Oisin Daly Kiær, Paul Grau, Yoo Jin Lim Final Presentation 2016/12/15

VERBIVORE

vocabulary application powered by learners





Remember Dae-su?

Hard-working student

He has made hundreds of flashcards, but finds that work tedious.

Main Tasks

 Studying flashcards with words, their definitions, and examples of their use.

 Giving questions and work that demand understanding of the word to complete. This means you learn better.

 Translate output of work to improvements of the card in question.



Study vocab with Verbivore

A new vocabulary learning experience

First, you have to create a user account and login to get started.

As you study each card, there will be a microtask to practice what you just learned. If a feature of the card is unsatisfactory, you can flag it anytime.

Work through some sets and see what you think! Remember that the microtasks are the main benefits of studying with Verbivore. It will help you understand the word much better than just reading it.

You are helping a big community of learners out there. So, thank you! :)

GET STARTED



NEW SESSION

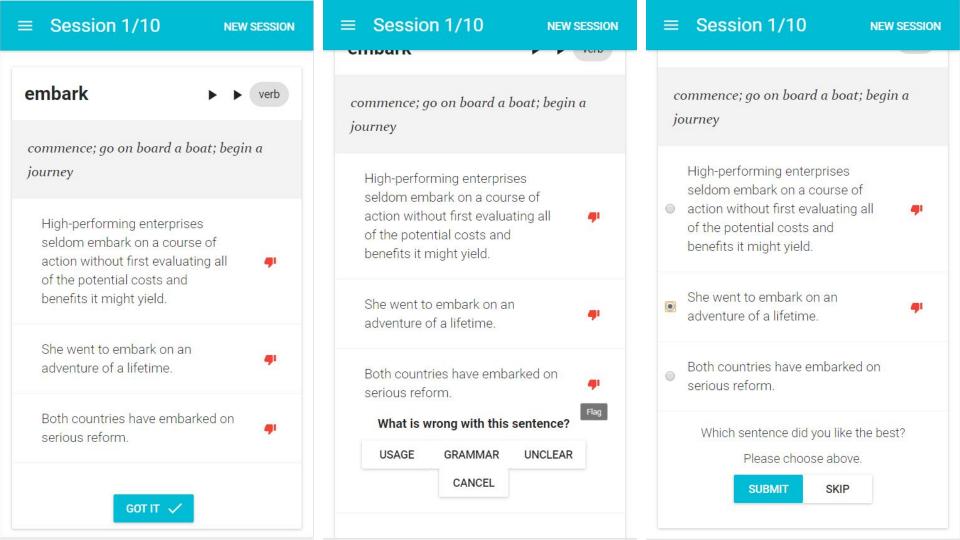
You are going to study these words

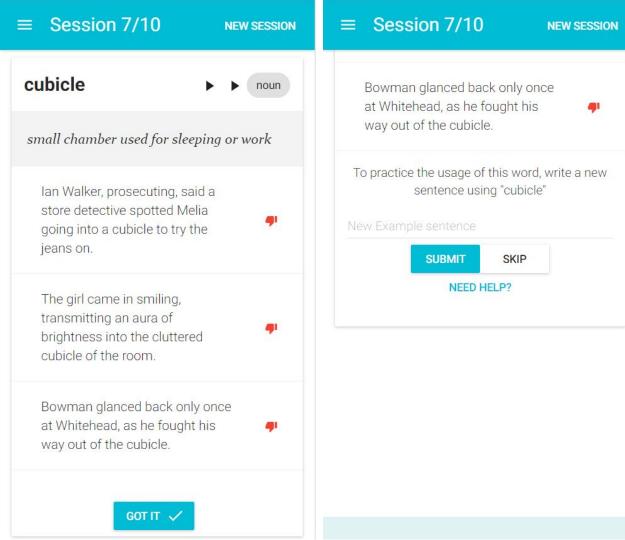
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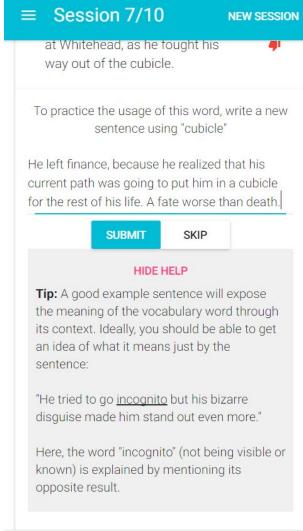
START STUDYING

