PROJECT REPORT:

ENGLISH & CULTURE

Learn English by boosting
your culture !

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Introduction

As a part of our english course, we were asked to develop an application that is intended to help its users improve their english skills.

So, we searched for an original theme for our application and we came up with an idea to make the learning process both fun and useful. We thought that learning information about the culture of english speaking countries (USA and UK) can be a great advantage and an added value for our users.

We developed our application while always thinking of the user's best interest and what would benefit him the most, that's why we build a simple, easy to use application and we tried to make it appealing and fun to use.

I. Grammar section

The grammar part contains exercises designed for users to practice their grammar skills.

First, the user is offered to choose between three different levels (beginner, intermediate or advanced). Then, he is faced by a series of five questions which consist of incomplete sentences that he has to choose the right answer to from the choices given. Finally, the user gets his score and can to choose to repeat the exercise if not satisfied with his score or go to another level or even go to another type of evaluation.

If he chooses to repeat the exercise, we made sure that the questions are picked randomly from a file that contains a large amount of questions in order to reduce the probability for the user to have the same questions asked again. This is the case not only for the grammar section but also for the other two sections.

II. Listening section

Following the grammar section, we thought that a listening section would be the logical continuity for the english learning process.

The goal of this section is to get the user accustomed to hearing spoken english and being able to fully comprehend its meaning and interpret it correctly.

The first type of exercises is the "short recording", the user will listen to a question once and then choose between three possible responses. The second exercise is called "pronunciation" and its objective is to teach the user how to correctly pronounce words in english and sound like a native speaker. Its questions are based on identifying either the right stress pattern in a word or its sound.

Finally, in the "long recording" exercise, the user will listen only once to a long text recording and then will have to fill in the blanks in the text with the right words or expressions.

III. Culture section

This is the part that makes our application stand out. Our idea behind it is to not only improve our user's english skills but also boost its knowledge of the british/american culture.

We chose to create three different categories which are : history, geography and fun facts. All these categories consist of various general culture questions that are both funny and can be very useful at the same time.

We think that getting to know the culture of the english speaking countries is an important step in the english learning process.

So, depending on the category, we are asked a question about the USA or the UK's history, geography or just some random fun facts. To help the user figure out the right answer, he is given a picture that is related to the question as a hint.

Conclusion

This report presented a detailed presentation of the application we developed.This application was a very interesting experience to use skills we learn in class in a free exercise.
We combined our efforts and ideas to create a fun and helpful application for our users to enjoy.