



# Phonetic Evolution

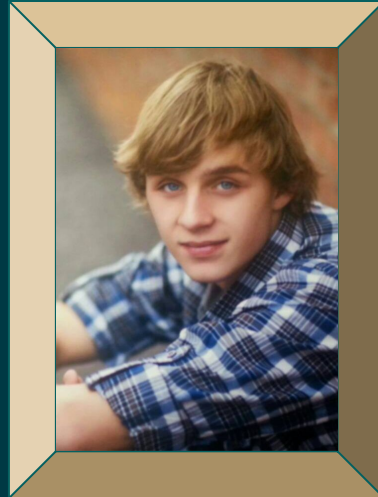
The Mini-Intro

# Gamified Language - The Team



**Preston Lee**

**Database Architect**



**Sam Asher**

**Release Manager**



**Krystian Bednarz**

**Documentation  
Manager**



**Kenzie Norris**

**Team Leader**



Why is learning a language  
so hard as an adult

I can't imagine trying to  
learn English ...

Sites like Duolingo don't  
really help me understand ...

# The Hook

# Our Client

NAU Dept of English  
(TESL/Applied Linguistics)



Kevin Hirschi

PhD Candidate in Applied Linguistics at NAU

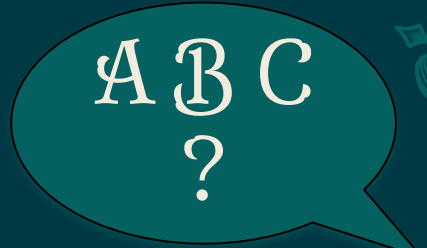


Dr. Okim Kang

Professor Department of English NAU

# The Problem

- Lack of user-friendly Comprehension/Audio Learning Tools
- Language learning for Adults / College level students
- Help learners engage with language tasks more frequently and regularly



# The Solution

- Provide a “dictionary” similar to pleco for word context and pronunciation.
- Get your pronunciation evaluated.
- Customizable to allow for community or teacher made courses.

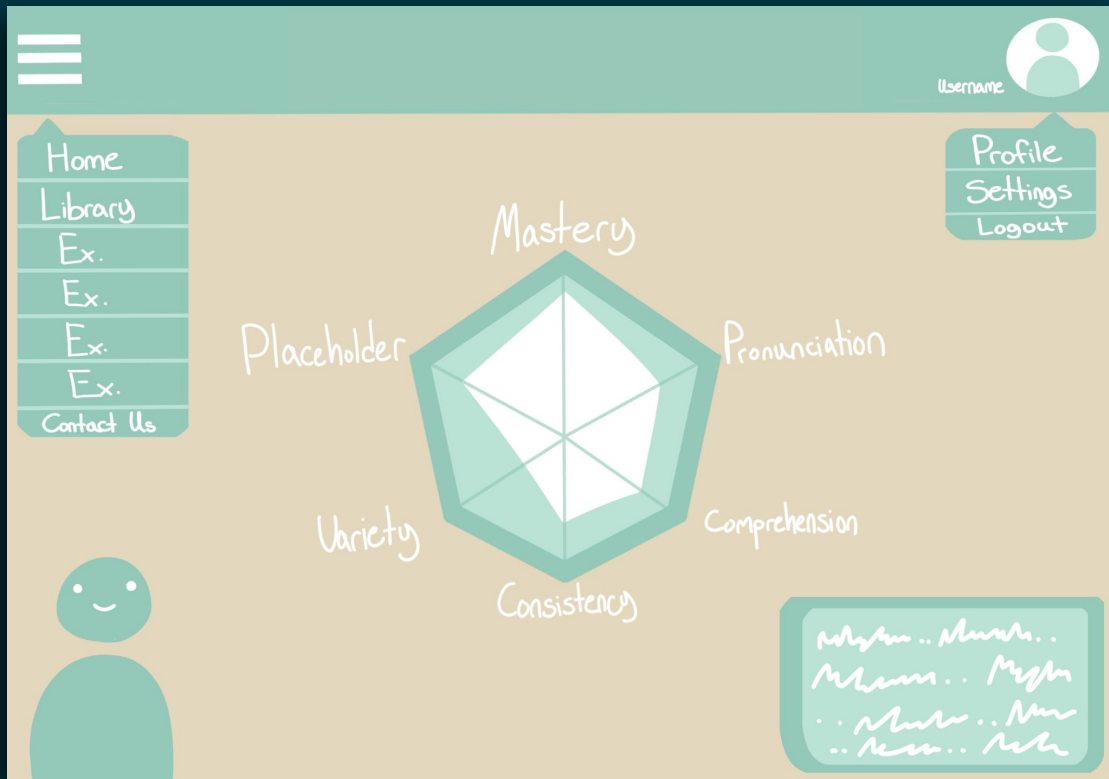
CSS



HTML



SITE MOCK-UP



# SITE MOCK-UP





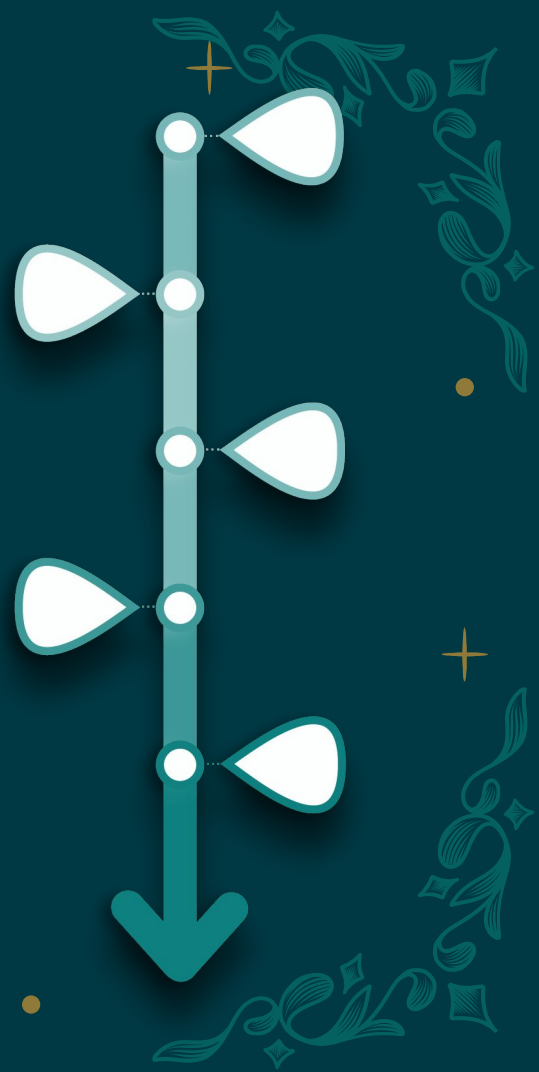
# SITE MOCK-UP



SITE MOCK-UP

# The Plan

- The Three Week Timeline Method
- Weekly Updates to and from the Sponsor
- A consistent strive for the MVP



# Conclusion

- We are **Team Phonetic Evolution!**
- **Our Project:** Gamified Language Data Explorer
- **The problem:** Lack of accurate & effective audio learning tools
- **The solution:** An engaging language learning website involving speech pronunciation
- **The impact:** An enhanced, accurate, and fun language learning experience!