Franca: Where Young Minds Meet the Digital Frontier

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Abstract : Franca, an app that merges the fun of gaming with a sharp educational focus, is designed to help children aged 5 to 9 learn English in an engaging and interactive way—think Duolingo, but even more fun. While there are shows that aim to teach English, they often include unnecessary content and promote passive learning, offering little opportunity to practice or apply the language. This approach can be less effective for young learners in their formative years, where children's brains function like sponges, rapidly absorbing information from their surroundings. This study addresses these gaps by offering a safe, interactive platform to practice and master the four core aspects of English: reading, writing, listening, and speaking. Data will be collected from 100 students aged 5 to 9 through three stages of assessment. The first stage involves assessing initial proficiency levels through a small pre-usage assessment test. In the second stage, participants will use the app for two months, with a daily usage frequency of 5–20 minutes. Finally, a post-usage assessment test will evaluate improvements by measuring the difference between the pre- and post-assessment results. Teachers' evaluations of students' ability to convey their ideas during speaking tasks will also be collected to measure comprehension after app usage. The expected results include a significant improvement in students' ability to articulate their ideas clearly and effectively in speaking, listening, writing, and reading components, along with elevated confidence in communicating in English. The study's findings could have significant implications for language literacy, helping English learners develop the skills necessary for effective communication in various contexts.

Keywords : effective communication, language literacy, interactive platform, passive learning, educational gaming

Conference Title : ICETLI 2025 : International Conference on Educational Technology and Learning Innovation

Conference Location : Sydney, Australia

Conference Dates : August 28-29, 2025