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|  | **MINISTRY OF EDUCATION AND TRAINING** |

**FPT UNIVERSITY**

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| **Capstone Project Document** |
| **Mobile Based Language Learning Application** |

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| **Group 1** | |
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| **Capstone Project Code** | **MOLA** |

- Ho Chi Minh City, May 10, 2017 -

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Definitions, Acronyms and Abbreviations

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| Name | Definition |
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1. REPORT NO. 1: Introduction
   1. Project Information

* Project name: Mobile Based Language Learning Application
* Project code: MOLA
* Product type: mobile application
* Start date: 10/05/2017
* End date:
  1. Introduction

In this document, we introduce a solution for learning and teaching languages via mobile devices. As a result of globalization, using different languages for communication becomes essential. The demand for learning languages therefore grows day-by-day. With the help of information technology, many supporting tools for learning languages, such as dictionaries or remote/self learning websites, appear.

We build a system which helps connect people who want to teach or learn languages. We will concentrate on supporting speaking activities between teachers and learners. Practicing speaking skills with native speakers may provide learners with great improvement. In reverse, those “native speakers” teachers may be learners in other languages as well.

This document also describes our working process in 4 months includes our perspective in the system, component designs and detailed core workflows. We hope the system and our solution will help people who are into languages learn effectively.

* 1. Current Situation

People may learn foreign languages at school, university, in a language center or even via the Internet. In those methods, learners may not always interact with native speakers. Moreover, those methods are not flexible in some aspects such as time, content or the language itself.

* 1. Problem Definition

Below are disadvantages of current situation:

* Learners get balanced practicing. However their ability may be different among skills. There are people who are good in reading or writing but not good in listening and speaking, and they want to improve those latter skills.
* Learners may be lacking of practicing with native speakers.
* People may have difficulty in time scheduling when participating in language centers.
* A person may have difficulty if he/she want to learn an uncommon language.
* A person who is fluent on his/her mother tongue does not have a chance to teach if he/she wants.
  1. Proposed Solution

Our proposed solution is to build a mobile application as a method for those who want to learn or teach languages, especially who want to focus on speaking and listening.

* + 1. Feature functions
* Register time slots: users who want to teach can register his/her available time slots so that other users can register to learn
* Course Tool: a simple tool helps teachers compose a course structure
* Learning booking: users who want to learn can book an available slot from teachers base on their demands
  + 1. Advantages
* Users can practice speaking effectively
* Learning time is flexible for both teacher and learner
* As long as there are people willing to teach, any language is available
  + 1. Disadvantages
* Teachers’ quality is not strictly controlled
* Heavily depends on mobile device and Internet connection
  1. Functional Requirements

Functional requirements are listed as below:

* Teaching component:
* Register time slots
* Course managements
* Booking approval
* Learning component:
* Booking
* Supporting tools
* Rate teachers
* Keep tracking learning progress
* Moderator component:
* Review teachers’ signing up
* Approve/Reject teachers’ signing up
* System component:
* Send notifications
* Rating/score calculating
* Make suggestions
  1. Roles and Responsibilities

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No | Full name | Role | Position | Contact |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |

Table 1 - Roles and Responsibility