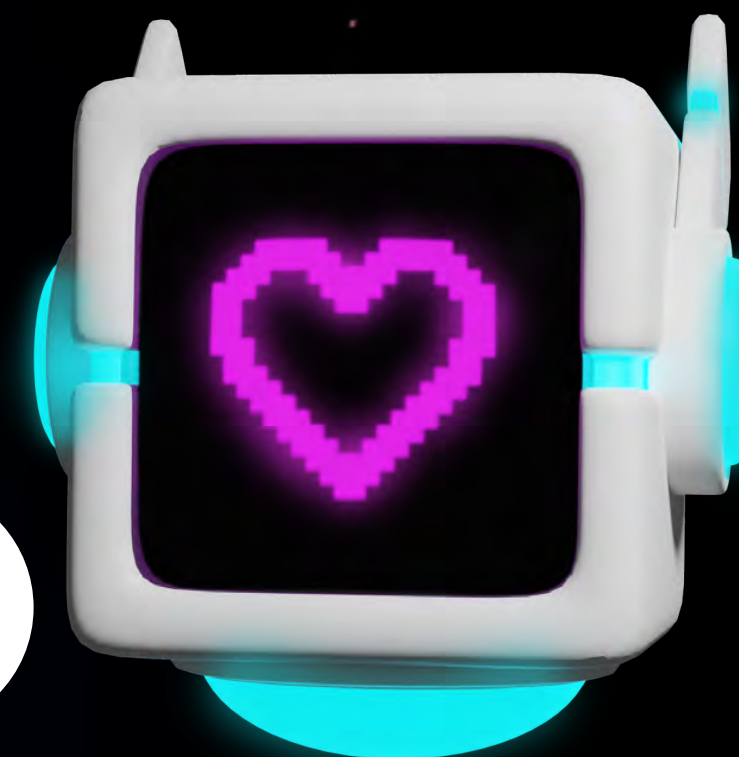
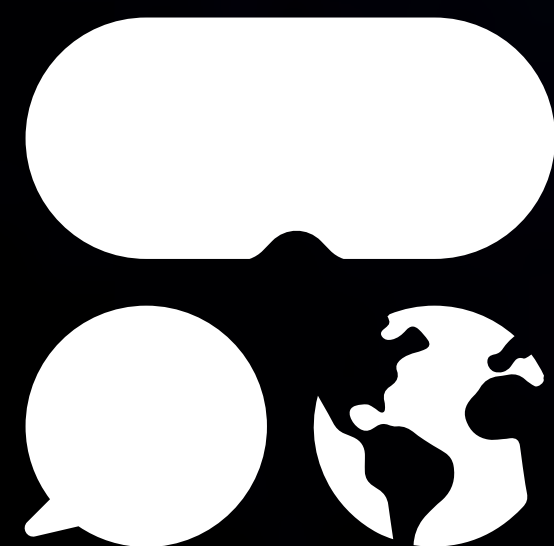


Hello!

こんにちは!



Bonjour!



POLYMAD



Agenda:

- About Polymad
- Why VR
- Poly
- The levels
- Mobile app
- Transmedia
- Gamification
- Scalability
- Benchmarking
- User testing
- Future updates



