Major Studio 1 Final Paper outline

1. Preface

1.1 Designer personal statement

1.2 Interests

2. Research

2.1 Definition of similarity and difference between different languages

2.2 Methods of learning a second language

2.3 Relationship between language learning and neural network

2.4 Game Design as a tool to solve a problem

3. Design Process

3.1 Precedents

3.2 Project proposal

3.2.1 target audience

3.2.2 changing the traditional way of learning a language

3.3Execution

3.3.1 Prototypes

3.3.2 User tests

3.3.3 Iterations

3.3.4 Finished product

4. Postmortem

Reference

1. *Wai Ting Siok1, Charles A. Perfetti2, Zhen Jin3 & Li Hai Tan1,4*, Biological abnormality of impaired reading is constrained by culture, NATURE |VOL 431 | 2 SEPTEMBER 2004

2. *Li Hai Tan,\* Ho-Ling Liu,† Charles A. Perfetti,‡ John A. Spinks,§ Peter T. Fox, and Jia-Hong Gao,* The Neural System Underlying Chinese Logograph Reading, NeuroImage 13, 836–846 (2001)

3. *Irving Biederman,* Recognition-by-Components: A Theory of Human Image Understanding, Psychological Review, 1987, Vol.

4. *Steven J. Luc*k, Visual short term memory