

Purpose



Create a New Mobile Only Interaction Types which will make the application sticky for the end user considering following factors:

1. Convenient and Engage students

Choosing an optimal way of using the Mobile native features like Mic, touch etc.

2. Gamification

Provide an opportunity to end users to have language learning process into a kind of exciting game and engaging interactions.

3. As clear as possible

Useful for the learner with any level of language knowledge. Provide app with prompts, tips, chatbot Etc.

4. Appealing design

Have a design that is user-friendly, clean and easy to use

5. iOS & Android

Interaction types that can be used in both iOS & Android

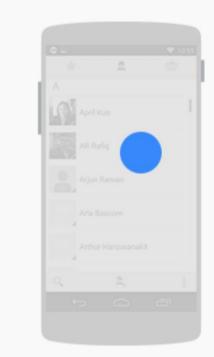
Interaction types



We have identified new four Interaction types that can be used in WSE:

- Crossword can be used to assess students' understanding of new vocabulary or terminology
- Flashcards can be used as practice, study or recognition materials for students\
- Memory Game can be used to enhance the cognitive skills of students as well as improve their focus and concentration\
- Word Search can be used to reinforce students' vocabulary or word recognition on any topic









Touch

Long press

Swipe or drag





Pinch open



Pinch close





Long press drag

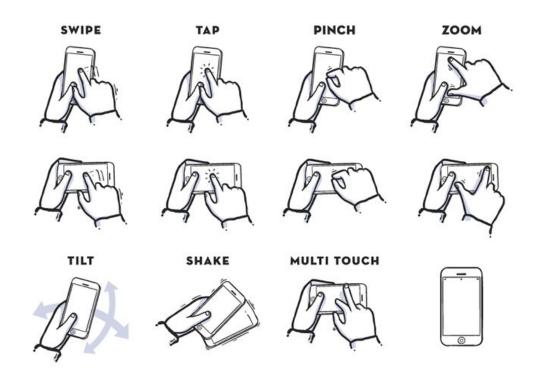


Double touch



Double touch drag





Reference Apps - China

Wall Street English*

- 1) Hujiang Wangxiao
- 2) VIP ABC
- **3) EF**







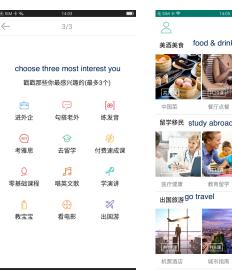


Competitor / Reference Apps - China



- 1) English Liulishuo (speaking)
- 2) Kaiyan English (speaking)
- 3) Keke English (listening, speaking)
- 4) FTChinese (reading, listening)
- 5) Six minutes English for BBC (reading, listening, speaking)









That is not the only hardship. While the government medical college ostensibly provides free care, patients must pay for their own drugs — a huge expense for diseases such as cancer. Mr Rajbhar, who earns around Rs7,000 (\$104) a month when working full time, says he has spent more than Rs170,000 on his son's fight against cancer. This has wiped out his savings and pushed



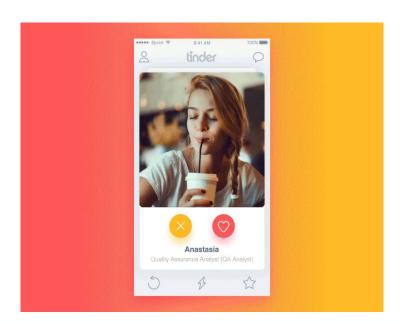
Other References



Tinder - https://itunes.apple.com/app/tinder/id547702041?mt=8&ign-mpt=uo%3D6

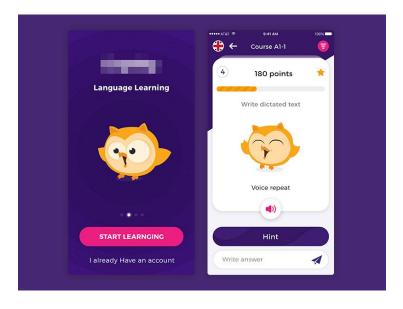
Hello English - https://play.google.com/store/apps/details?id=com.CultureAlley.japanese.english