POLYMAD

 VR

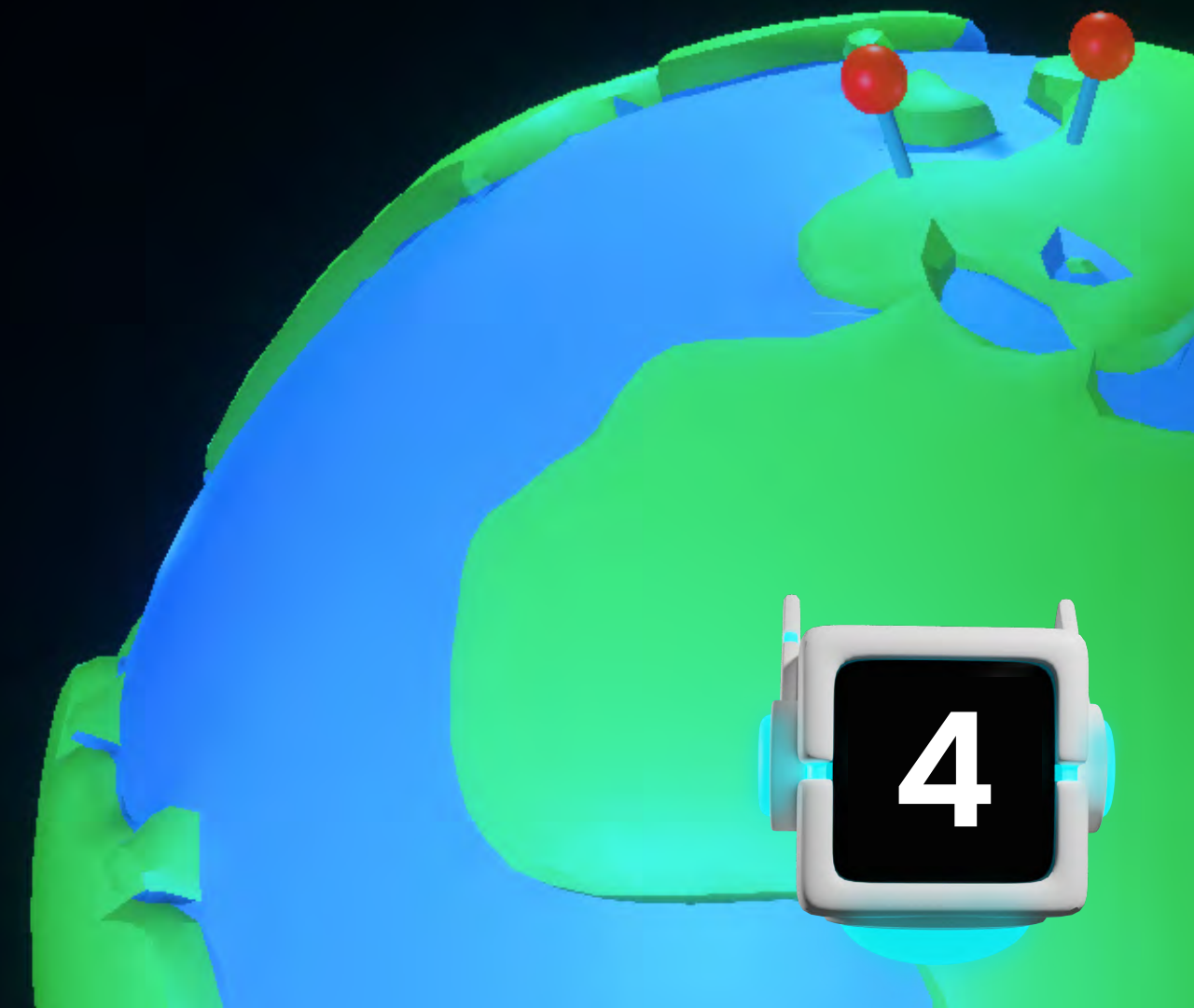
 NOMAD



POLY MAD

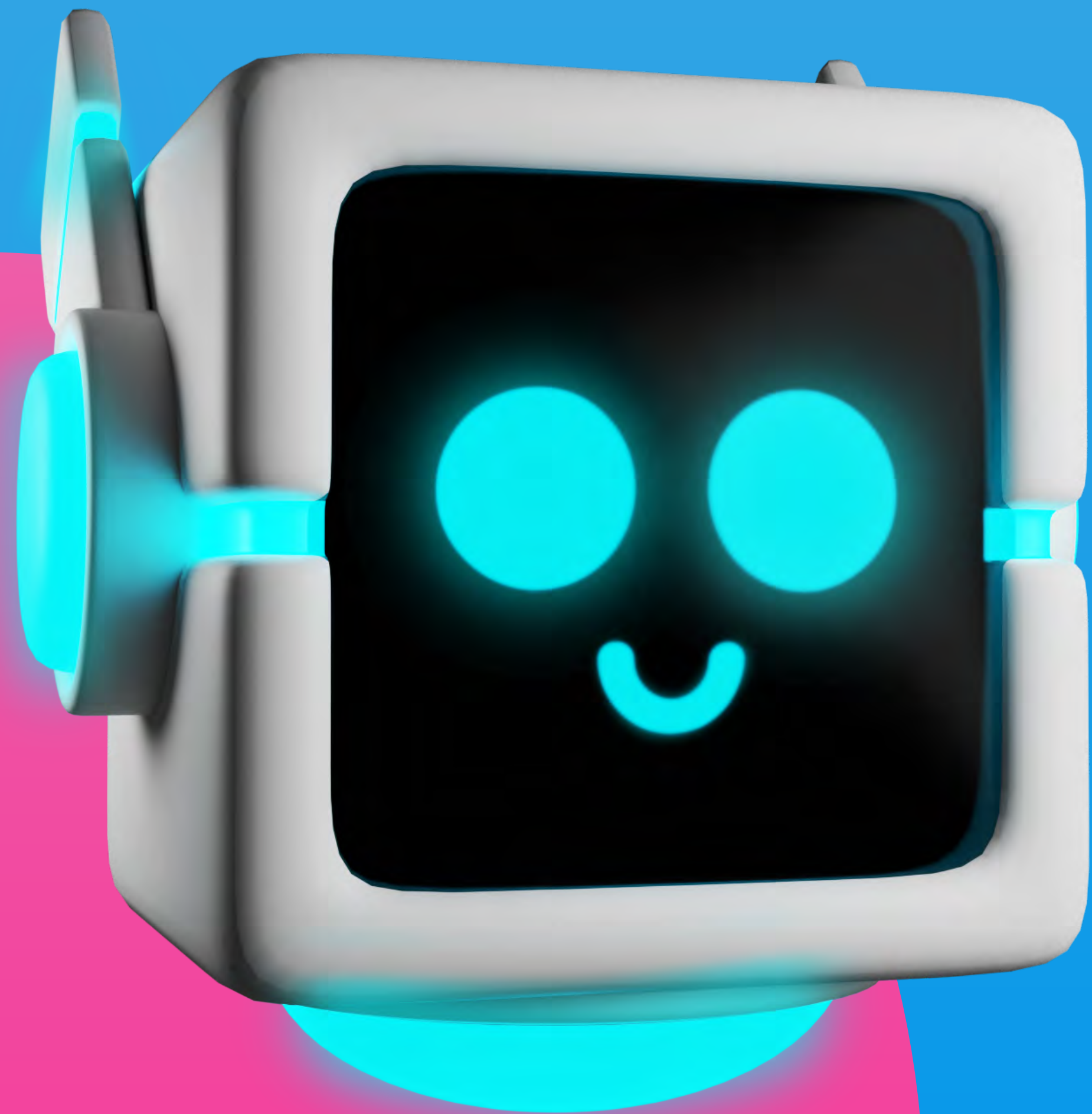
 POLIGLOT

Polymad is a **virtual reality language learning application** which aims to replicate the learning experience of living in another country by doing every day chores in a different language.



Why VR?

VR gives you the ability to transport the user to another environment. I want to use it to my advantage and give the user the opportunity to travel and experience life in different countries and languages.



