**DAX PROJECT DESCRIPTION**

# 1. Introduction

Project name: Dax (A short name will be easier to recognize and faster to type in browser. “Dax” is based on

Short description: A web-based, cloud-based flashcard program with a focus on simplicity of use.

# 2. Description

I taught Greek at the University of Pretoria and found that a flashcard program based on [spaced repetition](https://collegeinfogeek.com/spaced-repetition-memory-technique/), such as [Pauker](http://pauker.sourceforge.net/), could be very efficient in vocabulary memorization. However, Pauker was written in Java and originally intended to be used on a computer, not a mobile device. Font problems in Android and frustration with synching between a mobile device and a computer led many students to set aside using Pauker in their studies, even though Pauker was easy to use.

Although there are other [flashcards programs](https://en.wikipedia.org/wiki/List_of_flashcard_software) out there, most have too many bells and whistles, resulting in a steep learning curve, or have similarly difficulty in synching between mobile, laptop and desktop. Greek and Hebrew fonts do not display natively on all mobile devices, and in some cases on computers. Some web-based flashcard programs exist, but the focus is mostly on modern languages (and these sites are complicated, too.) Two web applications stand out (even though they are still more complicated than what Dax aims for): quizlet.com and brainscape.com. Both succeed to some extent, but both tempt the student to learn vocab card sets in isolation (as far as I can see). Instead of having all the cards in one set (as would happen in Pauker), different chapters are often treated as separate sets and the student then does not really participate in spaced repetition, but rather brute (one-session) memorization. Dax will attempt to be even more intuitive and simple to use.

The Dax web application will be based on the [Leitner system](https://en.wikipedia.org/wiki/Leitner_system). The program will save vocabulary “cards” in different groups based on when a card needs to be reviewed. The groups are as follows:

|  |  |
| --- | --- |
| Group 0 | Card not learned |
| Group 1 | Review card in 1 day |
| Group 2 | Review card in 3 days |
| Group 3 | Review card in 7 days |
| Group 4 | Review card in 14 days |
| Group 5 | Review card in 30 days |
| Group 6 | Review card in 90 days |
| Group 7 | Review card in 1 year |
| Group 8 | Review card in 3 years |

# 3. Design

-Ease of use

-Speed

The aim is to let the user authenticate (using their own account or e.g., Google) and immediately start where they left off. Speed is of the essence – a user should be a

-Focus on the vocab

-Simplicity

# 4. Goals