Pronunciation pro - https://www.pronunciationpro.com/

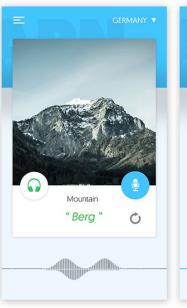






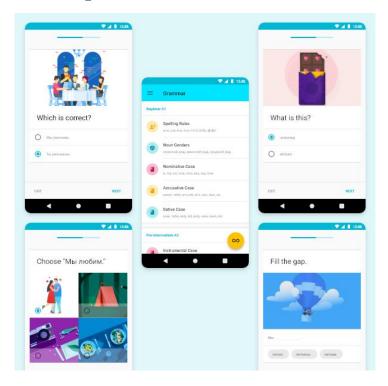


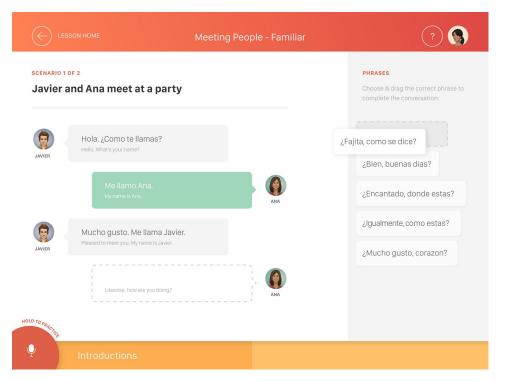








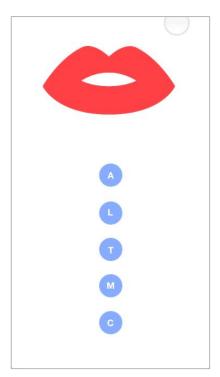


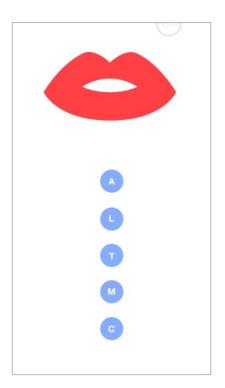




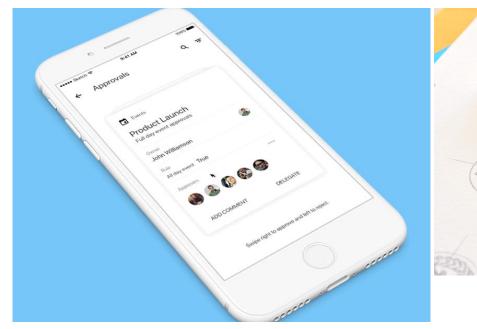














User Expectations



- 1. Short and fragmented time usage
- 2. Real-time visual, aural or touch feedback
- 3. Mobile friendly gestures (swipe, click, hold...)
- 4. Multiple approaches of learning
- 5. Ability to go back and review
- 6. Ability to download, no waste of data

Will be better if there are



- 1. Up to date news, articles and information in English
- 2. Immediate feedback (scoring, coloring, emoji...) for speaking
- 3. More diversity in topics and interests (preferences to be setup)
- 4. Freedom in learning anytime, without booking in advance
- 5. Workplace and professional English
- 6. Low prices
- 7. Friendly usability for mobile usage
- 8. History available
- 9. Offline study available

Behaviors identified



- Dictionary a separate tool / App during Center Study
- Visible progress preferred and feel like sharing on social media, such as "I just learned NNN new words" on Wechat moments
- Want to make use of fragmented time instead of a whole period of time
- Instant scoring, feedback and corrections Preferred
- Personalized courses or learning
- Prefer downloadable learning materials, to be played on subway or during driving
- Clear and simple layout, with colorful design
- Overlay pattern as usage guide
- Being **able to skip** some parts and come back later, such as speak in public
- Being able to retrieve or review history
- Gamification in socialization
- Learn speaking the most, while also cover reading and listening

New ideas for mobile first interactions



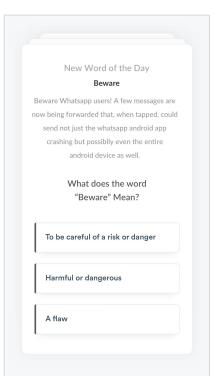
- Some features or content without need to login
- Remembering new words tool, error collection tool
- Video, audio playing with subtitles
- Swipe left and right for "yes or no" type of questions
- Cartoons or comics help to illustrate
- Online tutor, feel like Al
- Speed control of audio or video playing

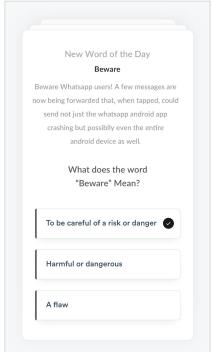
Word of the day

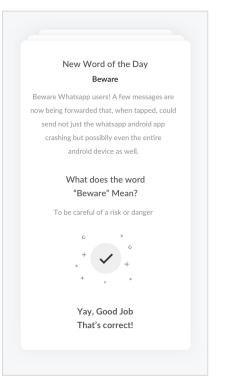


Concept:

- Introduce a new Word to the users every day
- Help users to learn new word and it's meaning
- Activity helps to reinforce