Meet Poly

The face of Polymad



6



- Your virtual assistant during the experience



- Will help simulate the situations for language practice



- Is present in all levels
- Speaks all languages

The levels

☆ Rookie

📍

Paris, France

FRENCH

LVL. 03/100

Supermarket

☆ Intermediate

📍

Berlin, Germany

GERMAN

LVL. 30/100

Subway station

☆ Expert

📍

Buenos Aires, Argentina

SPANISH

LVL. 70/100

Kitchen





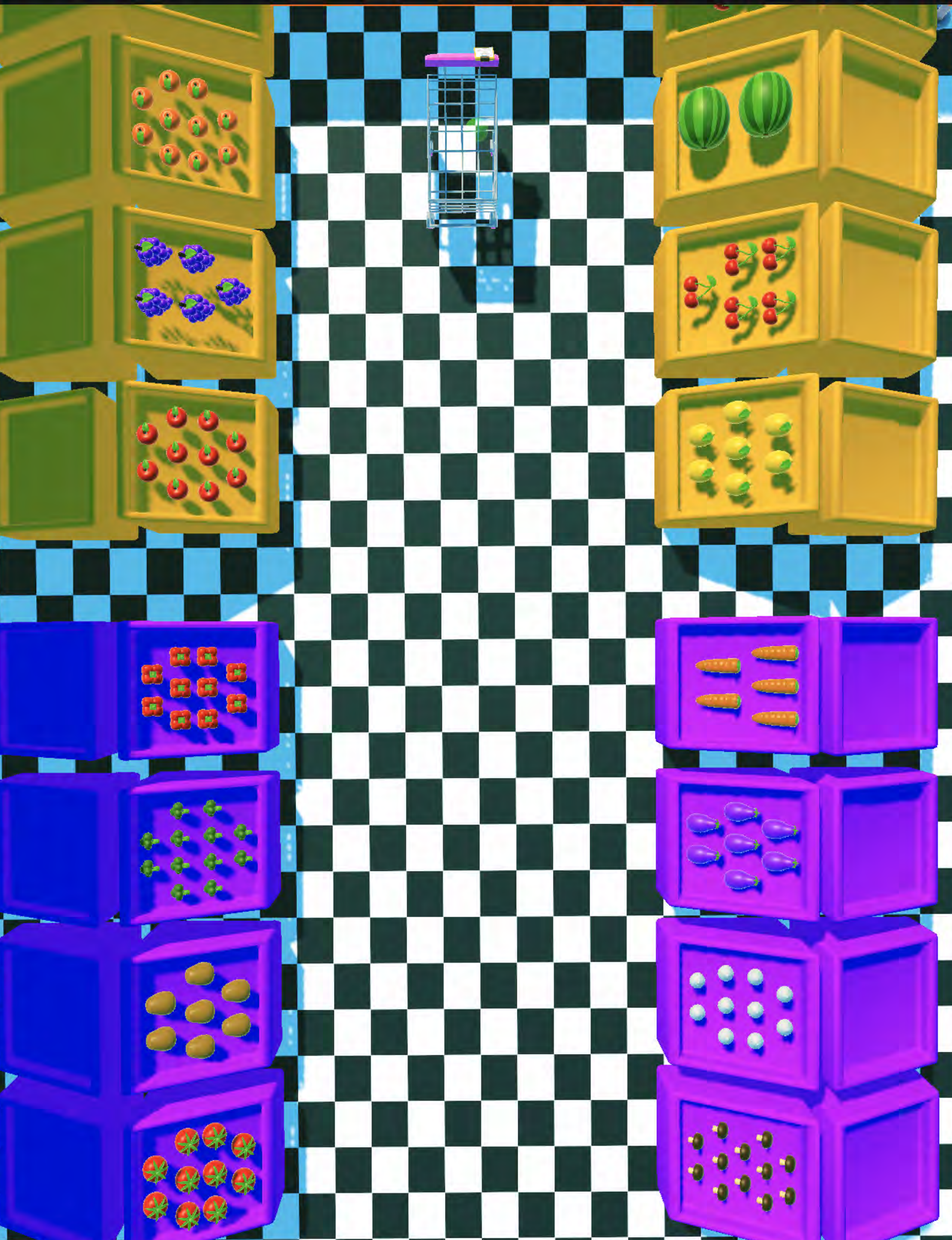
Supermarché

super market

The goal is for the user to grab all of the items on the list

Supermarché

- Fraise
- Brocoli
- œuf
- Fromage
- Glace



Mechanics

- Put item in the cart to move forward
- Grab item to see its name
- Press trigger to hear pronunciation



Subway

Information



The goal is for the user to successfully ask for directions to a specific place and purchase a ticket to the correct line.

