

Clients perspection

We had a team's meeting to show our client our concept. She knew that were going to make a Dutch learning app and this was the first time we showed the concept to her.

Feedback:

I like the name of the application and the cow as mascot. I only noticed that the app looks and feels a lot like Duolingo. While that makes it familiar, I think it would have been better if the app had its own style and identity to stand out so that it could go with the name and cow.

One of the key points you had was for the refugees to learn the pronunciation, but now you included more features, for example Games. The games are fun, but they do not seem to be a high priority for now. It's better to remove the games and focus more on the Pronunciation and the translation from their mother language to learning Dutch.

The refugees learn from the tool Diglin+, maybe you can look there to see how they learn at the moment. See if you can make a combination of Duolingo and Diglin+. Then you will have a perfect app.

Reflection on feedback of client:

After reviewing the client's feedback, we made several key changes to the app. One of the main points raised was that the games felt unnecessary and were not a priority. We decided to remove the games entirely, so we could focus on what really matters: pronunciation. This was already one of our core goals, and the feedback confirmed that it needed more attention.

The buttons on the homepage made it look similar to Duolingo. We recognized that, but due to limited time and resources, it will not be achievable to make major design changes at this stage. However, we are aware of the issue and will keep this in mind for future iterations.

The feedback helped us to sharpen our focus on the most key features and remove unnecessary features, especially with the amount of time we have left.