

Polyglot is an educational game designed to aid foreign language learning.

The game is designed around 6 rooms of floating tiles. Each tile is assigned a foreign language word, and a pictographic representation of that word. The cubes are clustered by topic, usage, or form of speech to encourage contextual recognition and aid visual memory. The player must match the spoken word with the cube that corresponds to it.

There are three games modes, timed, practice, and incremental. In all but the practice mode, the player may listen to three tiles before guessing. The ratio of correct answers to wrong guesses is calculated and communicated to the player at the end of each game.




The game is designed to entertain while enforcing language comprehension. The highly modular system was designed at the University of Illinois, Chicago to aid in the retention of listening vocabulary. Although Polyglot is designed to support a variety of languages, the demonstration version uses spoken Mandarin Chinese.

## Fundamental design features include:

- 150 word vocabulary
- Game success is directly related to language understanding
- Game can be extended with additional language packs
- Player “mod” supported – add your own vocabulary

## Designed to support:

- Tablet PC / Pen Interfaces
- Standard Mouse and Keyboard Interface
- Large Screen Motion Tracking (requires additional LED hardware and software) for games

To play	
	Select Game Mode (arrows or pen tap)
	Select the bottom of the screen to hear the match word (the cursor will change)  Listen to a cube to hear a match  Your score is shown by ending your game (esc or pen tap upper right corner)
	When a match is made, a piece of the room's picture will be created  Click and hold to hear tiles (maximum of 3 for non-practice modes)
	Move between rooms to practice different vocabulary sets