Blaue linie



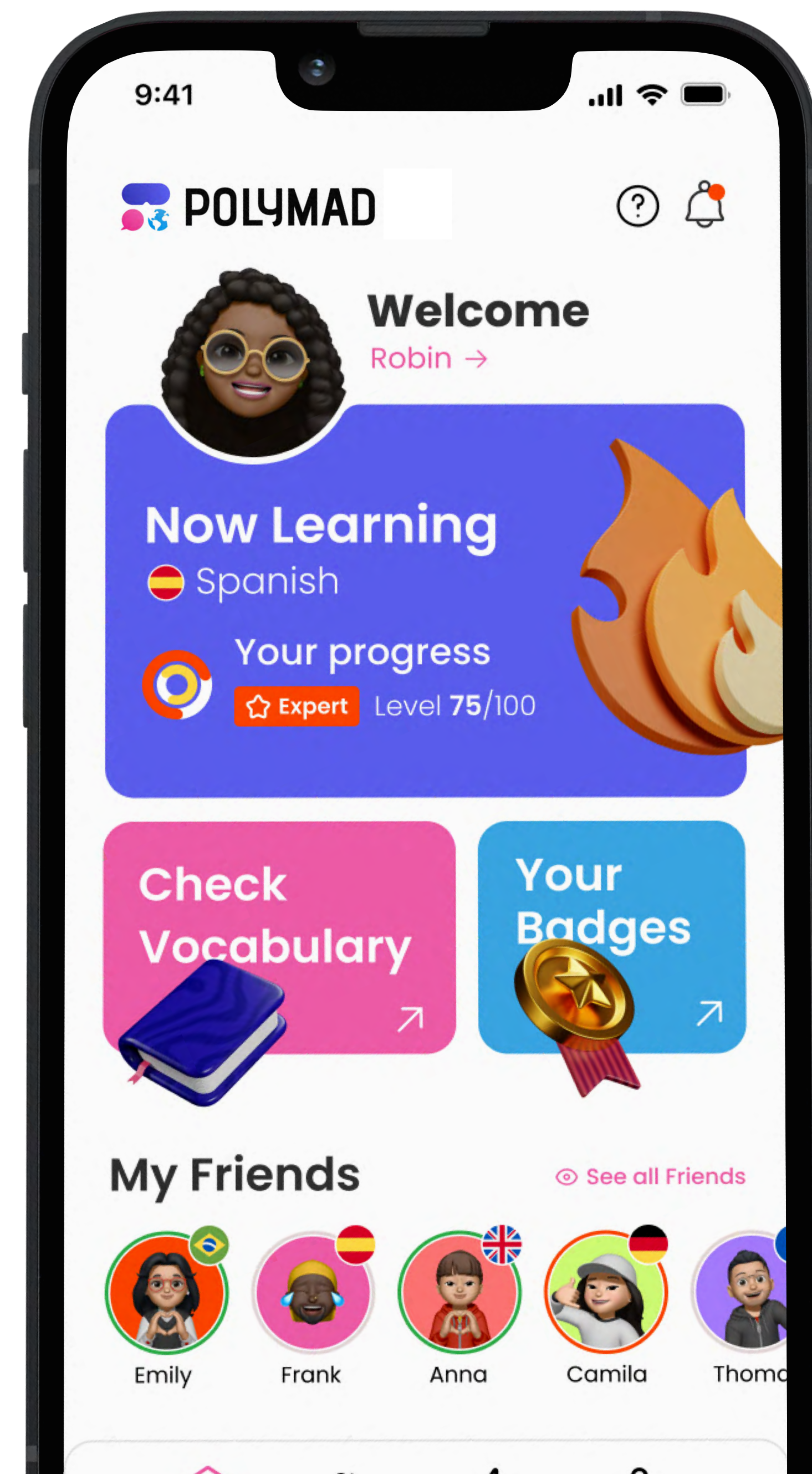
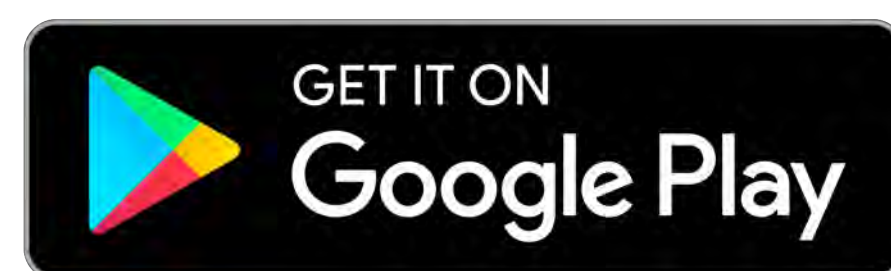
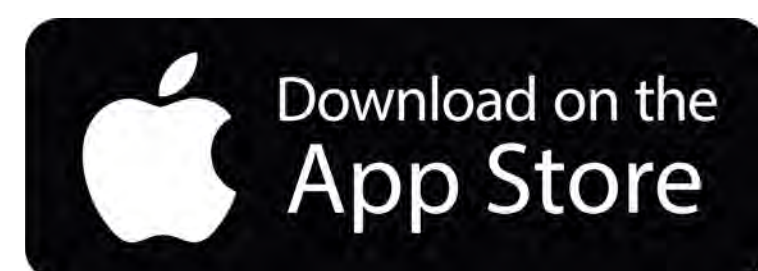


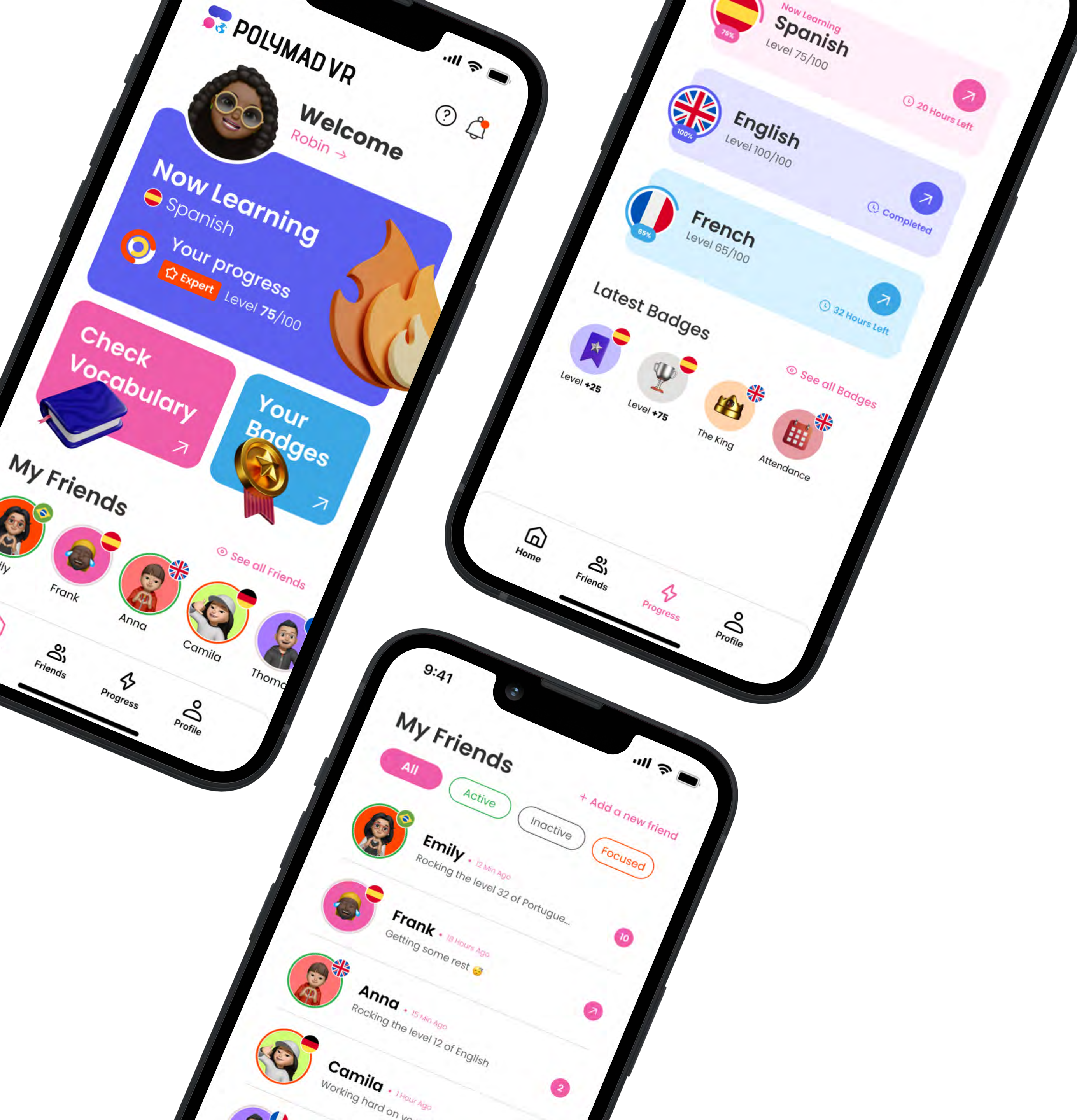
Mechanics

- Hover over words to understand their meaning
- Press buttons on the machine
- Pull the lever to obtain ticket
- Use ticket to open gates