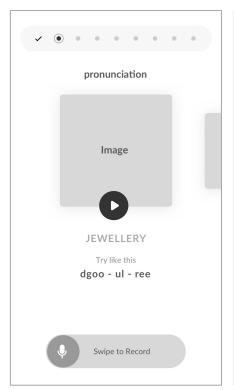


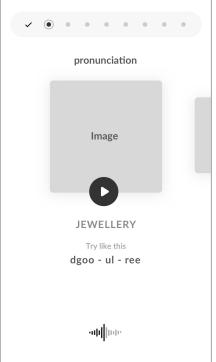


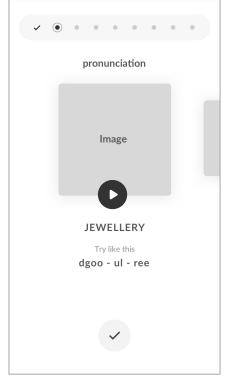
Pronunciation







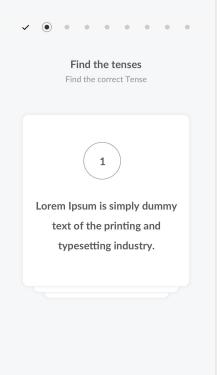


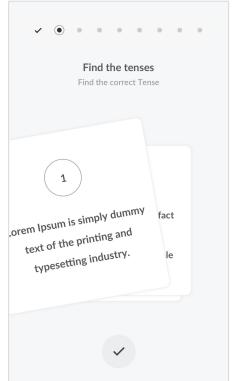


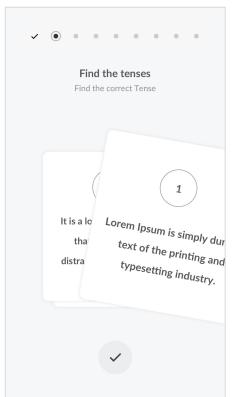
Right / Wrong











Pronunciation











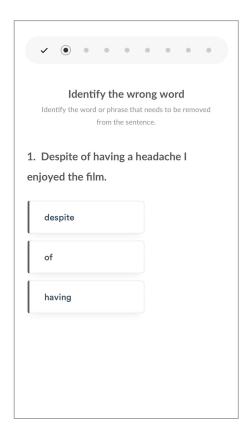
Identify the wrong word

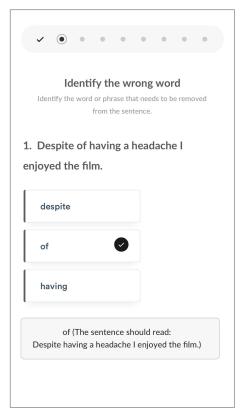


Concept:

Helps users to improve:

- Sentence making knowledge
- Grammar Knowledge



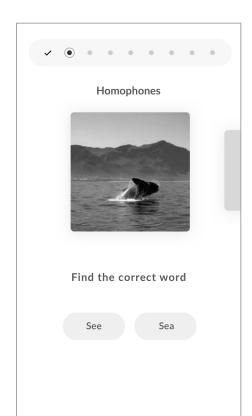


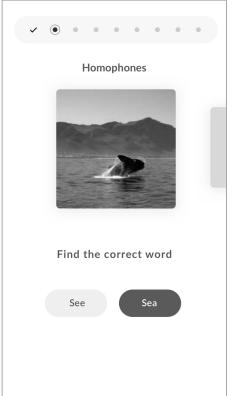
Homophones



Concept:

- Homophones Two or more words words having the same pronunciation but different meanings, origins, or spelling.
- Identify / Learn Commonly Confused Words
- Challenges Simple present, articles, Noun, verb, preposition, singular/plural, Etc.



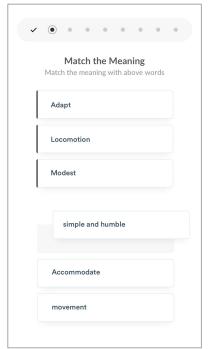


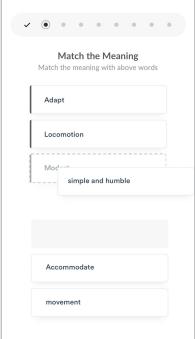
Match the meaning

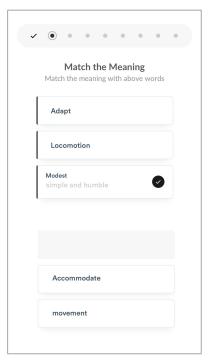


Concept:

- Match the correct answers.
- Understand the Word







Crossword

Wall Street English

Concept:

- Identify New Words related to Workplace and professional English
- Understand the Word

Choose 4 Words Related to Business

