PEER REVIEW - SPRINT 2
19/07/2024

1. Group information:

GROUP 14			
No.	Student ID	Full name	Email
1	21127234	Nguyễn Lê Anh Chi	nlachi21@clc.fitus.edu.vn
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3	21127495	Lê Ngô Song Cát	lnscat21@clc.fitus.edu.vn
4	21127659	Bùi Ngọc Kiều Nhi	bnknhi21@clc.fitus.edu.vn

2. Review:

- **Group#11:**
- The group's presentation was quite impressive. Addressing most of the pain points encountered when learning English vocabulary and offering convincing solutions to tackle these issues.
- Concerning the problem of contextual usage, if a user is learning vocabulary and encounters a word, they may want a quicker way to understand the context and meaning of that word without having to exit the app to search for it. In this case, we noticed that your three proposed solutions do not adequately address this desire.
- Additionally, for users who are preparing for exams and need to learn vocabulary according to their level (e.g., B1 or B2 vocabulary), we find that learning vocabulary by themes and context may not be suitable. This is because, in our opinion, learning vocabulary by themes (e.g., Clothes or Materials) can lead to users delving too deeply into a specific topic, consuming time, and possibly encountering many words that are not relevant to the level they need to study for their exams.

- **Group#10:**
- The group shows a lot of problems and a lot of solutions to users.
- The group resolved the issue of unclear and unspecific timing. How long will it take users to learn? How long do they need to study each day?
- Personalizing a learning path for a person is very difficult because it must meet many user conditions such as level, time, learning method, learning goals, interests, but the team emphasizes on There are many ways to learn and trade off many other factors.
- **Question:** In persona, Linh's goal is to use the words she has learned in school materials. So how does your group ensure Linh achieves her goals?
- ⇨ **Answer:**

To ensure that Linh can effectively use the learned vocabulary in her school documents, our app focuses on providing context and practical usage of words. Here's how we ensure Linh achieves her goal:

1. **Contextual Vocabulary Lists**: The app provides vocabulary lists curated specifically for academic contexts, such as research papers, presentations, and coursework. This ensures that Linh learns words that are relevant to her academic needs.
2. **Performance Analytics and Feedback**: Detailed performance analytics and progress tracking help Linh monitor her learning progress. Regular feedback and goal-setting features keep her motivated and focused on her academic objectives.
3. **Context Preservation**: When Linh encounters new words while reading or researching, she can save these words along with their original context using the integrated flashcard extension. This feature allows her to review the words as they were used in academic texts, reinforcing contextual understanding.

- **Teacher - Lê Khánh Duy:**
- The presentation order is incorrect; you should present the problem first, followed by user research, not the project idea first.
- The group identified too many pain points and solutions, leading to an excessive number of functions that need to be implemented. Additionally, the group overused the term "personalized" and relied too much on AI in designing the solutions.
- The group should focus on deeply solving one issue with multiple solutions instead of presenting many problems and too many solutions as currently done.
- Suggestion:
o Explore the issue of learning vocabulary through flashcards. Why do users use them? Are they truly effective, and what needs to be improved to make them better?
o Typically, how do people learn vocabulary? How can this process be applied to flashcards to make them more effective?

3. **Feedback for other groups:**
- **Lê Ngô Song Cát to Group#10:**
- Group 10 presented the pain points and solutions for booking courts and finding teammates for badminton practice very well and specifically.
- The solutions proposed are highly creative.
- However, regarding the pain point of finding teammates by joining random groups, which may lead to a mismatch in skill levels between players, the group's solution was to record the playing process and show personal equipment such as rackets, shuttlecocks, shoes, etc., to find suitable teammates. Nevertheless, this solution does not fully address the issue, as these images and videos cannot be verified as genuine, and some individuals may want to practice with better players to improve more quickly. So, they may use fake videos, images found from the internet.