

Welcome to the final edition of the LinguaLoco newsletter! After this weekend, we'll be presenting our final presentation, meeting with Sunil, and making the handoff of all our project materials to McGraw-Hill, marking the endpoint of our project!

Final Presentation

Continuing our work from last week, we've been practicing our presentation numerous times to get it nailed down in terms of being comprehensive, pithy, and engaging for our audience. Katherine has been refining the presentation, also including videos Felix created of each game to accurately portray each one in action during the presentation.

Spanish Playtesting

After getting into contact with two teachers from Elizabeth Forward High School, they both expressed significant interest in having their students play our game. As a result, on Tuesday and Wednesday we had a total of 60 high school Spanish students play our game, and from those playtests gathered a great amount of data for playing our game in Spanish.

Teacher Meeting

This week we also met with Oscar, local high school Spanish teacher as well as the translator for our project. We met with him for the purpose of going over our assessment's teacher view. Oscar gave us a lot of tips on what information would be useful for presentation inside this view, as well as commending us on things like the scope of the data presented and the readability of our data. We subsequently put our teacher assessment view online, and mailed all of the teachers we've been in contact with for their commentary via an online survey.

Programming

Jerry and Sophie have been meticulous in going over the final details of our game, doing the very, very final polish before we give the game over. This includes correcting typos, readjusting placement of UI elements, changing font sizes, and adding in final art as opposed to placeholder art.

Art

Rayya has been continuing to create final art assets and with some small work on the weekend will have fully completed all art for the final version of our game.



Looking Forward

Our final presentation this weekend will be the capstone to our project. We've had a great time working on this project, and are very proud of our completed game, and hopefully this proof of concept will be used in the future to create and design the next generation of interactive language learning applications.