

# **FaiconLingo - Zambian Language Learning App**

## **Project Title**

**FaiconLingo:** A Digital Platform for Learning and Preserving Zambian Local Languages

## **Background**

Zambia is home to rich languages and cultural diversity, with about 73 local languages spoken across the country. Nevertheless, only a few of these languages are formally taught, documented, or digitally represented. Rapid urbanisation, dominance of English in education and technology, and limited access to culturally relevant learning tools have contributed to declining use and intergenerational transmission of local languages. Equally, the introduction of mobile phones in Zambia, presents an opportunity to use digital technology to preserve, teach, and promote local languages. However, there is currently no comprehensive, user-friendly mobile application dedicated to learning multiple Zambian languages in one platform.

FaiconLingo seeks to address this gap by providing an accessible, engaging, and culturally grounded mobile application for learning Zambian local languages.

## **Problem Statement**

Despite the presence of language diversity in Zambia, the local languages are underrepresented in digital learning platforms, young people are increasingly detached from their mother tongues, there are limited and fragmented learning material in local languages posing a risk of gradual language erosion and loss of cultural heritage. Therefore, there is need for an integrated digital solution without which there are limited opportunities for language preservation, inclusive education and cultural inheritance.

## **Project Goal**

To safeguard, promote and strengthen the learning of Zambian local languages by providing learners with an inclusive, easy to use mobile application.

## **Specific Objectives**

1. To develop a mobile application that teaches major Zambian local languages through interactive lessons and audio content.
2. To promote cultural identity and heritage by integrating proverbs, stories, and cultural context into language learning.
3. To improve access to local language learning for students, educators, and the general public.
4. To support multilingual literacy and digital inclusion in Zambia.

## **Target Languages**

Initial focus will include: Bemba, Nyanja, Tonga, Lozi, Luvale, Kaonde and Lunda.

Additional languages will be added in later phases.

Target Beneficiaries

Beneficiaries include the following:

- 1. School learners
- 2. Youth and young adults (esp. Gen-Zs and Millennials)
- 3. Teachers and educators
- 4. Urban populations seeking to reconnect with local languages
- 5. Tourists, business people and non-native speakers
- 6. Community members interested in cultural preservation etc.

Key Features

FaiconLingo will include:

- Language selection by user
- Beginner-friendly lessons (alphabet, greetings, common phrases)
- Audio pronunciation by native speakers
- Interactive quizzes and games
- Cultural content (proverbs, stories, traditions)
- Progress tracking and user profiles
- Offline access to selected lessons

Implementation Approach

The project will be implemented in phases:

Phase	Activity
Phase 1	<b>Research and Content Development</b> Language content collection, verification with native speakers, and audio recording
Phase 2	<b>Design and Prototyping</b> User interface design, prototype development, and user testing
Phase 3	<b>Application Development</b> Mobile App development using Flutter and Firebase backend
Phase 4	<b>Testing and Refinement</b> Beta testing, feedback integration, and performance optimization
Phase 5	<b>Launch and Scale-up</b> Public release, promotion, and expansion to additional languages and features

Expected Outcomes

Below are the expected outcomes:

- Increased access to local language learning resources
- Improved literacy and appreciation of Zambian languages
- Strengthened cultural identity among youth
- A scalable digital platform for language preservation

## **Sustainability Strategy**

- Up-scale with optional premium features
- Partnerships with educational institutions such as Ministry of Education and NGOs
- Content expansion and updates
- Potential government and donor support
- Possibility of monetizing

## **Policy Issues**

Policy matters will include the following:

- Gender inclusion (equal access for all users)
- Youth empowerment through digital skills
- Cultural preservation and social inclusion

## **Monitoring and Evaluation**

The following indicated will be considered:

- Number of downloads and active users
- User progress and lesson completion rates
- User feedback and satisfaction ratings
- Number of languages and lessons developed

## **Conclusion**

FaiconLingo represents an innovative and sustainable solution to preserving Zambia's language and cultural heritage while promoting inclusive, modern learning. By combining technology, culture, and education, the project contributes to national identity, digital inclusion, and sustainable development.