

POLYGLOT Learn Different Languages Via Gaming

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Abstract- Mobile learning is one of the major developing areas in educational field now a days. Power of computers and smart phones has changed the way learning happen and made ease of access to all resources. Polyglot is an Android Language learning Mobile application which help in learning different language via gaming. It is useful for learning different more and more languages. It focuses on learning and teaching approach. As per users progress, complexity of the each level will be increase. At the end of each level score card will be generated. It is an interactive way of learning different languages through a user friendly GUI via gaming.

Keywords- SDK, ADT, ADB

I. INTRODUCTION

Polyglot is an android based mobile application developed to learn multiple languages. It is a dynamic app and has a gaming approach which means languages are learned through different levels. It is a fun and an interesting way to learn languages. People of any age group including students, business professional etc. can learn a new language. Learning a new language through a websites becomes monotonous. Also it is time consuming, and user will not get his progress. Therefore, this android based App leads us to learn many languages in easy and entertaining way.

II. LITERATURE SURVEY

a) Duolingo

It is android language learning application. It consist of different levels. At the end of each level score will be generated. Each level is associated with status of heart which shows the score.

b) Mind snack

It is an application for learning Spanish language via gamming. Rosetta stone helps to learn new languages.

III. DESIGN AND IMPLEMENTATION OF THE SYSTEM

A. System Architecture

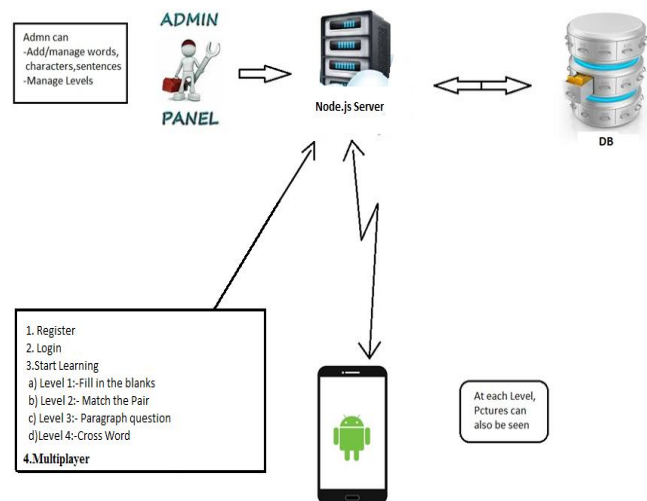


Figure 1: Architecture Diagram

This project will help users to learn different languages via gaming.

In this system application user first register themselves and after login actual learning process start. User select level and start the learning. After each level score card will generated so that user can get its progress. User also play in multiplayer mode.

B. The Implementation of the System

The System has developed using multiple technology like Android, JavaScript, Json, SQLite, java and Mongo DB, JQuery. Android Studio is used for developing mobile application.

C. Advantages of this system

Learning a foreign language boosts brain power. A person's ability to multi-task is developed. Memory is improved and mind becomes keener. Polyglots are seen to display improved decision-making ability. Learning through polyglot app help us to learn different new languages very easily. Through playing games and quiz, we can learn languages. We can play games in group and can also compete with others on polyglot app.

IV. RESULTS AND DISCUSSIONS

By the use of this application user learn different language via gaming. Not only this application learn language but also like fun game. Any age user can play this games and lead to enhancement of their learning skill. Currently, this software has limited applicability. But in the near future, it can be implemented on a large scale.

In the future, we will try to add new different languages and for fun we will add new games.

V. CONCLUSION

Polyglot focuses on making people learn various languages using a single app in a fun and interactive way. It enhances learning as well as testing ability of the user. Score card generated at the end of each level helps user to keep track of his progress. User of any age can use this application to learn. Also learning becomes more mobile, more flexible and more exciting. It makes a person more flexible and open to other cultures. And Performance in other academic areas is enhanced.

VI. ACKNOWLEDGEMENTS

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