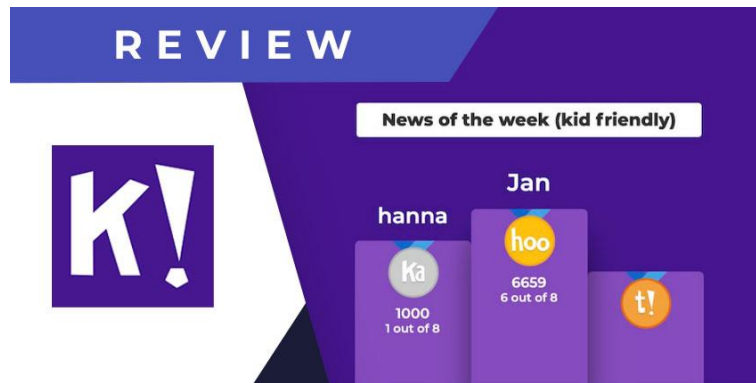


Market Research

1. Kahoot! (<https://kahoot.it/>)

It's a kind of learning game that we play in Friday classes (though it's not just for language). It gets people involved by creating competition.

Maybe we can add a multiplayer mode so that more than one player can play at the same time, or an online mode so that people can see their own ranking and the scores of other players.



2. Digital Dialects (https://www.digitaldialects.com/Chinese/Fruit_S.htm)

It's a kind of game that offers many vocabulary themes and requires the player to choose the right item that corresponds to the vocabulary shown.

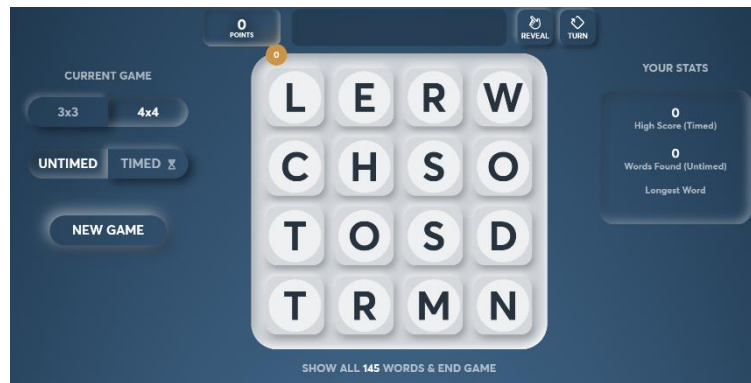
I wouldn't say it's a very interesting game, but I think it might be a good idea to use pictures as clues too.



3. Word Shake (<https://wordshake.com/boggle>)

It's a kind of game where the player has to find the vocabulary by connecting the alphabets.

It's a very different game to ours, but I really like this game and it might be a good idea to give some spelling tips.



4. Duolingo (<https://www.duolingo.com/>)

It's a very popular language learning game where you can learn a lot of languages. It provides games with different levels, and when you finish one level you can move on to a higher-level game, so people can see their own progress and get a sense of achievement.

Maybe we can also create games with different levels so that players feel like they've actually learned something.



5. Count to Ten

Nothing special, but I like the design.

Maybe we could try putting the planets in a circle to see if it looks better?

