

Elena App for Android

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Elena App for Android

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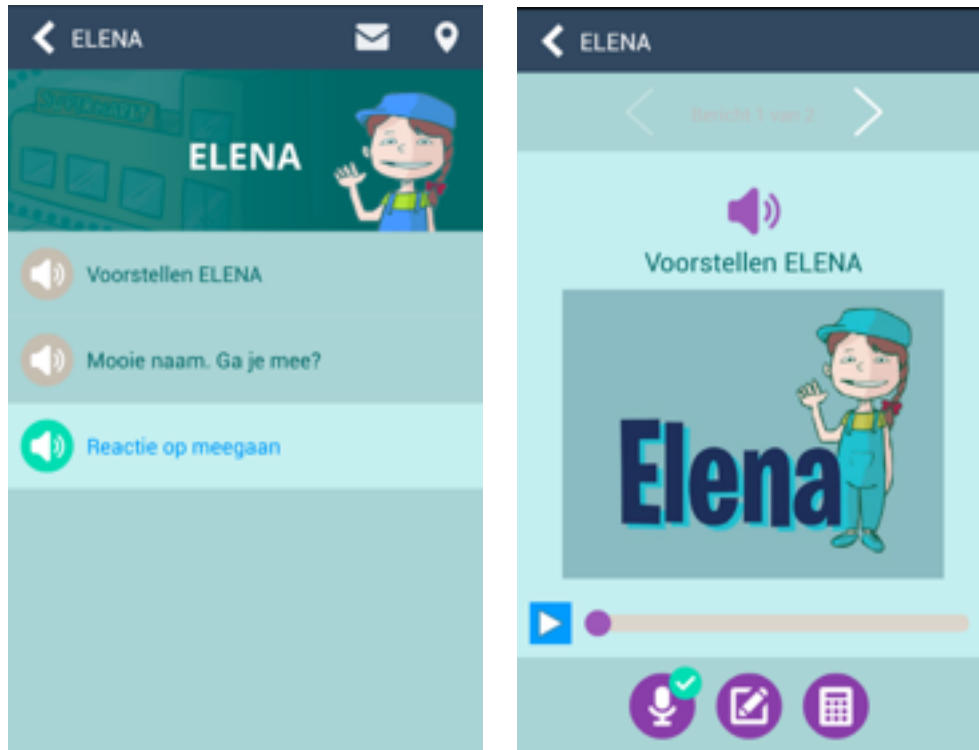
Abstract

The 'ELENA goes shopping' mobile game is developed within the ELENA-project. This European project develops materials to teach children between 4 and 8 years the basics of French, German and Dutch. The aim is to familiarize children from border regions with languages that are available in their geographical neighbourhood (e.g. Euregio). On the one hand the project develops online learning material that primary schools can use for their lessons, on the other hand the project develops a mobile language learning game, which can be used as an add-on activity to the online learning material.

The mobile game, developed with ARLearn, connects to the theme 'Elena goes shopping' that is introduced in the online learning material, but can be played independently as well. The game scenario directs and guides children and their (grand)parents to do the shopping that is needed for baking pancakes. Outside the school and in company of a (grand)parent children make a shopping list for baking pancakes on their mobile phone. Subsequently they do the shopping and carry out tasks in a nearby supermarket. Examples of tasks are 'say and record (your name)', 'sing and record in alternative ways (fast, slow)', 'listen to a/your recording', 'search and find/collect and take a picture'. Underlying objectives of the game are, next to involving (grand)parents or other family members/ supervisors, to reinforce children's interest in a 'neighbouring' language; to familiarize them with sounds and pronunciation; to learn, repeat and practice vocabulary and to connect language to the direct (living) environment and perception of children. Therefore, the focus is on listening, understanding and speaking the language.

The app has been developed as a white label game and builds upon the the ARLearn software toolkit (Ternier, 2012). The easiest way to use this software is to download it from the app store: <https://play.google.com/store/apps/details?id=org.celstec.arlearn2.android.elena> .

Screen shots



Version & change log

Version	Date	URI
1.0	19-Dec-2014	

Source code

Code license
GNU Lesser GPL

Access to source code
Repository: <http://code.google.com/p/arlearn.android/>
Branch: `origin/white_label_elena`

Execute the following statement

```
git clone -b origin/white_label_elena https://code.google.com/p/arlearn.android/
```

Installing the project

Import the gradle build file that comes along with this project to build this project. Next sync the gradle build file to download the necessary files to your cache.

Dependencies

Add the following maven dependencies to your gradle build file:

```
dependencies {  
    compile "com.google.android.gms:play-services:6.5.+"  
    compile "com.actionbarsherlock:actionbarsherlock:4.4.0@aar"  
    compile "com.android.support:support-v4:18.0.+"  
    compile "de.greenrobot:greendao:1.3.7"  
    compile "de.greenrobot:greendao-generator:1.3.1"  
    compile 'org.osmdroid:osmdroid-android:4.2'  
    compile 'org.slf4j:slf4j-simple:1.6.1'  
    compile 'org.codehaus.jettison:jettison:1.3'  
    compile 'de.greenrobot:eventbus:2.4.0'  
    compile "commons-io:commons-io:+"  
}
```

Furthermore this code builds upon the ARLearn toolkit (Ternier, 2012).

References

Ternier, S., Tabuenca, B., Klemke, R., & Specht, M. (2012). ARLearn (version 2.0) [Software]. Heerlen, The Netherlands: Open Universiteit. Available under the GNU Lesser General Public License (LGPL3)

