



A TOYSET DESIGNED FOR BILINGUAL TODDLERS TO LEARN TWO LANGUAGES

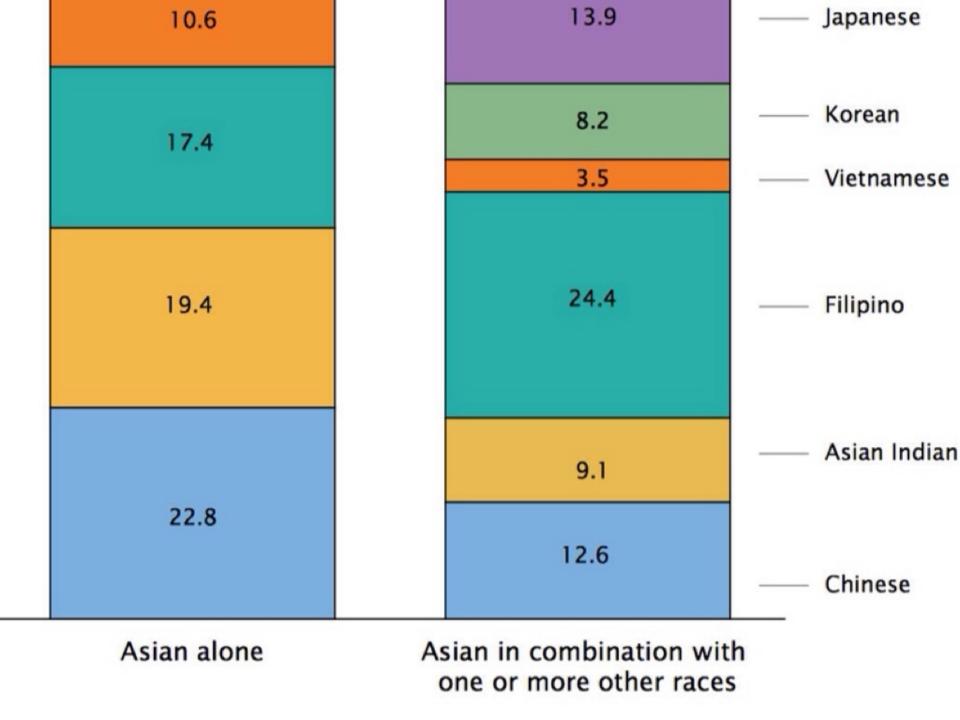


## HOW MANY ARE THEY?

HOW BIG IS YOUR POTENTIAL MARKET?

**Table 1. Total and Chinese Foreign-Born Populat** 

Year	Foreign Born	Chinese born(a)	
		Rank(b)	Share of All Foreign Bo
1960	9,738,091	21	1.0%
1970	9,619,302	14	1.8%
1980	14,079,906	10	2.6%
1990	19,797,316	6	3.4%
2000	31,107,889	3	3.8%
2006	37,547,315	3	4.1%



Studies have found that ... the distributed learning across the 2 languages may lead to the perception of a delay if the child is only assessed in one language.

"Over 17 million people in the United States reported that they were Asian descent, or mixed Asian and other descent." "Living in the United States, the children of immigrants grow up learning to speak both English and Chinese."



## GAME IDEAS

- The brown bear speaks English
- The panda speaks Chinese
- The parent and the kid play as the bears
- Additional toys for play
- Scripts for different scenario provided

## KEY FEATURES

- 1. Flexibility: age, ability, etc.
- 2. Tangible: realistic experience
- 3. Pragmatic: more than language

Anticipated Hurdle: Convincing parents to buy this toy set, versus creating their own.

### POTENTIAL SOLUTIONS

- More controllable rather than stuffed
- Virtual scenario building ability with sounds
- Well designed scripts to prompt game play
- Recording function available
- Costomized conversation control

### **OUR TEAM**



Cisa



Tianyu

Certified speech therapist Experiences in child language Game design experience Bilingual (Chinese/ English) speaker

### DESIGN PROCESS

Concept Plan Design Prototype Build Launch

#### user research

Literature review Interview & observation

#### game idea

Multiple high concepts

#### prototype

Toy sets & Scripts

#### play test & iteration

Observing & coding Improving design

# PRODUCTION

Schedule	Easy to create by combining pre-existing toys (~ 6 months)	
Budget	Estimated cost per playset (<\$30)	
Payoffs	Sets can easily be sold for \$40-\$50, and would appeal to a large market (over 17 million individuals)	

# CONCLUSION:

The game has the potential to help a large population of bilingual speakers learn two languages

## EXPANSION

Further development of games for children learning other language combinations could be developed

