



TESTING SMARTLEARN PROTOTYPE.-

PART I.- PRE-STEPS.-

1. Let's start.-

This app has been created to be tested by members of *El Cead Santa Cruz de Tenerife Mercedes Pinto* as the end product of our Grundtvig Partnership (**Learning foreign languages on Smartphones**) which is based on the use of mobile devices to learn English.

The app we are about to test is hosted here:

<http://smartlearn.project-website.org/app>

and has been created by two of our partner institutions (EURAC e Iaso) . The audio is by Linguatec , the third of our partner institutions.

The app is based on basic spelling mistakes made by our students at their exams. It isn't really an app but a prototype to which we might be adding different exercises in further steps in the future.

2. Before starting the testing of the app.- starting date: 20th May 2014.

-A WhatsApp chat was opened . Members of this chat were the coordinator of this activity (trainer) and five trainees which are active members of this project.. Not a very large group was chosen so to manage the project better. Both the description of the app and the questions for the survey have been made by CEAD students Ana Hernández, Victoria Luis , Yasmani Pasín, Ángel Salvador y Suzy Wen. This activity has been coordinated by Rosángeles Pereyra.

3. First step:

App description.-

Ana Hernández described the app.-

The app you are about to test consists of 10 exercises of ten words each. You have to listen to the different words and to choose the right spelling of the word (you have four options).

- *You can listen to the words as many time you like..*
- *If you are right the words appear in green; if you are wrong in red.*

- *You are shown the percentages of success or of failure.*
- *Once you have finished your ten words you have the possibility of trying again.*
- *New words appear every time you press do it again*

4. Second step:

Looking for frequently Asked Questions.-.

- Students found out that in some cases the audio couldn't be heard and that there was a slight difference in the quality of sound if the app was using with Wi-Fi connection or with data connection.
- Students discovered that depending on the browser the usability of the app can vary and in some cases even the usability of audio varies.

Students took notes of ways to solve possible connection problems:

This is the information they agreed to share:

Frequently asked questions

1. What shall I do if the audio doesn't work?

- Steps to follow.

- I. To restart the device and to reopen the app.
- II. to connect headphones to your device and check whether or not you can listen to the audio.
- III. to check your device volume.
- IV. to change browser and open the app using this new browser..

2. Shall I use the app using a Wi-Fi connection or a data connection?

If you use data connection the audios are clearer but they work in both cases.

3. Can I listen to the audio once I have finished the exercise and once I have understood the mistakes made?

No, you can listen to the audio as many times as you like before finishing the exercise. Just one thing, if you press Replay your answer will only get half the points!!!

4. Does the app translate words that I don't know?

No, it doesn't. If you want to know the meaning of a word you can always use one of the dictionaries available for smartphones and iPad.

5. Third step:

Guided by the coordinator, students made the questions for the survey you can see if you follow this link:

<https://docs.google.com/forms/d/11SWTLIlyQ5u7el38AwjCJoS5CljvVManHrgBIHXJYqA/viewform>

Footnote: This is the English version. The survey was made and answered in Spanish to make it easier for students. Spanish version:

<https://docs.google.com/forms/d/1O2yHpi8xBdDTwydbdBMp62w2BBayBhIZb2A1sADPOzQ/viewform>

6. Fourth step:

The project coordinator at CEAD, Olga Díez, added suggestions to the survey and to the guide, suggestions which were welcomed and accepted.

7. Fifth step:

The survey was sent to teacher Juan Andrés Rodríguez, Esther Pérez Luzardo and Isabel García Robaina to be accepted and to add suggestions for improvement. Esther Pérez added some suggestions that clarified one of the questions. The rest agreed on the questions for the survey.

8. Sixth step.-

The survey started. It will be closed on the 15th September.

The making of the survey.-

Students' opinion of the project.-

- I think that the activity I have carried out with some class mates I hardly know (don't forget this is an on line institution) has been really productive since it has been a collaborative way of working.
- This experience has been a success and the new technologies have contribute to it.
- I am really proud of the fact that with only a WhatsApp group and some emails we have been able to finish this survey. I am really happy with the result
- I am really thankful to my partners in this activity because they have been really involved with it but if I had to give a prize to the most involved with the project it would be to Yasmani who has put a lot of effort into it.

PART II.- RESULTS

Smartlearn Prototype. Result.



Note: Only 40 students have already tested this app. They are still testing it. By September we could have different results since we expect to have at least 100 answers.

