The application allows you to write annotations on words. More than one words can be annotated with the same annotation. Annotations are best used to create your own dictionary as you proceed learning new sentences. If you use annotations like a dictionary, make sure that you write them in grammatically neutral way. For example, if you learn Italian, you will need to put "camminare" (to walk), "cammino" (I walk), "camminerò" (I will walk) under one annotation (for example "walk"). This application is not able to discern if "camminerò" (I will walk) and "camminavo" (I was walking) are one and the same word. It is up to you to figure out that it must be one annotation, but this journey of "figuring out" words is part of language learning.



Text to speech (TTS)

Most Android phones have text-to-speech (TTS) available for some languages. Some languages have very poor TTS voice quality. Check your phone settings to see if there is an option to download a better quality TTS. Some languages have also additional TTS applications available on the Google Play store.





Thank You