POLYMAD

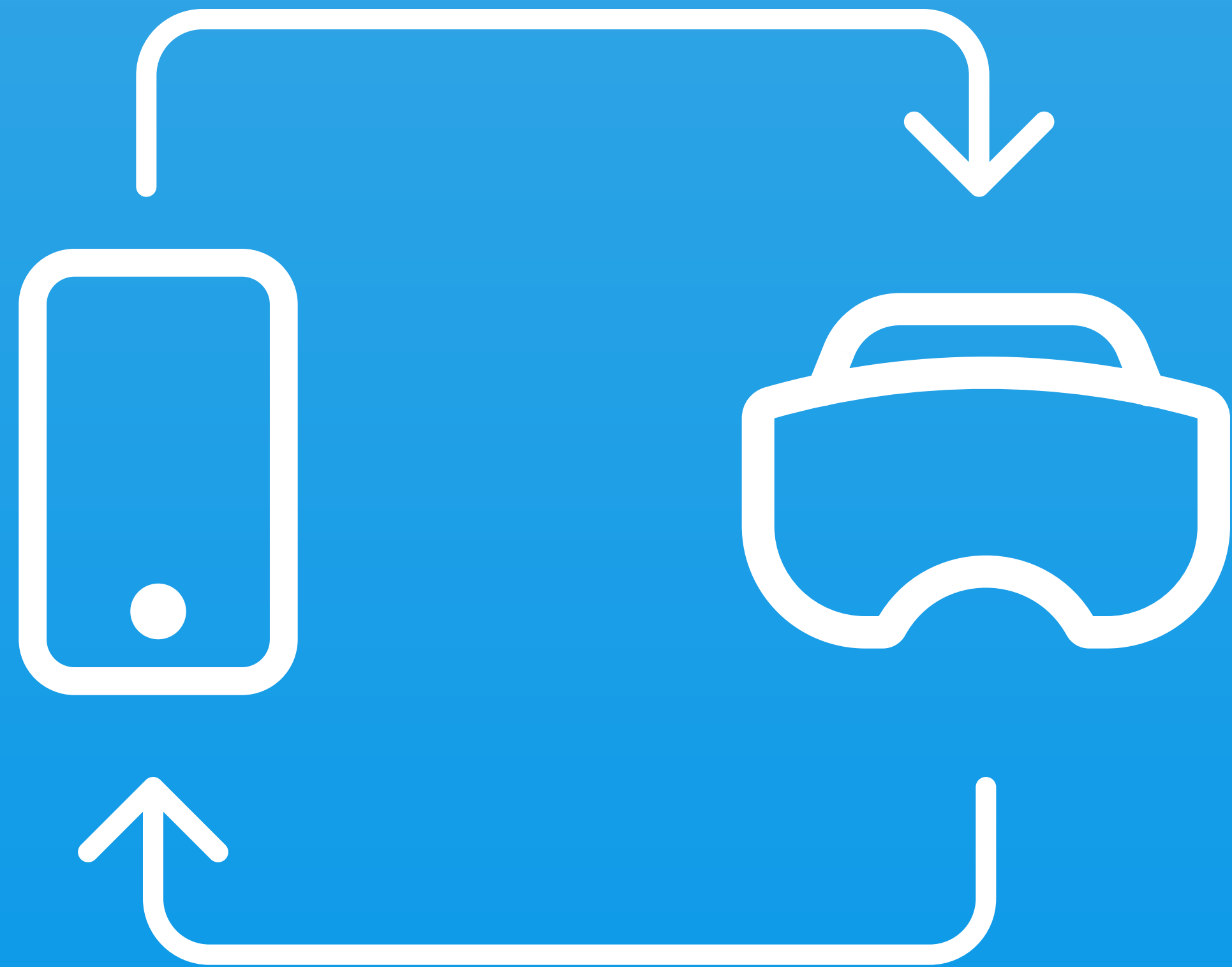




Features

- Progress tracking
- Friends and family interconnectivity
- Badge system
- Vocabulary revisions

