DANANG UNIVERSITY OF SIENCE AND TECHNOLOGY

INFORMATION TECHNOLOGY FALCUTY

**RESEARCH PROPOSOL**

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**ENGLISH FOR EVERYONE**

Nowadays, for Eastern countries in general and Vietnam in particular, English is very necessary to communicate with international friends, study and work . However, some people are not enough time and money to study at English centers. In addition, parents also want to let their children to approach with English as early as possible. It is easier to help children have basic knowledge or skills to recognize everything around them.. With its influence as well as the development of technology in the present life, creating an application that helps people learn and exchange knowledge becomes more important and useful than ever. On the other hand, because my English level is limited and need to be improved. I want to create an app that can help me and some others (many ages: children, adolescents or adults) can learn English independently at any location on our smartphone anytime.

By learning and experiencing some English learning applications on android /ios phone, I feel that these applications are only appropriate for certain objects without applying to many various ones. For example, if a family wants to learn English for their children, for younger siblings, even for themselves, they have to use variety applications to do. Althought, my reading and speaking English skills are quite bad, the available applications do not really support me to improve my English skills and reach my expectation. Therefore, I want to create an application that serves the needs of the example above.

Classify user: with this function, many persons are able to use the same application, but each person will use a personal account to learn at different levels. Firstly, the user have to download the application and create a personal account to log in. Next, they will choose a learning model for themselves. With different model, they have to take a test (for adults). If they pass the required score of each level, they will be learned model which chose.

Each different model, the user will have different sections.

English for Kids: all lessons will be vocabulary, meaning and practice reading for children . Each word is always accompanied by simple images.

English for adults: lesson will be vocabulary, grammar , listening, practice pronunciation.

Vocabulary: includes vocabulary, meaning and transcription. When choosing a level of vocabulary, user will begin to learn from low to high levels depending on the score which they gained when doing the initial test.

Grammar: sentence structures. You will learn the sentence structure and then the simple exercises for each type of structure. Practice sentences, rewrite sentence

Listening: Listening to words, phrases, short conversations. Listening is always a weakness of most people.therefore, in this section the user has to listen and rewrite missing words in the sentence .

Lessons will be updated regularly by the admin or volunteers of the project.

In addition, the app also has the function of evaluating and leaving comments so admin can support as well as edit what is not good.

Next I just mention English to adults and will skip the english part for children because english for kids will not require anything but just help the child get acquainted with new words, how to read or how to recognize it. .

  So, the problem to solve here is: what is the current status of some English (this is for people who are not good in English) in Vietnam?

 As everyone knows English is a popular language. However, not everyone is good at English, partly because there is no time, no study, lazy ... or partly because of the boredom of studying only in school stereotypes only replicate many years. For most students nowadays learning English is more difficult when there is so much to learn in school, the time spent on the subject seems to be not enough so the learning to spend, no love is laid out. Especially for students who study technical schools, they spend time in specialized subjects, the mathematical physics they have pursued since they learned it, so they did not learn English. For parents (English skills are not good) learning English at the present time becomes difficult when they still have to worry for their family, their free time so they do not have. Time to go to English language centers to practice foreign language skills for yourself. Therefore, English as a problem is difficult to solve, leading to the test they will randomly choose or ignore it if they do not understand, too difficult to compare with their own ability

 Do not get bored when the test is too hard for them? Of course, similar to all other tests, these tests will have a uniform distribution between the parts: vocabulary, grammar, writing and listening. But here the test will not be as dry as the usual tests at school and not too difficult. It will be animated, funny sound if you do the right thing and it will be the image, encouraging sound when you do wrong. At times, these audio images are exciting for the user to continue with the next part of the lesson

How to restrict users randomly selected answer? Based on the fact that I have seen and myself, I think to limit the user to choose the right answer or use the help of technology (search google, ask friends ...) to overcome. pass the test and enter on the application. I want to build a smart system that does not allow users to leave while performing tests on the application. So how does the intelligent testing system work? That is, when you start doing some tests, the system will start calculating hours from 00:00 and then increasing without a time limit. So you do the work for hours (you will be deducted if done too long on each sentence, the longer the longer the point will be lower). Besides, the function does not allow the user to leave the application while doing the test, meaning that when doing the lesson you will only be surfing within the worksheet and will only exit the application if it is completed. If you quit before completing it, you will be considered as having committed the violation and the assignment will be canceled. You will return to the beginning with the new test. This is a function that I personally experienced when taking part tests in my university studies, which was developed and went very well, so I wanted to Apply it in my application.

  Creating an application like this must be based on the user's real needs. With a rich source of data from the internet, I hope this app will be completed within six months, divided into three phases: first, within the first 10-20 days, people who share the goal will want to play. Project developers (maybe 5-6 members including programmers and English enthusiasts, each of whom will take on a role in that project). Then, in the next 30-40 days, we will look at the available data from the internet as well as create new, interesting topics in addition to application data, learn algorithms need to use. Finally, it is the time that programmers start on important parts of the project, which is to build algorithms, logic code, and test execution.

After completing the project, the results as well as the desired goal are: to build a multi-skill application, different target groups to study the same application. Helping users improve their listening skills and adding to their existing vocabulary, in addition I hope to develop more ability for myself. Do not be boring for those who do not learn English well.