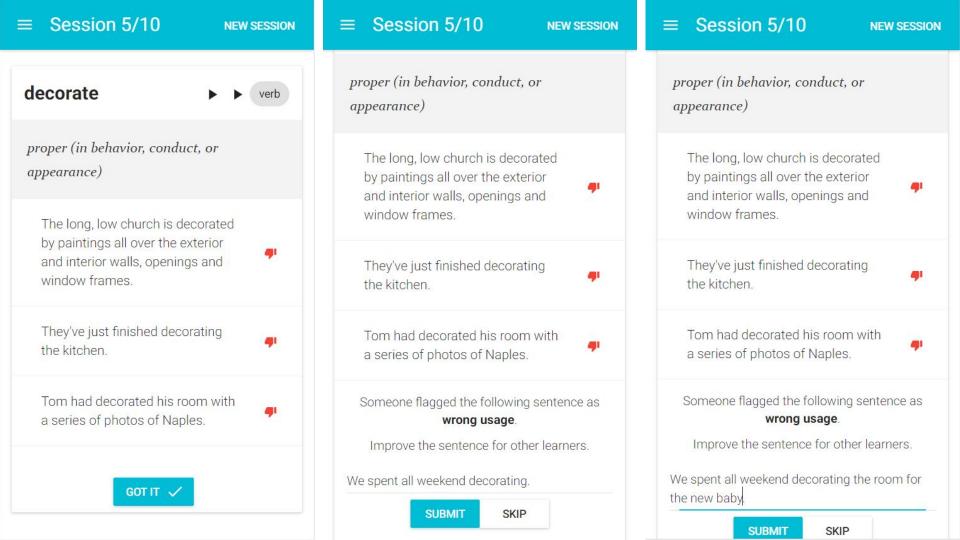
Microtask Frequency:











What is our solution?

- Similar to duolingo and memrise in core functionality
- You study cards with vocab information in small sessions
- You do work related to the words
- The output of this semi-mandatory work improves the cards





The whole point

As time goes on, the cards' quality incrementally increases.

The work that our users do helps them learn more effectively.

Design Factors

- Motivation
 - Intrinsic: Desire to learn
- Aggregation
 - Individual creation and iterative improvement
 - Weighted sampling of features based on upvotes
- Quality control
 - Automatic verification of user input
 - Features are hidden when they receive enough flags

Deployment: Heroku

Publicization Facebook and personal invitations

Internal analytics

Google Analytics

Post-test survey

Analysis

Results of 48 hours deployment

users	40	
study sessions	total	48
	partly finished	31 (64.6%)
	completed	19 (39.6%)
median session duration	9:35	
cards viewed	232	
sentences	votes	125
	flags	24
	improved	5
	created	34
survey responses	23	

Visitors	С
	1.
	2.
	3.
	4.
	5.
	6.
	7.
	8.
	9.
	10.

Country ? Sessions ? 100.00% (137) South Korea 86 (62.77%) **United States** 19 (13.87%) Denmark 10 (7.30%) Germany 5. Russia Ireland United Kingdom Mexico

Australia

Japan

Acquisition

137

% of Total:

7 (5.11%)

4 (2.92%)

3 (2.19%)

2 (1.46%)

2 (1.46%)

1 (0.73%)

1 (0.73%)

% New Sessions

(?)

67.88%

Avg for View:

58.14%

94.74%

90.00%

57.14%

50.00%

100.00%

50.00%

100.00%

100.00%

100.00%

67.88% (0.00%)

New Users

(?)

93

% of Total:

100.00% (93)

50 (53.76%)

18 (19.35%)

9 (9.68%)

4 (4.30%)

2 (2.15%)

3 (3.23%)

1 (1.08%)

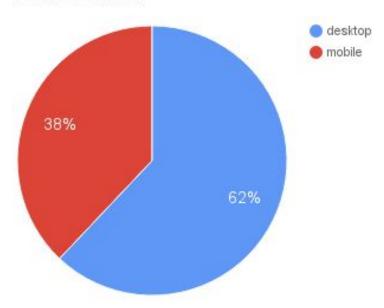
2 (2.15%)

1 (1.08%)

1 (1.08%)

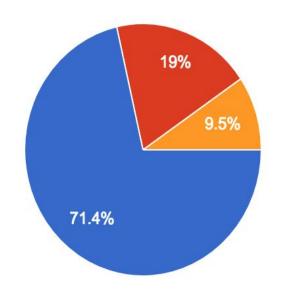
Visitors





Do you feel that the microtasks (the work we ask you to do when you finish a card) helped you learn the words?

(21 responses)



Yes, certainly!

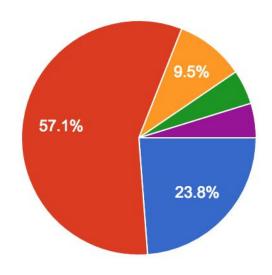
Yeah a bit, I guess...

Eh, not really.

No, they were damaging.

In principle, do you think having people work together is a good way to generate the cards? (in the ideal version, users can also add and vote on pictures and pronunciation sound clips)

(21 responses)



- Yes, it's great! It makes people feel involved and yields high quality cards.
- No, I think having learners make the content is a bad idea. Someone qualified should do it instead.
- It's not much of a difference one way or the other.
- Yes, but for another reason (you can specify at the end of the survey if yo...
- No, but for another reason (you can specify at the end of the survey if yo...

Limitations, implications, possible improvements

No reassurance on quality of materials

No quiz feature

Insufficient guidelines

No feedback on user inputs

Limitations, implications, possible improvements

"I think the idea is great, learning vocab with user-generated examples."

"Given a word, you can come up with a funny sentence, and you get to read people's funny sentence. Humor enhances learning."

⇒ Potential to enhance the learning experience in terms of effectiveness and enjoyment

Limitations, implications, possible improvements

Filter out similar sentences

Other content types

"My Contributions" and "My Progress"

Conclusion

Too many limitations to conclude anything definitively yet.

Many users liked the idea of learnersourcing vocabulary flashcards:)



