This week has been spent in brainstorming, coming up with concepts around the ideas of assessment and feedback. We came up with prototypes which Katherine refined and drew out, and with feedback from our client we have a specific direction we want to start heading in:

a deliverable which is an adventure-like game, made in parts that correspond to topics covered in class, with varied interactive segments (like minigames) that will actively test a player's language comprehension, and also portray a narrative and has a sense of connectedness or continuity with other parts.
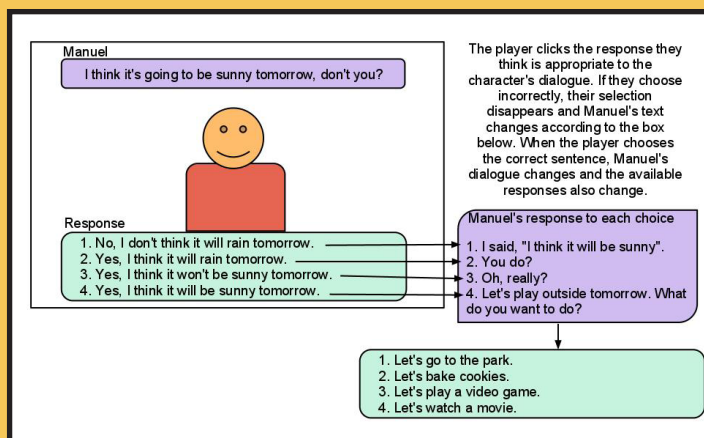
Assessment/Feedback and Conversation

A challenge this week was coming up with a way to present language comprehension in a way that wasn't just dressed up flashcards. Designing a game experience that actively evaluates players and then provides instant feedback without needing an instructor to act as assessor during any point was intellectually invigorating, to say the least. The prototypes that were thought up and presented were very much based around the thinking of, "What is an engaging, fun, and creative way for players to be tested on comprehension, that only needs a computer?"

Speech Recognition and NLP

Jerry was working on figuring out the feasibility of using speech recognition and NLP (natural language processing) for use in our project. After investigating both topics we've come to the conclusion that to try and use them would require more expertise and time than our team can provide. With the new direction of our deliverable, we've also decided that the gameplay doesn't explicitly require them.

Looking towards the future

Together in a client meeting, we concretely agreed upon some "requirements" for our project, for a baseline. They are:
- Is a game
- Assesses students in the system, that can give those assessments to instructors
- Provides immediate feedback
- Formed using an extensible framework
- Is in Spanish (Standard Latin American)
- Is web-based
- Can be modified for scalable difficulty
- Focuses on language comprehension
- Uses realistic environments for its situations

Our client also brought up the point of thinking towards the future of this kind of project, and what an ideal blue-sky version of our game would look like, as well as hurdles in the way of that and how it could be accomplished, reflected in the lens of our own experience throughout this project. This is something we'll keep in mind as we work, in hopes of helping both our client and the field of computer-assisted language learning.

This week also meant getting access to McGraw-Hill's homework management platform, Connect, as well as receiving the news that we'll be getting their textbooks early next week. These resources will be incredibly valuable as we move towards furthering our deliverable in a concrete way starting next week.

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