

Tony Questions

1. Should we limit the users playtime such as duolingo's heart system?
2. What learning method should we focus on for the individual lessons? (Flashcards, Reading, or watching videos)
3. Are we going to offer a paid subscription for more features?
4. Should we limit users to one new language at a time?
5. Should we allow users to choose from different categories within a language such as Spanish(Mexico) or Spanish(Spain)?
6. Should we make the lessons multiplayer (users and their friends can do lessons at the same time)?
7. Should we incorporate some type of in-app purchase?
8. Should we add a ranking ladder?

Ishaan Questions

1. What is the primary reason you want to learn a new language?
2. What are your specific goals for using the language app?
3. Would you like to receive daily reminders or motivational messages from the app?
4. What essential features would you want in a language app? (e.g., offline mode, flashcards, voice recognition)
5. Would you use a feature that allows you to practice with native speakers through text or voice chat?
6. Would you be interested in a feature that allows you to learn by reading news articles or watching videos in the target language?
7. Do you have any specific accessibility needs that the app should accommodate?
8. What do you find frustrating about current language learning apps you've used?

Michael Carson

1. How many different languages will the app offer for the user to learn?
2. Should our lessons feel linear or give the user more freedom to choose what they would like to learn?
3. How should a user create an account (i.e email, phone number, etc. + password)?
4. Should this app feel more like a game or strictly a learning tool?
5. How many lessons per subject or topic should be implemented?
6. How varied do you want the response form to be (multiple choice, matching, short answer, etc.)?

Brian Lee Questions

1. What is the desired look and feel of the app (minimalistic, playful, professional) that would feel more engaging?
2. How should cultural context be integrated into language learning?
3. Should there be any real-time or asynchronous communication features, like conversation practice with native speakers or peer-to-peer learning?
4. Should there be a social component (for example leaderboards, community forums, friend challenges) to encourage engagement?
5. Should there be any specific cultural considerations we should be aware of when designing content for different languages?
6. Should users be able to customize their learning experience?
7. What types of minigames or interactive activities would be ideal?
8. Should there be a feedback mechanism within the app for users to report issues or suggest improvements?