

# Learning Languages



At our meeting with the client, Sunil, on Thursday, we discussed what he wanted from our project. First, we narrowed down the scope from K-12 students to high school and college level students. Secondly, we found that Second Life as a platform was merely an example, and that the platform was to be decided upon by us. Sunil did request, however, that we find a web browser-based platform in order to keep the game as accessible as possible.

While we decided on using Spanish as the focus for our game, we also discussed creating a framework that can be reused for other languages and levels of learning. Sunil also demonstrated the main product of his department, McGraw-Hill Higher Education's Connect, an online homework management application.



Afterwards we came up with a mission statement to narrow down what our project was about, which we had our client read and revise slightly. Our goal (for now) is:

*We are creating a game that actively assesses a player's comprehension of language lessons and provides immediate feedback. We are aiming to create an immersive experience that puts a player in situations to learn language efficiently.*

This statement reflects the ideas and goals that we received during the client meeting. Sunil expressed that the project should have an emphasis on being able to assess a student's performance as well as providing feedback and changing in response. A game that can assess a student's conversational ability would also be preferred. This leaves us with the challenge of making a game that fulfills these but doesn't outright require a complex AI to be able to parse a student's typed or spoken response.

On Friday we met again for further brainstorming, and have tentatively decided to pursue a game in 2D made in Flash. This fits in with the Flash-based nature of Connect, as well as being more accessible to computers that students are likely to use. We also decided on creating a small gameplay prototype during the next week in preparation for our client meeting, which tests language comprehension through adventure-game style play and conversation trees. This is in addition to further brainstorming and idea generation.

