

Team 3

Garrett Davidson, Noah Maxey, Nate Ohlson, Joseph Savastano, Riley Shaw, Vincent Zhang

Problem Statement

A major problem today with language learning is that language courses are generally too boring and restrictive to be indicative of real world communication. Current learning techniques emphasize rote translation and worksheets as opposed to conversation. We plan to introduce a social aspect to the language acquisition process to keep people involved and enjoying learning in a real-world environment. We will emulate first-language acquisition by focusing on these ideas.

Project Objectives

We will build a language-based social network that will:

- A. Keep people involved in language learning long-term
- B. Allow people to build real relationships with native speakers of target languages
- C. Enable users to learn colloquial versions of target languages through mutually beneficial social interactions
- D. Allow people to be exposed to culture along with languages
- E. Automatically pair users with others of similar interests, each trying to learn each other's native language(s)
- F. Provide an array of tools to assist with the language learning process

Stakeholders

- A. Users: People who want to learn another language or culture while simultaneously teaching their learning partner(s) their own native language and culture
- B. Software Developers: Garrett Davidson, Noah Maxey, Nate Ohlson, Joseph Savastano, Riley Shaw, Vincent Zhang
- C. Development Managers: Garrett Davidson
- D. Project Owner: Team 3

Deliverables

We plan to deliver a social networking iOS app which will allow users to:

- A. Create a profile
 - a. Matching users with similar interests trying to learn each other's native languages
 - b. Allowing people to search, find, and match with other users of their choosing

- B. Send messages in many languages
- C. Provide tools for facilitating language teaching and learning, such as inline message correction/annotation and translation dictionaries
- D. Interface with a Java or Node.js server for storage, chat, and user interaction logic