

# PRODIGY

English for foreign students

Academic Instructor

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# TARGET AUDIENCE

"An English school boy does "grammar" as an analytical exercise, but the foreign student needs to learn the mechanics of the language" [Allen 1960].

Target audience are students of English as a second language (If it wasn't clear by now..), mostly late teens and up.

# ENGLISH AS A SECOND LANGUAGE

The common problems of English language structure have to be overcome by all students, and the difficulties they find are similar in all parts of the world. [Allen 1960]

Learning the structure of a language requires extensive practice of its grammar, i.e. the rules governing the construction of sentences.

(down)

# GENERAL PRINCIPLES IN ESL:

1. All students want to speak, write and read the normal accepted English of today.
2. **This can only be achieved by constant practice of existing forms, with some rational explanation of the grammatical devices employed, wherever this is possible.**

[Allen 1960]

# COMMON PROBELMS WHEN PRACTICING ENGLISH IN THE CONTEXT OF ONLINE IMPLEMENTATIONS

1. Students need curriculum like structure and tangible goals to guide them through their studies. An immersible experience.
2. Most solutions introduce the fun and joy of gaming elements through a surrogate story loosely related to the current content learned (e.g. vocab space shooters).
3. There is a need for progress tracking, both by the student and by the guiding teacher.
4. There is a need to track mistakes and provide real time feedback regarding those mistakes.

# SO WHAT'S OUT THERE NOW?

Numerous websites with practical content of all sorts, including dedicated games for practicing English (quizlet, moodle).

These are systems designed to cater the needs of most if not all learning subjects, and as such lack the experience and motivation a user gets when using a dedicated system for practicing the structure of a language.

# THE GOAL

Making the act of practice fun! Implementing a solution that will motivate students to practice beyond the minimal requirements while presenting complex and hard questions.

# THE STRATEGY

1. Immersible curriculum dictating user progression and unlockable content.
2. Multiple choice items, where answers are made of permutations of these choices, enabling extensive feedback mechanism based on choice permutations.
3. Extremely rewarding environment, with some injected gameplay elements (strategy).

# UPCOMING

1. Eliminating technological risks regarding the technologies used in this project (Java, MySQL, HTML5).
2. Completing a working prototype by end of first semester.
3. Perfecting the GUI and user experience in second semester, preferably by extensive client testing.