Ed Software Evaluation

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Title: Duolingo

Type of Software: Tutorial: This app teaches students new skills related to developing a second language. Users are taken through levels to develop new skills, with each level being more difficult than the previous level.

Version: 6.8.0

Publisher: Duolingo

Target Audience: Rated 4+

We feel students would need to be older than that, probably around seven or eight. The user would need to be able to read in order to effectively use this app and understand what they were learning.

Curriculum/How it might be used in our class: This could very easily be incorporated into a second-language course. The teacher could use it to evaluate students' progress by keeping note of what level in the game they are on. For us, we think we could use this in our class as just an activity students could do after they are finished with their other assignments. It is still educational, but students feel like they are playing a game!

Possible Environments and Why: This would be on-line Software. It auto-saves the user's progress to their account. It features some drill and practice in the way that it teaches the user new information, and it uses self-assessment by making the user practice on their weak areas. It would also be single user. This app was not designed to teach a group; it was designed to teach individuals. The learning is made to be tailored to the individual who is using it.

Cost: The lite version is free, but Duolingo Plus is $9.99 a month.

Paragraph Describing App: This app is designed to teach people a new language. There are more than thirty languages to choose from. When the user starts, they can choose "beginner" or they can take a placement test to see how much they already know about the language they chose. Once started, it feels like a game. As the user learns new skills, they advance through levels. Each level has more difficult content than the one before it. The levels are also

broken into categories so the user learns about travel, phrases, restaurants, family, etc. In order to pass the levels, the user translate phrases, speaks phrases, and identifies objects in both English and the second language that they chose. This app also has different game features like streaks, gems, health, and the ability to buy power-ups to help users progress through the game.

Impressions of Software: We really liked this app. We felt that it would be very engaging for students, and very easy to use. Since this app makes learning a new language feel like a game, we feel that students would be able to learn a lot while using it. The visuals were great, it was easy to look at and be interested in, but not so busy that we got distracted. The noises were fun because when we got an answer right, it made a positive dinging noise that made us feel like we had accomplished something. It operated smoothly and everything felt natural to use.

Does it pass APPS: We definitely think this passes! We would recommend teachers using this in their classrooms. It is very fun, interactive, and educational.