Transmedia project



Gamification



In the app
Goals & Badges



In VR
Easter eggs



Scalability

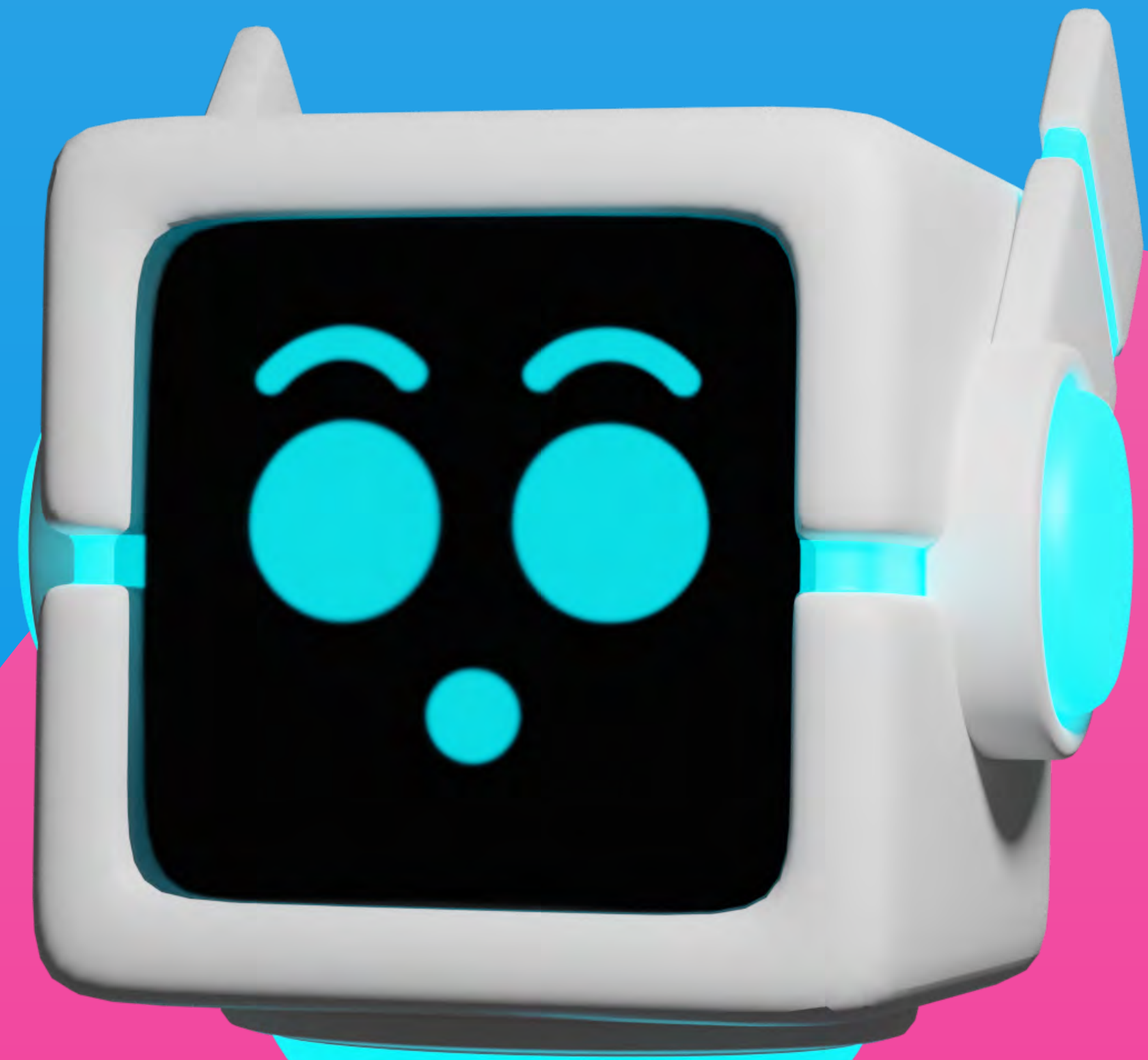
Polymad demo

- 3 languages
- 1 level per language
- App prototype
- No profit
- Single player
- Complementary app

Polymad 2.0

