

Yoonsie Kim Project 01, Due November 6th, 2016 23:59 CSC 214 iOS Mobile App Development TA: Kyle Ryan

PROBLEM

As someone who studies the Japanese language, one of the most difficult obstacles in learning it is memorizing all the necessary Kanji characters. These characters are traditional characters derived from Chinese that are used in conjunction with the two alphabets of Japanese language: Hiragana and Katakana (these are alphabets so they are easy to learn). A kanji character consists of a specific number of strokes which are drawn in a specific order each with a specific direction. For native speakers of languages that do not use characters but only alphabets, myself included, the learning curve is very high.

PROPOSED SOLUTION

The **kanji app** will facilitate the learning of Kanji characters and perhaps even make it enjoyable. Currently, the application displays a Kanji character to draw and its corresponding number of strokes. The user can draw the character on a "drawing board" or a UIView. Below this board, there is another label displaying the number of strokes the user has drawn so far. The user's goal is to write the character in the same number of strokes that is required.

Long-term goals include expanding the number of kanji available, perhaps allowing the user to pick a specific unit from a textbook, perhaps with camera functionality like in <u>Google Translate</u>. In addition, gamifying the process would make it more enjoyable such as by adding a timer or adding multiplayer options by connecting users through bluetooth or wifi networks. Having multiplayer functionality would definitely make the studying process more enjoyable,

TARGET AUDIENCE

The main target audience will be students of the Japanese language. To start out with a specific scope to gain traction, it would be better perhaps to target University of Rochester students studying Japanese, and base the Kanji units off of the textbooks they use, such as the Genki series.

COMPETITOR ANALYSIS

After looking at the other applications available, they do not gamify the process through adding multiplayer functionality but might add a timer. There are other <u>Kanji drawing applications</u> and also others that show stroke order, but I want to expand upon these ideas by making them more enjoyable.