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| 646729822%20(2).jpg  All Day Every Day | Vision document – version 1.0  All Day Every Day: Hmonics  ICS 499 – Capstone |

# System Overview

As our planet becomes more interconnected with emerging technologies, cultures throughout the world are gradually advancing their education systems to support a more global and diverse way of life. Not only are students today surrounded with children of multiple ethnicities, they are exposed to their ways of life and hopefully encouraged to embrace their differences. The need for tools to enable our youth to accept and nourish this global culture is ever-expanding.

Technology in the classroom, while controversial in some respects, certainly has benefits to some subjective degree. The tools that have helped our world diversify can also facilitate our abilities to support a new global culture. Mobile technology has proven to be one such tool that can not only captivate the minds of young learners, but also integrate comprehensive applications that may involve substantial curricula such as learning a second language.

In particular, the applications used to facilitate learning the Hmong language are sparse, especially in the areas of young children and phonics. As a team, we’ve identified a specific need for one such tool that can not only teach kindergarten-aged students how to speak and spell the Hmong language, but also report progress issues and milestones. Our goal is to develop a phonics tool for teachers of bilingual classrooms with the hope of extending developments to include more users like parents, to allow sharing progress with peers, and to possibly expand into games and apps for other languages that could benefit from such features.

# Key Features

* Students learn how to spell and say simple words in the Hmong language.
* Playing a game makes the intricacies of English to Hmong easier to understand.
* Rewarding animations keep children interested.
* Uses a drag and drop interface for easy learning.
* Students can see their progress of how many words they have spelled.
* Teachers can create profiles for their students.
* Teachers can view a report of each student’s progress.
* System is available on both popular mobile platforms.

# Capabilities

* Students Learn Phonics
  + Students learn how to spell a word.
  + Students hear what the word sounds like.
* Play a Game
  + Students are given a word to spell.
  + Students create the word from given letters.
* Animations
  + An animation plays when a letter is put in the right spot.
  + An animation plays when a word is completed.
* Drag and Drop Interface
  + Students drag letters into their correct spot.
* Student Progress
  + Students see their progress while playing the game.
  + Each student has a history of their game time.
* Student Profiles
  + Teachers can create student profiles.
  + Profiles store a history of student progress.
* Teacher Reports
  + Teacher can see each student’s progress.
* Available on Mobile
  + Available on iOS and Android.
  + Made for tablets.