



CHAT2LEARN

Chatbot technologies for digital entrepreneurship education and adult learners

Project n. 2020-1-CY01-KA204-065974

*IO1: Developing a chatbot learning environment in the field of digital
entrepreneurship*

*1.1. Collecting best practices and tools on Technology Enhanced Learning and
creation of a resource library on topic*

PREPARED BY





Mondly VR	
Launched on 17/02/2017 <i>Currently available</i>	ATi Studios <i>(Creators of Mondly)</i>
DomSpain	

Element	Guiding question
Type of practice	<i>Virtual reality app for language education</i>
Publisher (optional)	<i>Website: https://www.mondly.com/vr</i>
Target audience	<i>Language learners</i>
Objective/Aim	<i>The app aims to bridge the technologies behind chatbots, speech recognition, and VR with a new automatic voice detection system so that the speech interaction feels natural in a VR environment. Its objective is to provide a rich, immersive and automated educational experience.</i>
Location/Geographical coverage	<i>The company headquarter office is in Romania. It is an online platform and its VR language training is available in 33 different languages.</i>
Description	<i>Mondly is a language learning platform that focuses on interactive online lessons. They launched an app that combines AI technology behind chatbots with speech recognition in virtual reality. Mondly VR allows people to take part in conversations with virtual characters in 30+ different languages by combining voice chatbot, speech recognition, and VR technology. The app offers instant immersion, feedback on pronunciation, suggestions that enrich learners' vocabulary, and interactive scenarios that make learning languages fun and easy.</i>



Methodological approach	<i>The developers claim that the new generation of learning should be about gamified, immersive experiences that always make the users crave for more. They realized the best way to teach languages would be to create an immersive experience that replicates real-life scenarios and conversations. VR gives us the best opportunity to do this.</i>
Finance	<i>Available for both Android and iOS platforms. The cost of application is ~3,79€ - 7,99€. It is also available for Daydream and Cardboard Google virtual reality platforms.</i>
Constraints (optional)	N/A
Outcomes	<i>The app won various awards of the experts. The users' testimonials and awards can be checked at : https://www.mondly.com/app</i>
Replicability and/or up-scaling	<i>Express your opinion on a scale from 1 (= min) to 5 (= max): 5 – it can be used with language learners from different geographic locations, social groups, and level of language mastering</i>
Conclusion (optional)	<i>https://www.youtube.com/watch?v=LUiSutk7Wso</i>
Opinion (optional)	<i>Express your opinion on a scale from 1 (=min) to 5 (=max) about:</i> <ul style="list-style-type: none"> ● Usability - 5 ● Relevance -4 ● Granularity - 4 ● Integration – 4
Further considerations	<i>The App “Mondly: Learn Languages VR” might be also beneficial in terms of low-skilled and low-qualified adult learners, especially for refugees and migrants who are often challenged to become familiar with a completely new language and culture. Unlike traditional language learning the VR app allows to learn the new language in an interactive way, to practice speaking in realistic scenarios and consequently prepares the learners for everyday situations.</i>