- +20 languages
- +80 levels per language
- Real app
- Opportunities for advertising and lower costs
- Possibilities for multiplayer player
- Could be expanded to books

Benchmarking



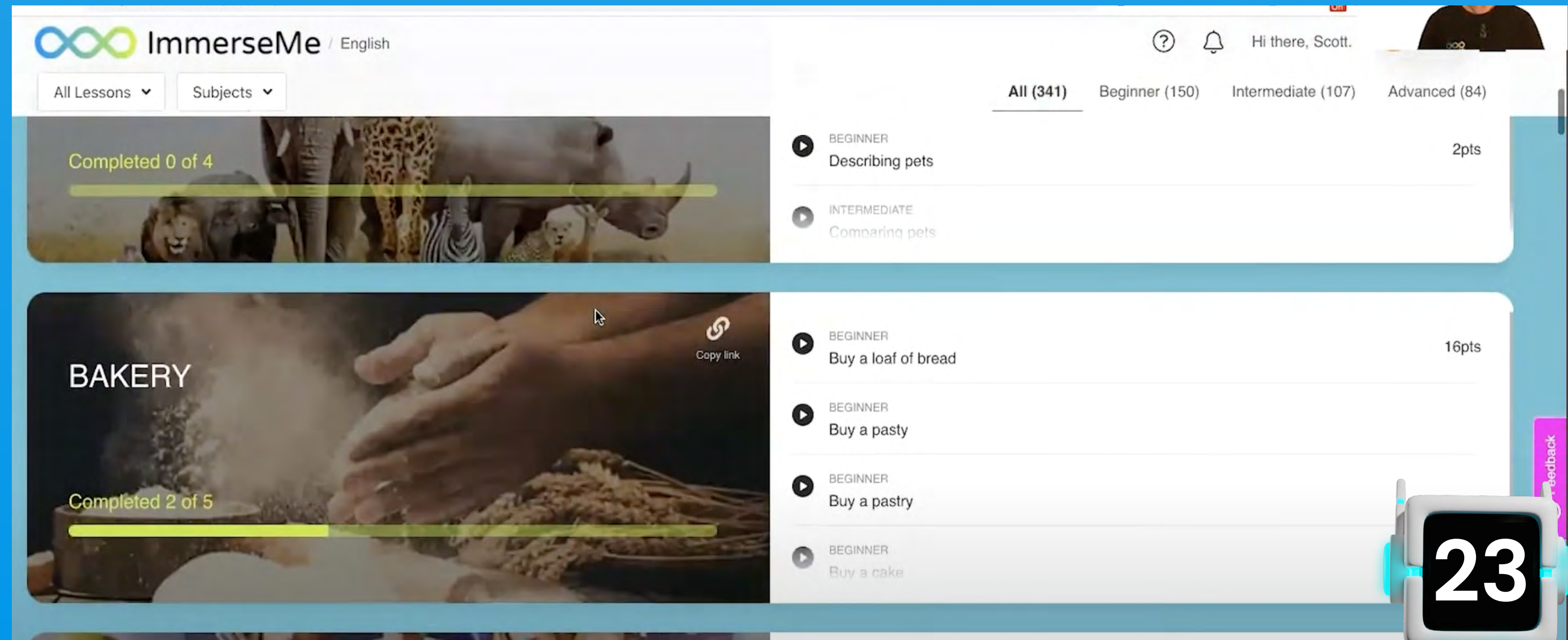
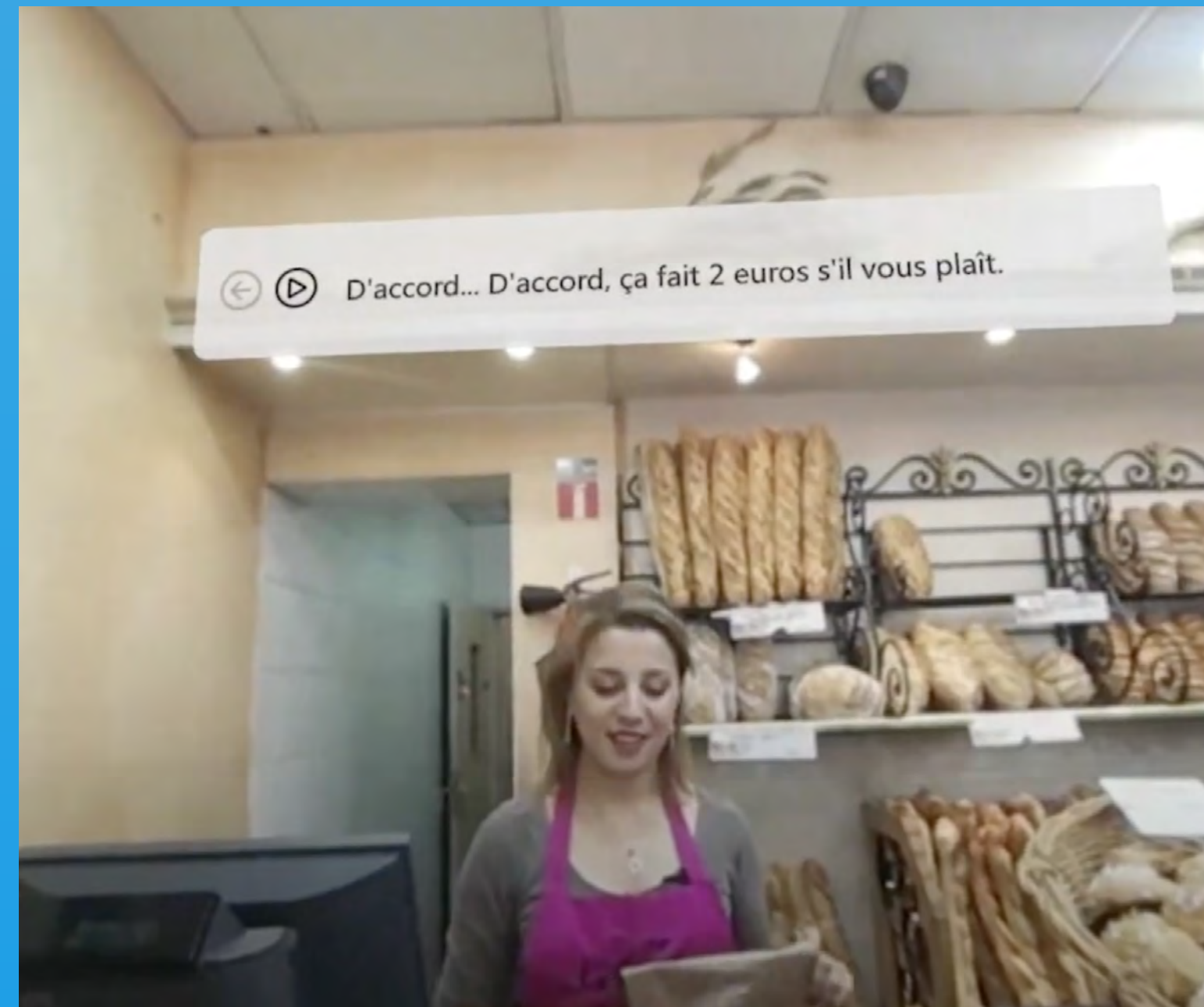


