Language Learning Game on Mobile App

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Take English for example, but it surely can be replaced by any other language.

WHO are your students?
15 years old, with basic English comprehension. Designed for students willing to dig deeper but not knowing how to learn English in a more advanced and systematic way.

WHAT do you want them to learn?
I want to provide a more painless way to improve their English to the extent that they are finally be able to watch CNN news without subtitles, read any novel and newspaper without holding a dictionary at hand. In short, I mean advanced reading and listening skills.

WHERE are students playing the game?
My rough idea is to make a game on smartphone app so that players can easily access to this game on their way home, on the bus, or any fractional leisure time.

To achieve that, not only the game itself will be an App in order to be much accessible, but also the those learning stuff will be divided into several small sections. This makes people can finish any part of it within a limited time, saying a couple of minutes.

WHY this game? What mechanics make it suited for this topic?
Because learning any language is much painful than most people could imagine. Without a systematic way, people lose their way to success and give up. The game itself is an encapsulation of a systematic way, or saying a personal English "couch". This couch delivers training courses everyday, and generates statistic reports for players to make them know their efforts really improve their English in some sense. The reporting system is an important mechanic that makes a learning experience different from those old learning way.

HOW are you implementing the game?
Please take a look at these apps:
https://play.google.com/store/apps/details?id=com.braveknight.quiz01&hl=en_US
https://play.google.com/store/apps/details?id=tw.sonet.wiz&hl=en_US

To summarize these 2 apps:
1. In each stage, players are given a set of questions in multiple choices.
2. Answering these questions correctly, you will get points, rewards and move on the next stage.
3. These apps are currently popular in Asia, but with the same drawback in MathBlaster — they do not even provide any feedback to help players understand the knowledge they don't yet understand.

The 3rd point is what makes my idea different from the 2 Apps. We need to provide guides to comprehend the contents for those who hit the wrong answers.

Once the player master a section of contents, we give them badges and encourage them to move on the next stage, and so on.