**Project Summary Template**

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| **Company Name/ Team Name** | Hermes Squad | |
| **Company Address** | 1234 Davenport Road, unit 5-6 | |
| **Company Website** | (if applicable) | |
| **Telephone** | 1 (800) - 234 - 5678 | |
| **Company Contact/ Team member names** | Hans Calara  Dalha Tenzin  Charles Mamaril  Jillian Trafford  Nicole Tosello | |
| **Title** | Language Learning Mobile App | |
| **Company Email/ Email address for all team members** | [jillian.trafford@georgebrown.ca](mailto:jillian.trafford@georgebrown.ca)  [hans.calara@georgebrown.ca](mailto:hans.calara@georgebrown.ca)  [dalha.tenzin@georgebrown.ca](mailto:dalha.tenzin@georgebrown.ca)  [charles.mamaril@georgebrown.ca](mailto:charles.mamaril@georgebrown.ca)  [nicole.tosello@georgebrown.ca](mailto:nicole.tosello@georgebrown.ca) | |
| **Telephone** | 1 (800) - 234 - 5678 | |
| **Project Title** | Language Learning Mobile App | |
| **Project**  **Description** | **About the company:**  This company’s mission is to make a Language Learning app for education free, fun, and available for all ages. A Language Learning app is designed to help people to speak a different language. In addition, this app contains a different approach to be able to personalize a person’s learning style. The company will also include games, quizzes/tests, and flashcards that will help people to read the cards whenever and wherever. This company’s mission is also to help the user to expand their knowledge, ideas and to sharpen their communicating skills when using this app.  **About the project:**  This project consists of a mobile application that is used to help people learn different languages through an exciting way of learning. This application will include content such as quizzes, games, and flashcards. The user will have a choice between 2-3 different languages to learn that are widely used around the world. The application will be presented in a user-friendly format, making it simple to use for all ages. | |
| **Problem/**  **Opportunity Assessment \*** | *Please describe the current state problem/opportunity that describes the nature and extent of the problem (factual, quantified, concise), or that outlines a chance for advancement or progress.* | |
| 1.  2.  3. | Finding the exact words and printing it when the user enters a word or sentence.  Providing an application with varying language courses takes time and mistakes can happen.  User ability to select, write, or speak words of sentences that have been placed into the context of other words. |
| **Desired Project**  **Outcomes/**  **Requirements\*** | *Define how this project shall address a business need, e.g. the business problem or opportunity described above; describe what the beneficiary must be able to do/receive from the solution* | |
| 1. | A mobile application that introduces learners to diverse cultures and a range of ways of expression and communication with other speakers of the foreign language in a variety of contexts. |
| 2. | A language learning application that provides users with materials to get them the fastest possible achievement to get the desired result. |
| 3. | A mobile application that will make people choose our application over traditional and tested offline courses. |
| 4. | A language learning app that will help the user expand their knowledge and ideas, improve verbal/spatial abilities, and improve memory function(long & short-term). |
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| **Key Deliverables to be produced by students\*** | *Define the boundaries of work that you expect to receive from the students effort (vs. internal effort)* | |
| 1.  2.  3. | Translating the correct and proper languages.  Making it user-friendly  Making sure all the lessons are personalized to their own learning style.  Users will be able to speak the language they have been studying/learning. |
| **Desired Start Date** | September 2021 | |
| **Desired End Date** | April 2022 | |
| **Attachments** | *List attachments that support project description* | |
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