1. Type of device used.

Android Tablet	8%
Apple Ipad	8%
Android smartphone	83%
Apple IPhone	0%
Apple IPhone	0%
Other devices	0%

2. Type of connection used.

Wireless Network (<i>WiFi</i>) Connection	75%
<i>Data connection</i>	25%

3. How does the app work better?

Using wireless network connection	17%
Using data connection	8%
In both cases	42%
It doesn't work in either case.	0%
I have only tested it using wifi	33%
I have only tested it using data connection	0%

4. The quality of the audio is better ...

Using wireless network connection	0	0%
Using data connection	0	0%
Does not know or does not answer	5	45%
No difference	6	55%

5. Give a mark to the quality of the sound. **1 is the minimum and 5 is the maximum.**

1	0%
2	0%
3	42%
4	42%
5	17%

6. Web browser used

Internet Explorer	17%
Mozilla Firefox	17%
Google Chrome	66%
Safari	0%
Other	0%

7. Smartlearn Prototype is an app designed to learn English using your smartphone. Choose which option describes best your experience when using this app.

I cannot use it with my smartphone.	0%
It fits my smartphone completely.	83%

I can use it with my smartphone but it gives me certain problems. 17%

8. Type of mistakes you made

I have problems with double consonants	48%
Troubles with the vowels.	16%
Troubles to distinguish the plural of words and the singular words with apostrophe +plus s	20%
I clicked on the wrong word by mistake	20%
Other	0%

9. Grade of difficulty of words. **1 is the minimum and 5 is the maximum.**

1	8%
2	58%
3	25%
4	8%
5	0%

10. Could you use the words in the app in every day English or is their use more adapted to Business?

Every day English	75%
Business English only.	0%
They can be used in both Business English and every day English.	25%

11. Do you consider this app beneficial for people who already have some knowledge of English and would like to improve their spelling? **1 is the minimum and 5 is the maximum.**

1	8%
2	0%
3	58%
4	25%
5	8%

12. Is this app suitable to practice difficult to spelt word since they contain double consonants, double vowels or due to any other reasons? **1 means no suitable at all.**

1	8%
2	0%
3	50%
4	17%
5	25%

13. Is this app suitable for beginners? **1 means no suitable at all**

1	8%
2	25%
3	25%
4	33%
5	8%

14. This app you are testing is only a prototype on which a more ambitious app will be based. This particular exercise you have tested could be useful to improve your spelling? **1 means very little.**

1	0%
2	8%
3	25%
4	42%
5	25%

15. Could this app be useful to improve your pronunciation of some words? **1 means very little.**

1	0%
2	0%
3	25%
4	50%
5	25%

16. How could you define your experience when using this app?

I have really like it	42%
I have learnt something.	33%
I haven't learnt anything.	0%
It is a very difficult app to test.	0%
It is a very user friendly app that has helped me to write and to pronounce words better.	25%

17. Some of your classmates have tested this app before you and have suggested some improvements. Decide if you agree with them. **1. indicates your complete disagreement.**

a) The words should have a translation into Spanish.

1	25%
2	17%
3	17%
4	25%
5	17%

b) The words should be shown inside a sentence.

1	0%
2	17%
3	25%
4	17%
5	42%

c) This app should include other more playful vocabulary exercise.

1	8%
2	17%
3	33%
4	17%
5	25%

18. Add suggestions for improvement and comments.

- To make improvements for its use with Ipad since its sound cannot be heard the first time. You have to click twice to listen to it.

- The volume is too low.

- The app should start with single words and once you are familiar with them introduce them in sentences or even paragraph to improve not only the pronunciation but also the intonation.

- Different level of word should be included, ranging from frequently used words to more specific and difficult words.

- The app should force you to repeat the mistakes you have made until you stop making them.

- The use of images for some words could be a good idea.

Spanish version of the quiz:

<https://docs.google.com/forms/d/1O2yHpi8xBdDTwydbdBmp62w2BBayBhIZb2A1sADPOzQ/viewform>

English version

<https://docs.google.com/forms/d/11SWTLIlyQ5u7el38AwjCJoS5CljvVManHrgBIHXJYqA/viewform>

PART III.- BROADCASTING RESULTS.-

Students prepare two videos which summarizes their experience with Smartlearn Prototype.

a) **Smartlearn: an overview.-**

<https://www.youtube.com/watch?v=fpP77uEq2gY>

b) **A true story.-**

<https://www.youtube.com/watch?v=Vk6GKc7ItWk>