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].

Our clients are students of English as a second language (If it wasn't clear by now..), specifically in the ages 16+.

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 PROBLEMS WHEN PRACTICING ENGLISH THROUGH ONLINE SOLUTIONS

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 to track mistakes and provide real time feedback regarding those mistakes.

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. Progression mechanism determined by a syllabus and unlockable content.
2. A unique multiple choice format that will enable realtime feedback based on choice permutations.
3. Extremely rewarding environment, with some gameplay elements injected (strategy).

UPCOMING

1. Eliminating technological risks regarding the technologies used in this project (Java, MySQL, HTML5).
2. Finish construction of server side components.
3. Constructing and integrating a basic UI for the student user.
4. Populating database with practical material in an amount sufficient for client testing.
5. Until end of year, iteratively improve and perfect user experience and UI through user testing.