Language Learning

1. Our project is about learning languages. We believe that mastering a language is a long, hard, but fascinating journey and an exploration that opens doors to new cultures and perspectives. [Your App Name] is not just a language learning platform. It's a platform designed to ignite the joy of learning and empowering individuals to do so. It aims to provide a comprehensive and personalized language learning experience for all users. The app will be helpful to individuals of all proficiency levels, from complete beginners to advanced learners. The main goal and focus will be of course on strengthening language skills, but through a variety of interactive and engaging features.

In a world where traditional language learning can feel disconnected, we set out to create a transformative experience that goes beyond memorization drills. Current language learning ways like wathcing YouTube videos or any videos in general, attending online or in-person courses or the old school way of learning from a book, can feel mundane and fail to keep learners motivated. Because of that, we made learning a language with [Your App Name] as interesting as possible. It is different from all other things because the user can navigate through his journey however he wants, in his predefined style and pace. With aspects and features like personalization, rich curriculums, interactive learning, progress tracking and much more, our app envisions becoming the go-to platform for individuals who just want to learn a lanugage.

1. Roadmap

**Features**

**Goal**

**Name**

**Metrics**

Jan 2023

–

April 2023

May 2023

–

Dec 2023

**User authentication**

**Bug fixes**

**Develop personalized learning**

**paths for each language**

**Introduce users to key**

**features**

**Get initial**

**user base**

**Design and implement engaging**

**tutorials and introductory lessons**

**Live conversations**

**3.0**

**release**

**Bug report**

**Retention**

**1.0**

**release**

**Beta release**

**2.0**

**release**

**User satisfaction ratings**

**Speech recognition**

**Microtransactions**

**User profiles**

**Add new features**

**Number of fixed bugs**

**Accuracy of speech recognition**

**10.000**

**active users**

Jan 2024

–

April 2024

May 2024

-

**Performance optimization**

**Update content regularly**

**Conduct surveys**

**Getting user feedback**

**Placement test**

**Courses management**

**Courses management**

**Gamification**

**Offline Mode**

**Difficulty Levels**

**Cultural Insights**

**1000**

**active users**

**5000**

**new users**

**Continuous improvement**

**100.000**

**overall users**