Pros:

- Synched with web platform
- Use of sound to say sentences

Cons:

- UI hard to read
- 360 video looks very bad
- No interaction apart from selecting what to say
- Quality limits immersion



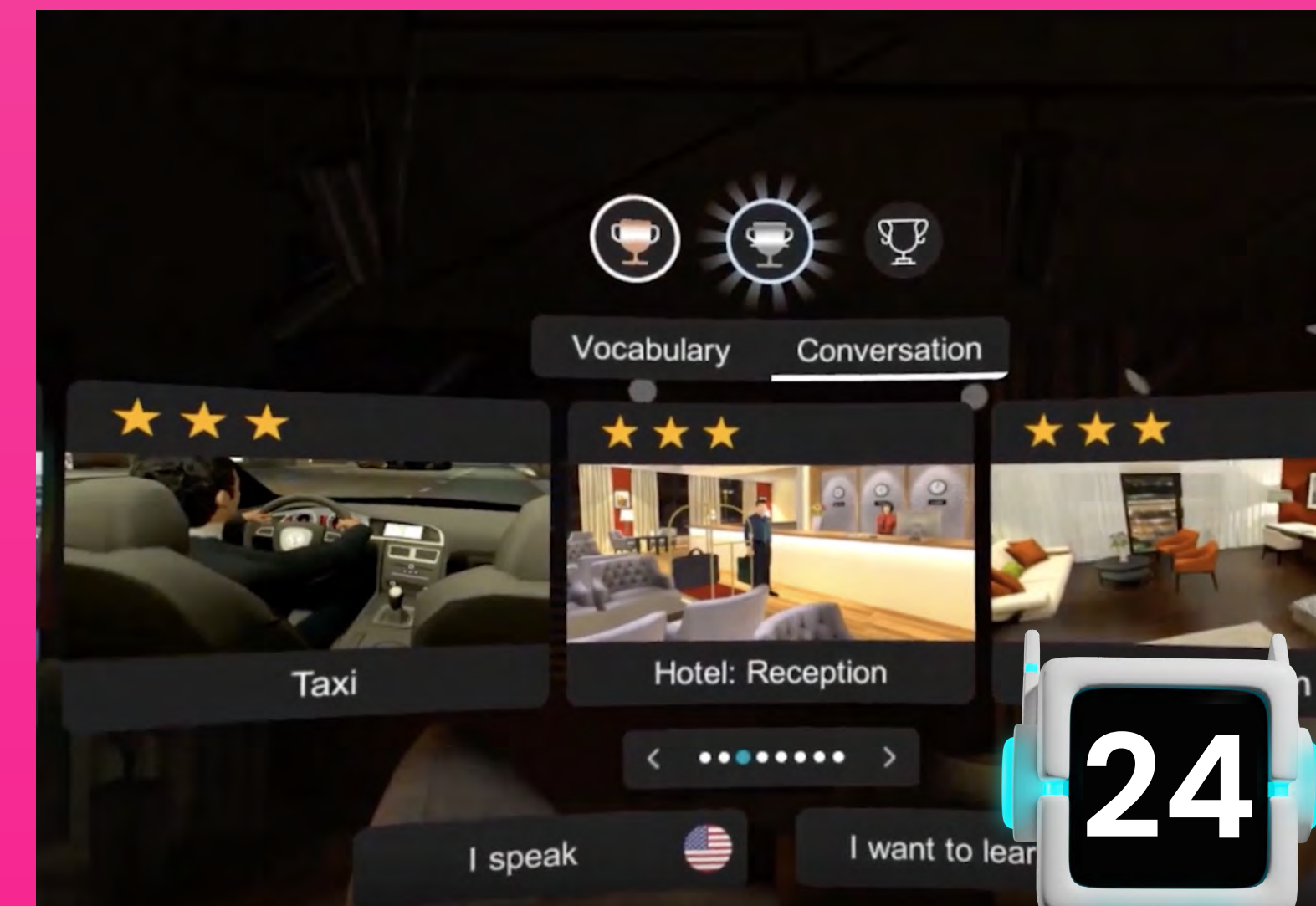
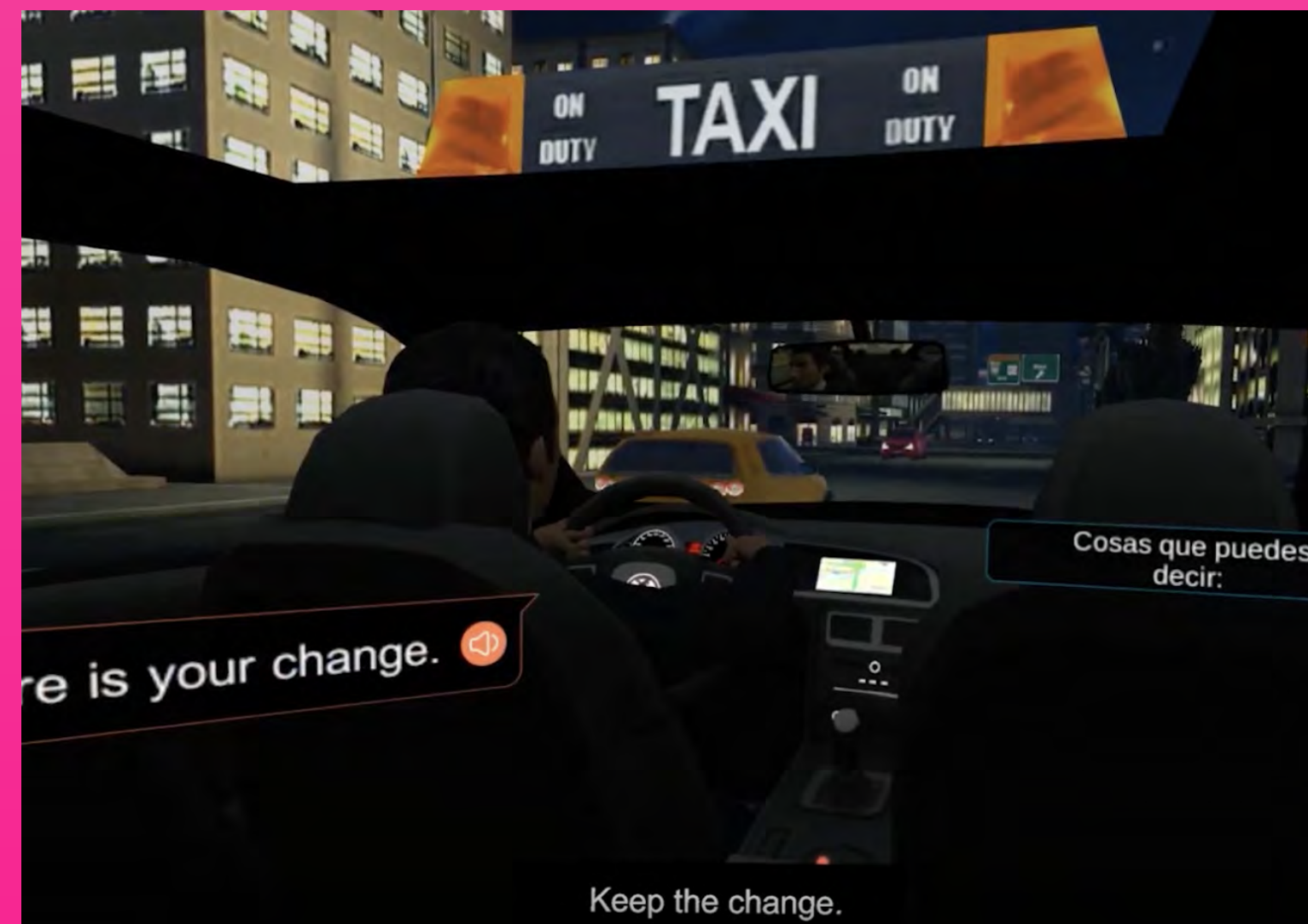


Pros:

- Voice recognition
- AI chatbot
- +30 languages

Cons:

- Uncanny and creepy
- UI looks outdated
- No point in VR: 0 interaction
- Tells you what to say



Pros:

- Gamified and fun
- Beautiful graphics

Cons:

- Originally thought out to be a video game
- No clear goal – you just walk around
- More of a game than an app



User testing

6

PEOPLE

∞

DIFFERENT
AGES

2

LANGUAGE
EXPERTS

∞

VARIED VR
EXPERIENCE

Updates

Technical aspect ★★☆☆☆

Issues with cart – Fixed

Language aspect ★★★★★

Suggestions from language expert on how to implement harder levels

Usability aspect ★★★★★

Half of the users had difficulty knowing what to do
– **Added an instructions and controller screen on each level**

Future updates

- Try to include kitchen level
- Add more language diversity
- Add progress tracking on main menu
- Design app interfaces
- Design promotional video
- Add hands for embodiment

Thank you
Gracias
Merci
Danke
Grazie
ありがとう
谢谢

