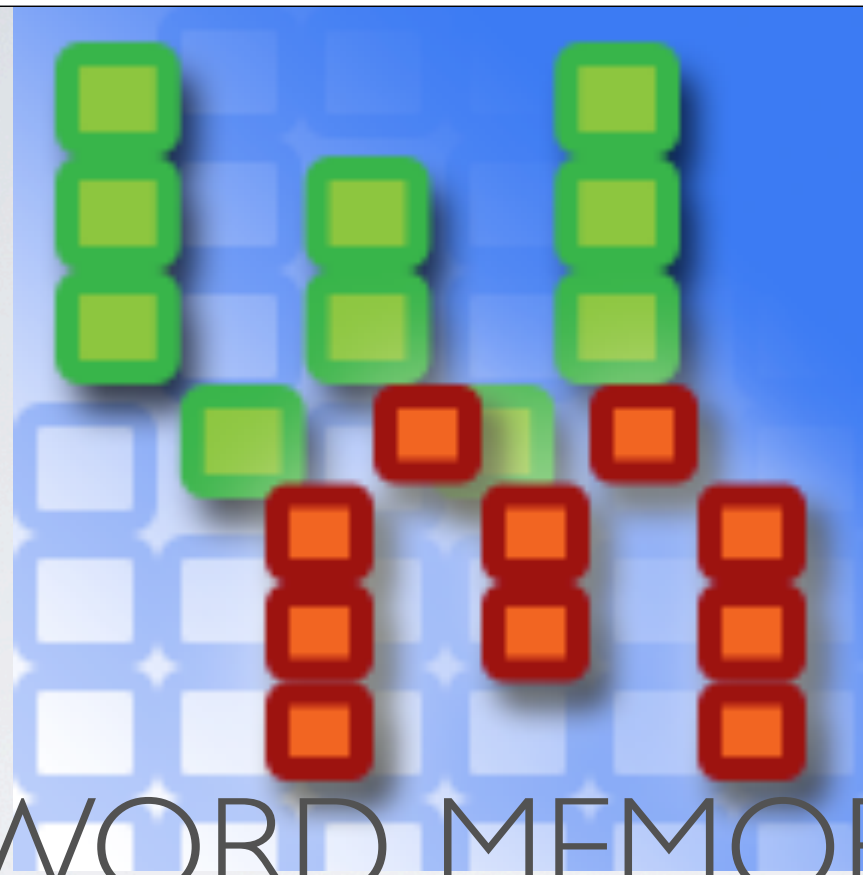


CSCI342 PRESENTATION

by Hong Zhao & Quang Nhan



WORD MEMORY

Committing words to Memory

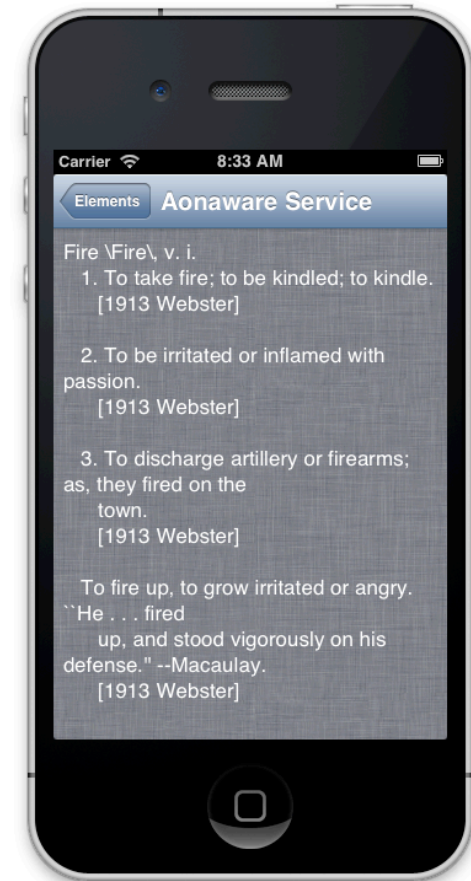
SCENARIO

- A student has been given a task to memorise key words that is critical to learn a new topic. How would he/she go about doing this. Flash card? cover up the word and read out repeatedly? BORING!
- A tourist wanting to visit Australia wanting to learn purely new words and commit it to memory. How does she do this? read books? That's fine, but the first step to use it efficiently is to remember it!

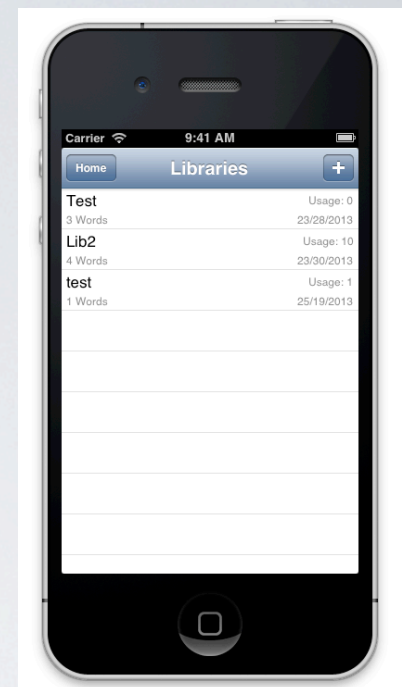
WHAT DOES WM OFFER

- Word Memory allow its users to memorise new words in an interactive way through gameplay offering perception of growth and discovery.
- Education Gamification

SOME SCREEN SHOTS



FEATURES



- Educational Feature
 - add new library
 - Add new word
 - grab definition online and view it

FEATURES



- Game Play
 - discover and combine the ingredients to discover a powerup
 - use powerups to affect the gameplay like - freeze time, highlight words, shuffle the board

TECHNICAL DIFFICULTIES

- The limited development time compromises the application of OpenGL ES.
- CoreData staleness policy
- Unable to test on real devices

FUTURE EXTENSION

- Give the ability for the user to define their own definitions
- Integrate the definition into the game play, eg. display the definition and the player had to find the words to match that definition.
- Add more power-ups to give the game more flavour
- Add achievement and leader board features once the depth of the game increased.

FUTURE EXTENSION

- Add share to facebook and the like
- Integrate a better online dictionary like oxford
- Develop it further to become smarter - making the app integrate with user's learning curve and pattern. Example have the app choose the library to play with based on time lapse and how many times the word found.

RISKS

- Integration of a better online dictionary requires upfront cost. In terms of development it is quite easy.
- Additional item and power ups posses minimum risks since the methods, enums, and constants are well defined and easily updatable.

RISKS

- Risks of making it smarter - To make it really a unique app, we need time - research cognitive retention etc. Good news is the information is readily available and we have the technical and problem solving skills to accomplish the task.

