MOUTHFUL

BY TEAM GUAVA

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THE PROBLEM

When learning a new language, it can be extremely difficult to grasp the concept of the learning process and adapt to the habits that ideally should be created within. Language learners can find the pressure from the classroom, speaking to a native speaker or the lack of understanding in the pronunciation of words to be worrisome. Many language learners struggle to find motivation at the beginning due to the lack of improvement or reinforcement. The classroom proposes a stressful, demotivating environment for some learners due to the pressure involved however for other learning allows the immersion and incentive required to deliver and demonstrate their developing knowledge.
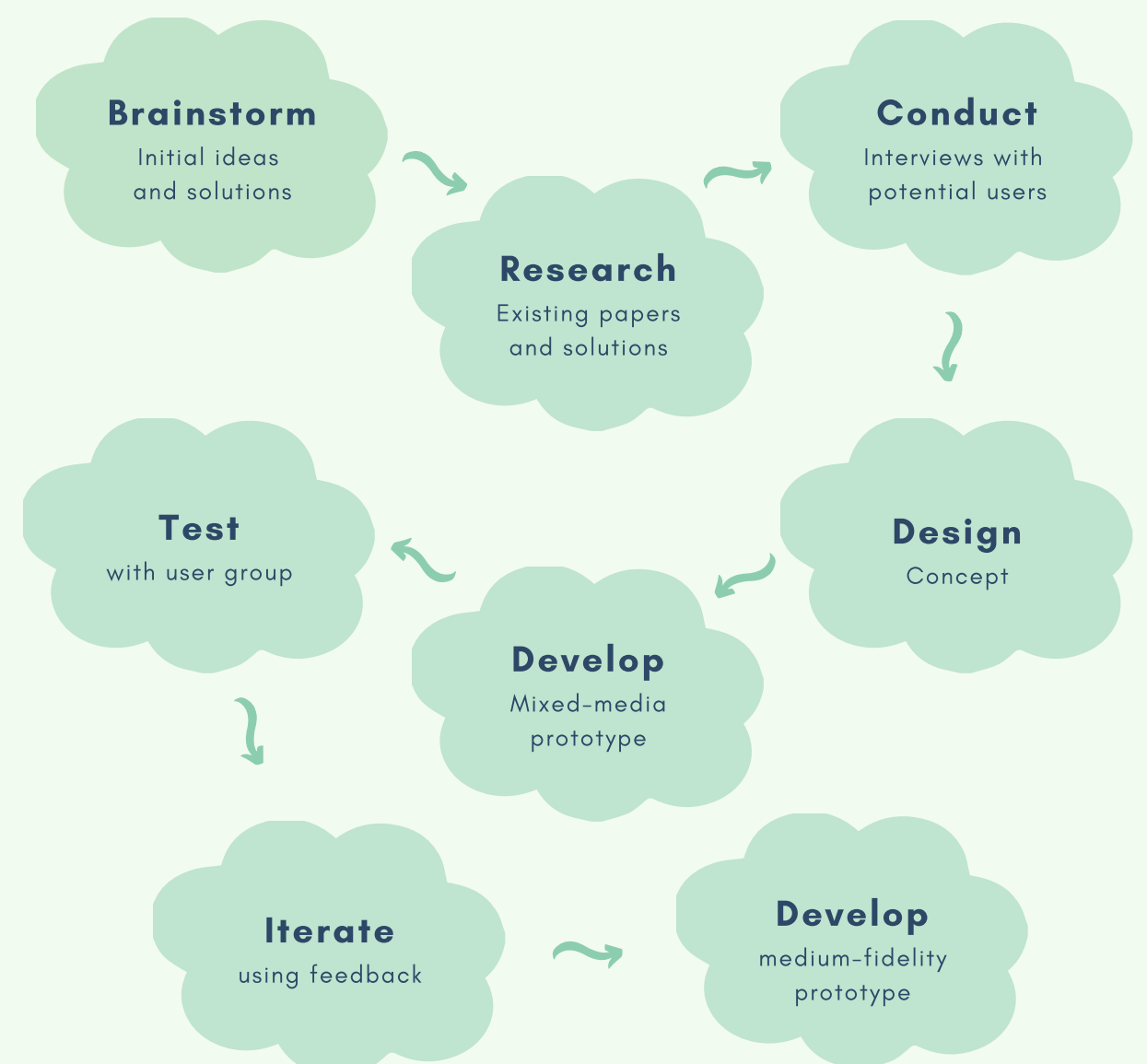
OUR RESEARCH

