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CSE323 Human Computer Interaction

Project Proposal (Refined)

**Title**

Another One

**Objective**

This project is a flashcard program that facilitates users in learning new languages. The user will enter an English word as well as a translation of it in the specified language to form a “flashcard”. After a deck of these have been created, the user can quiz themselves on the deck by seeing one “side” of the flashcard and trying to complete the other side. To facilitate language learning specifically, it will allow users to record onto the flashcards pronunciations. Users will have the option to answer using their voice input, which will be translated using the platform’s translation capabilities and compared to the recorded answer. Users can also translate English words into the desired language through the program, and have it entered as a new flashcard. The project will also have support for multimedia like video or graphics that can be set by the users as they please to aid them.

**Specifications**

This project will be run offline on the user’s personal computer, eliminating the need for internet access.

The project will have an editor in which users can customize their own decks of flashcards, and the program will keep track of how many were answered correctly/incorrectly in a session, how many were answered correctly for the deck in its lifetime.

When a user starts a session, the deck will be shuffled and a flashcard will be presented one by one. The user can play the deck by either being given the English word and prompted for the foreign translation, or the foreign word and prompted for the English translation.

The user can either enter in the answer found on the back of the flashcard, or activate voice input if the flashcard has a recorded answer. After an answer is submitted, the flashcard is turned over to reveal the answer. If the user-submitted answer matches the recorded answer exactly, then it is counted as correct. If the user-submitted answer does not match the recorded answer, the program displays both answers and asks the user if their answer should be counted as correct – since there are situations where the user’s submitted answer can still be correct. Since this is a self-learning tool designed for people who are serious in self-learning, “cheating” by marking an incorrect answer correct does not benefit anyone involved in any way. If the user corrects the system in such a way, they may also choose to have the program recognize their submitted answer as a correct answer going forward.

When the user decides to end a session (close the program), he is prompted to do “Another One” which would go through the flashcards that were answered incorrectly from the session, which would help them to memorize problematic flashcards. To provide a positive user experience, the user does not have to do this at all.

Included may be other modes such as having a time limit to answer as many flashcards in the deck as possible, with the highest score recorded. In this mode however, it may be wise to turn off the user-correction system for the sake of creating a game-like atmosphere in which you are in a rush to go through as many flashcards as possible.

**Target Audience**

The target audience is primarily aimed at individuals aged 13+. Since this is a self-learning tool with no flashy graphics or games involved, it is not well suited for children. It is also not a program for use in general education such as schools, since the users are expected to enter in their own study materials into the program. They also have the option to mark an incorrect answer correct, which would not be useful if this tool was treated as an assignment by a supervisor. Instead, that feature is highly useful if the individual is self-motivated to learn. With all of these considerations, the target audience is aimed at students who are at least in high school and are willing to take their learning into their own hands.

**Similar Products**

Quizlet

<https://quizlet.com/>

Online flashcard tool that has support for various modes to help you study. Ability to create and share sets. An advantage this project has over Quizlet is that it is offline and does not require any signups or social networking, which some people are turned off by.