Joris Swinnen

Play, motivate, learn

Practice language by interactive videochat

DIGITAAL







What?



Key features



Gamification platform



Video WIKI library

Interactive dialect overview





Socialite

Zoi

18-33 single female Living with husband

She decided to follow her husband from Greece to Belgium.

Blooming in her 30ies, she is a freelancer Project Manager but currently unemployed...

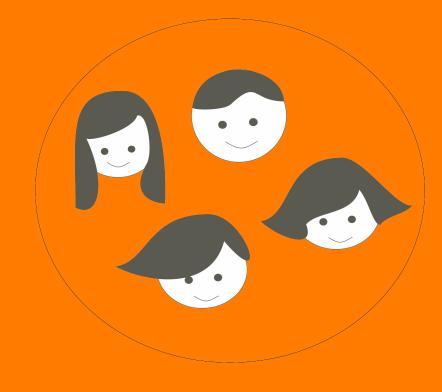
She is following a integration course & Dutch language training.

What is her social & economic perspective? She is unsure what future lies ahead of her

She is constantly using Social Media, looking for actualities and sharing picture & videos



it's difficult to integrate



communicate & (find) work



From problem analysis to a user centered solution, a process transition = a Social Innovation



Zoi can practice speaking Dutch on a videochat and read instantly the subtitles





Informatie Video Wiki Studax Wablief Contact

Spelen

Motiveren

Leren

Online

Joris 🕝

Tijl 🛑

Jorgina
George

Peter

Alesia 🕝

Mohamed |

Chris 🛑

Anna 🛑

Tjen

Christine

Jacobo

Tina

Kate • Paul •

Kies het juiste antwoord

1/90 Grammatica

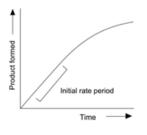
Zet de werkwoorden tussen haakjes in het imperfectum én in de juiste vorm.

Zij naar haar vriendin. (lachen)

antwoord:



Mijn leervorderingen



Grammatica 3/5 Schrijven 0/5 Spreken 1/5

7/10 exercises



a mobile **PLATFORM**

Where & when

In the morning on her smartphone walking in the street

While traveling on her tablet on the train



In the afternoon on her notebook in a parc

In the evening on her PC @ home

Anywhere & anytime Zoi can learn & practice Dutch through online contact by playful exercising with native speakers!

Who can coach?



Aspirant college / university teachers via internship



















The learning Game



Rewarding players with

happiness, friends, badges, self empowerment,



all motivation through

engagement



motivation







- # hours/minutes, # vocabulary
- · Levels, short language tests
- Rating system
- Social aspects: Multiplayer
- Rewards, avatars





Pro Benefit

Enhance language competences & social inclusion

Co motivate & enrich

- speaking skills for non natives
- soft skils of aspirant teachers

How it works:

Engagement through gamification:

- VDABclients can practice speaking language, empower their job training & integrate better
- Students improve their soft & pedagogical coaching skills and connect.

What we deliver:

An interactive matchmaker and mobile meeting room where users can be triggered to <u>informal learning</u>
& practice language interaction in a pedagogical setting

Challenges Learning by Interactive VIDEO

Functionalities

Speech analytics feature
Vocabulairy counter
Speech to tekst: transcribing life subtitling

Topic roulette
Video WIKI

Assesment overview Tests & enabling empowerment

Revenues

SaaS: freemium

Market opportunity

Who is interested?

Everyone who wants to learn informally while playing & practice <language>
Education institutes that wants to facilitate web based & distant learning
Federal Agencies with a solution driven agenda for integration
Local community governement, mutualities, governement

Language institutes who want to go digital
Organisations with non natives
Corporations with non natives
Expats,...



Happy to crowdfund

Flemish partners











nascom

























Wrap up

Milestones:

- Product & technology development
- Business Model Validation
- Implementation @ partners
- In 2014 validated by iminds on the Flemish market
- In 2015 launch European spinoff

Pro Profit

Business development

Custom tailored for corporate use Language (country) specific platform Multilingual platform Profitable, Bootstrapped, Self-funded enterprize

What/who are we looking for?

More EU partners for R&D Advise about (EU / public) funding

Corporate Investors/Business Angels

Sales partners world wide

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