CASE STUDY

Web-based Games for Language Learning

For a Language Education Company

A multi-national language education company came to Trigent when it wanted to leverage the power of the Internet to capitalize on the growing English as a Second Language (ESL) market.

The company is "the world's largest language school," promoting education travel, intercultural exchange and language learning. With 30 language schools in 40 countries, almost three million people have participated in one of its programs.

By using the Web as a delivery tool, the company wanted to bring ESL-related services to a much broader audience than its traditional English language travel programs while increasing awareness of its overall offerings.

To reach out to ESL students, the client decided to implement a series of language games that would challenge student's English abilities in ways that traditional word games could not.

Trigent helped the client think creatively about development approaches and architect a solution, developing a series of online, interactive games to test students communication and comprehension abilities using voice, pictures, and the written word.

The Trigent team used HearMe's POP.X architecture as a framework to create the games, which were developed using Java. In the course of the six-month project, Trigent took the project from initial prototypes for the interactive language games through development and implementation of the final application on time and within budget.

The end result was a unique Web-based games platform that allowed the client to expand its market base.

Contact your local Trigent office to find out more about the quality software services and solutions Trigent provides.

> *Trigent provided complete development services, from prototyping to implementation, to help this language education company leverage the capabilities of the Web to create multimedia games to challenge and motivate its ESL students.*