

The Team				
Project Name	Open-Lingo			
Innovation Team #	5			
Team Members	Jeronimo Barrios Suter	Sandon Lai	Leon Wu	Jacky Kuang
About You	2nd year Master of Information Technology	2nd year Master of Information Technology	2nd year Master of Information Technology	1st year Master of Information Technology
Student ID	1070687	833283	834337	1255731
Role in the Team: (a major and a minor role)	Major Role: Visionary and leadership Minor Role: Software Development	Major Role: Integrator/ System Engineer Minor Role: Visionary and Leadership	Major role: Customer interaction Minor Role: Software Development	Major Role: Software Development Minor Role: Customer Interaction
Why do want to take this class?	Innovation has always been something I've been interested in, and it seems like a very good opportunity to produce something meaningful in a team.	To gain a better insight and understanding of the thought process that is required to drive innovation in the technology industry. I would like to gain a form of concrete principles or triggers that are used to invoke innovative thinking to create value.	I took this class as I wanted to apply the skills, I have learned from this degree to a project that can be used in the real world. This subject will hopefully allow for me to test my creativity, problem solving and teamwork skills.	I want to learn and gain experience on how a project is started from an idea as well as how an idea is created.
Interesting information about you:	I come from Chile and have switched from a Molecular Biology bachelor into the IT field, I have worked doing research in computational biology which is where I started getting more into computers.	Formerly worked in the industry as a Risk Consultant, helping companies and clients identify risky areas in business processes.	Studied a Bachelor of Commerce during my undergrad however, when applying for jobs realised that I was not passionate about it and am now studying a Masters of IT which I find much more interesting.	Practical person not so much theory based.

The Project		
Selected Challenge	Challenge name (& if own challenge, must include a description)	Distance Learning
	Which aspect of the challenge is the team intending to address?	Distance Learning and in particular a solution for students who wish to learn a second language outside the standard classroom
Initial Innovation Project Idea	Short description of initial innovation project idea	<p>The initial idea is an application to help people acquire a second language. The application will have an emphasis on immersive language learning as opposed to repetition learning which is the predominant method of learning right now.</p> <p>It will also make use of crowd-source efforts for people to, as a whole community, help build up most of the resources in any given language, the application will systematize many aspects of the learning process as well as provide a list of resources varying in usefulness and difficulty.</p> <p>Finally, the application will also match people into groups of people seeking to learn and people willing to teach to form cohesive groups of learners that can share the work and so become more immersed in the target language they're trying to acquire.</p>
	Who will be the team's most important clients?	This app is suitable for users at any age level that already can fluently speak, read, and write at least one language so that they can use it to learn another language.
	What benefit is offered to the client?	Based on the student's current level of the language, they will be matched with an appropriate cohort. The most important benefit this app provides is an interactive and immersive online language learning environment that tries to simulate F2F learning. It is interactive and immersive in a way that everyone can get into a group to discuss and learn together.
	Which client needs are you proposing to satisfy?	We are aiming to satisfy the clients need of students who wish to learn a secondary language and are obstructed by traditional language learning education. We are also aiming to solve the need of being able to learn collaboratively and to learn in an immersive way with students of a similar skill level or of a mentor/mentee relationship
	Which key features of your innovation will address these needs?	<p>The crowd-sourcing aspect is very important in addressing one of the main problems with other language learning apps which is the top-down approach to learning that might be tarnished by perverted monetary incentives. Crowd sourcing content ensures that the resources available in our application will be the ones that the community itself thinks are useful.</p> <p>Grouping people also helps with engagement that is lacking in a lot of language learning apps, language learning must be an activity that people will want to engage with and forming a group with other people with similar interests might help greatly with that.</p>
	What resources will you need to develop this idea?	<p>We will need for this product is input from secondary language learners on the most effective ways that were able to learn their language.</p> <p>Ultimately, to complete this project we will need:</p> <ul style="list-style-type: none"> - access to a survey of second language learners - access to language learning resources - access to language mentors - access to advertisement resources - mobile development resources
	What experience do you have in this area?	Multiple members of the group have picked up learning a second language (multiple different languages) throughout their life