Papers

After conducting research on the topic of cultural immersion and language learning, we discovered that a lack of a rich cultural learning resulted in a less complete understanding of such culture with an increase of language barriers. Whilst it was evident that the learner's past language learning experience was influential in their learning process, there were still other motivating factors available; motivation, character traits and attitudes. It is also indisputable that the failure to achieve competence or provide novelty developed a lack of achievement and improvement.
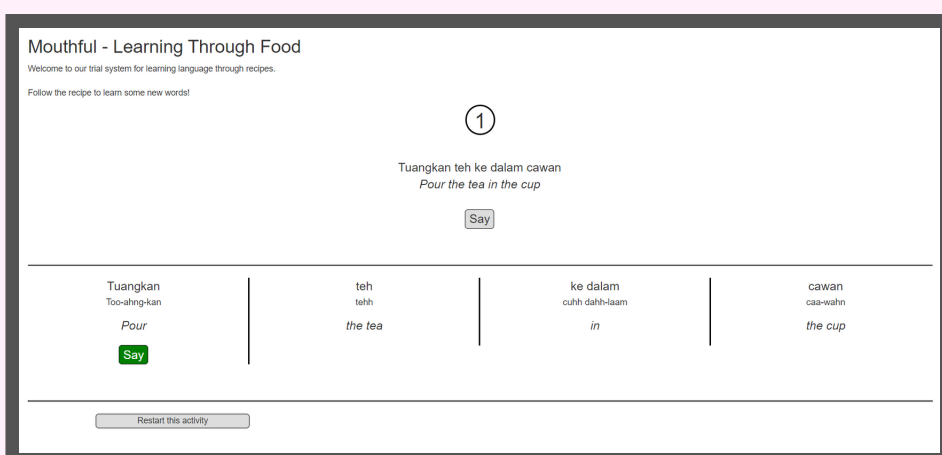
Interviews

Whilst conducting our interviews with our user group we found many important factors that we have included in our thought process when developing the prototype. Users desired to be given instant feedback when first learning the pronunciation of words. It was stated that they appreciated being able to receive verbal clarification on the authentic pronunciation from a native speaker.

OUR PROCESS

Brainstorm Initial ideas and solutions

Research Existing papers and solutions

Conduct Interviews with potential users

Design Concept

Develop Mixed-media prototype

Develop medium-fidelity prototype

Iterate using feedback

Test with user group

OUR PROTOTYPE

CONCEPT

Our application proposes a safe environment where users can immerse into a learning space that uses food as a motivation whilst learning a language. We aim to eliminate the stress produced during the learning process.

This app requires users to repeat each section three times before progressing to the next. The user is able to focus on pronunciation or learning how to combine all sections to concoct a fluent sentence… and the recipe.
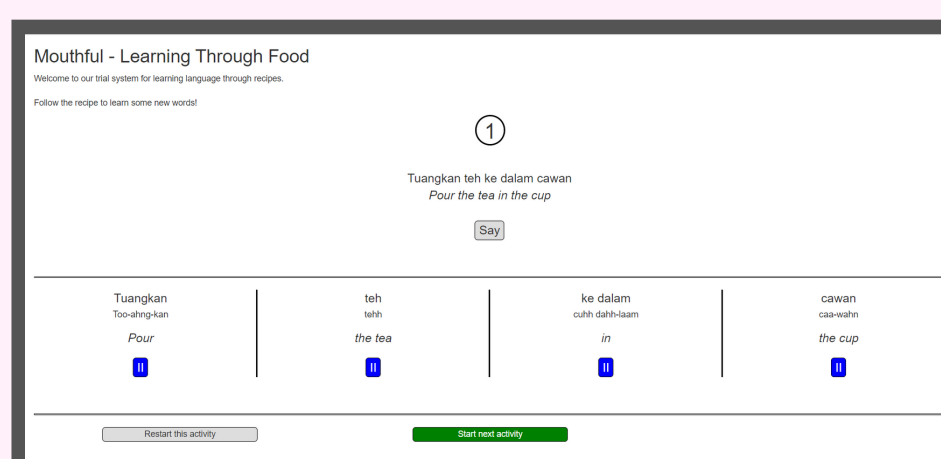
DECISIONS

- Due to our background knowledge in Malay, we have chosen this to be the feature language in this prototype.
- We have produced short, simple sentences, to remove the complication for learners, which also provide relatable words which are used in everyday situations.
- During testing, it was evident that users valued the ability to view immediate feedback vs waiting for results to come back.
- We have ensured the UI remains simple to not overwhelm the user.