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“Bien Lire” – an application for iOS

Abstract

Reading in a new alphabet and acquiring the sounds of a new language take time and need a lot of repetition that cannot be done in a classroom setting only. French teachers often regret that their refugee students cannot work on their own outside of the classroom. The idea came to create an offline application to support adult refugees in practicing the reading and pronunciation of French.

Bien Lire is an application for iOS that was developed specifically for adult refugees. Their specific needs were thoroughly studied. After investigating into phonological differences of different languages spoken by the refugees and the French language, I decided to put the emphasis on the vowel sounds. Adult learning specificities were also taken into account in order to foster their motivation.

The application is very simple to use and allow lots of reading practice and repetition. It was tested on real users who found it extremely helpful.

Methodology

While developing the application, I went through the whole process of:

- Research & Analysis
- Specifications
- Wireframing & Design
- Developing
- Testing
- Evaluating

As I intend to bring some new features I will need to loop again in the last steps of developing, testing and evaluating.

SWOT analysis

- Strength: There are hardly any application on the market that aim to help adults with reading.
- Weakness: I should add a feature to enable self-evaluation and even more foster motivation for the learner
- Opportunity: I would like to be able to publish the application soon on the AppStore and create the same application for Android so it can be widely used.
- Threat: The size of the app when I will be putting all the words on the application is an unknown factor.

Conclusion and going further

Despite the limitations of my current prototype, the positive feedback from the users is a huge incentive. I am convinced the application is a real help for the refugees in their learning. I am committed to improve my application and publish the application on the App Store for wider diffusion.