**Additional Features and Considerations**

*(Based on Responses to the Project Framework Inquiry)*

**Target Audience: Beginners**

* ***Progressive Difficulty Levels***: Introduce levels of difficulty in memorization tasks, starting with shorter verses or parts of verses, and progressively moving to longer or more complex ones. ***1st Version***
* ***Gamification:*** Implement gamification elements to make learning more engaging. This could include achievements for milestones, daily challenges, or streaks to encourage regular practice. ***1st Version***
* ***Visual Cues and Mnemonics:*** Provide visual aids or mnemonic devices to help remember verses. This could be through associating verses with imagery or using color coding to highlight patterns in the text. ***1st Version***

**User Interaction and Feedback**

* ***Immediate Correction and Review Options:*** Develop an adaptive feedback system that monitors user input in real-time, subtly highlighting errors to allow a brief period for self-correction before offering hints or the correct word. A session review page summarizes mistakes and provides corrections with memorization tips, and user settings enable customization of feedback timing and intervention levels for personalized learning support. ***1st Version***
* ***Progress Tracking:*** Create a dashboard that displays the user's progress over time. This could include the number of verses memorized, accuracy rates, and time spent practicing. Using graphs or charts to visualize progress can be particularly motivating. ***2nd Version***

**Technical Considerations for a Web App – Advanced Features – optional for now**

* ***Accessibility:*** Ensure the web app is accessible to users with disabilities. This includes providing keyboard navigation, screen reader support, and high-contrast modes for visually impaired users. ***3rd Version***
* ***Responsive Design:*** Since users may access the web app from various devices, ensure the design is responsive and provides a good user experience across desktops, tablets, and smartphones. ***2nd Version***
* ***Offline Functionality:*** Consider implementing service workers to allow for offline usage of the app. This could be particularly useful for users with unreliable internet connections. ***3rd Version***

**Additional Considerations - Advanced Features – optional for now**

* ***Keyboard Layouts:*** Offer support for multiple keyboard layouts, especially those commonly used by Arabic speakers, such as the Arabic 101 keyboard layout. For non-native speakers, providing a virtual on-screen keyboard with transliterations could help bridge the gap. ***3rd Version***
* ***Tutorial or Onboarding:*** Since the target audience is beginners, an introductory tutorial or onboarding process can help familiarize users with the app's features and how to use them effectively for memorization. ***3rd Version***
* ***Community and Support:*** Consider building a community feature where users can share tips, celebrate achievements, and offer support to each other. This could be implemented through forums or integrated social media functionalities. ***3rd Version***