Problem
Parents of young children don’t have a convenient and customizable tool to teach their kids vocabulary.

Target User
- Parents who want to continuously teach their young kids vocabulary
- Children who want to learn and revise vocabulary

Solution Approach
Our mobile application combines
• traditional vocab flashcard model
• voice recognition
• custom flashcard creation

Solution Impact
The application enables
• independent learning and revision of vocabulary
• dynamic learning experience
• increased interaction between parents and children.

Problem
Parents use traditional tools such as books, which contains static information that cannot be customized, and cannot be conveniently carried around everywhere.

Design Evolution
Initial UI changes were focused on aesthetics. The app background was changed to more colorful themes that are children-friendly. We still used the Google pop-up dialog box for voice recognition.

User testing showed critical UI problems with the use of the Google pop-up dialog box as it involved 2 clicks per voice recognition trial. We got rid of the pop-up box in the final prototype.

The 3 basic components enable customizable vocabulary teaching and revision. Voice recognition increases convenience for independent learning and ensures correct pronunciation.

Final Prototype
The final prototype allows for game play under a time challenge mode with voice recognition enabled and also allows for custom card creation.

Future work includes
• More game modes
• Robust database for card/deck storage.