



## Intellectual Output 3

### DESCRIPTION OF DIGITAL TOOLS

#### 1. Name of the tool/ Link

Duo Lingo/ <https://www.duolingo.com/>

#### 2. Short description of the tool

Duolingo is a language-learning website and mobile app, as well as a digital language proficiency assessment exam. The company uses a freemium model: the app and the website are accessible without charge, although Duolingo also offers a premium service for a fee. Tied into this element of usability, effectiveness and on-demand access, Duolingo is also available in a number of different formats, including as a web app, but also as a mobile app.

Duolingo provides a wide range of learning tools, but is primarily focused on self-paced learning courses with a focus on vocabulary and grammar elements of language learning. Duolingo mimics the structure of video games in several ways to engage its users. It features a reward system in which users acquire "lingots" or gems, an in-game currency that they can spend on features such as character customizations or bonus levels (both available on the mobile app only).

#### 3. Which language competences can be developed with the help of this tool?

- Online collaboration: visually structuring and imparting information in a digital environment
- Mediation: explaining subject matter or new concepts
- Mediating strategy linking and activating prior knowledge
- Spoken and written interaction and correspondence online
- Online goal-oriented co-operation
- Terminology and pronunciation of key phrases and concepts
- Live listening comprehension and spoken production

#### 4. The requirements concerning the tool

Duolingo is available for iOS and Android phones, as well as available via the browser. A free version is available that offers the basic features of the app but users can also access a paid version for more features and resources.

#### 5. Language of the tool



As of June 2021, the language-learning website and app offers 106 different language courses in 40 languages.

A1  A2  B1  B2  C1  C2

## 6. What competences from DigCompEdu Framework does the tool develop?

2. Digital resources	2.1 Selecting digital resources
3. Teaching and learning	3.1 Teaching 3.4 Self-regulated learning
4. Assessment	4.1 Assessment strategies
5. Empowering learners	5.3 Actively engaging learners
6 Facilitating Learners' Digital competence	6.2 Digital communication and collaboration

## 7. How can the tool be used by teachers/learners?

Duolingo offers language learners a means of undertaking independent, self-paced language learning. This can be a useful way of building upon language learning conducted inside the classroom. Students can undertake learning on their own terms according to a specific remit offered by duolingo. This is further supported by the gamification options offered by duolingo, which encourage learners to engage with the resources on a regular basis.

All language courses will contain skills. Each skill will contain 5 levels, starting with level 0. These levels will then contain individual lessons. As learners progress through your lessons, whether completing them individually or through the skill test-out (key icon), they will earn Crowns. Students can click the golden keyhole at the end of each section to take the test. Since this is a test of learners' knowledge, they must make less than four mistakes in order to pass. That means, if they lose all three hearts, they'll still have one more chance, but if they make one more mistake after that, they won't test out. Learners can try again as many times as you'd like, however.

With 5 levels in each skill, they will earn 5 Crowns when you successfully master a skill. By earning all 5 crowns on all the subject bubbles, students can indicate they have learned the basics effectively.

On public leaderboards, people can compete against their friends or see how they stack up against the rest of the world in randomly selected groupings of up to 30 users. This gamification element can be used to heavily encourage learners to engage with the resource and you could request that students demonstrate the amount of XP earned and/ or reward the student (or students) who have earned the most XP.

## Case study – example

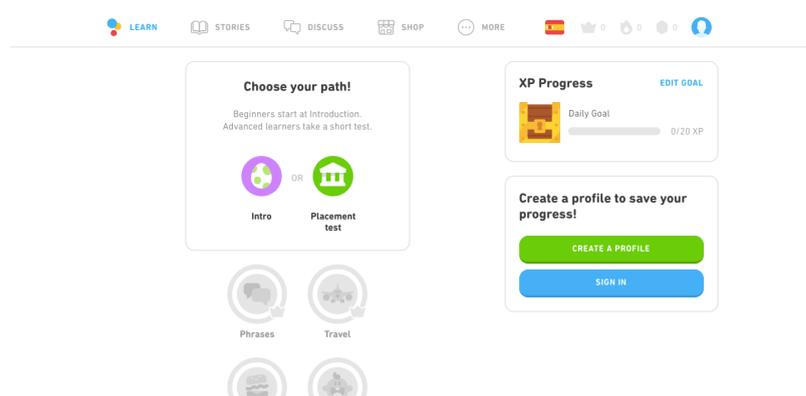
1. You can sign up to duolingo at <https://www.duolingo.com/>. From here, you'll be asked to sign up in one of two ways - email or social media



2. When you're creating a new account, you'll be asked to select the language you want to learn. This choice isn't set in stone, though — you can always change your mind or add new languages later.



3. Within each skill unit, there are multiple lessons. Click the first one to get started. Unlike the tests, there is no limit on the number of questions you can get wrong, though you must get all of them correct in order to pass.



4. Duolingo will also ask you to identify a daily goal to accomplish in your language learning.



Great. Now choose a daily goal.

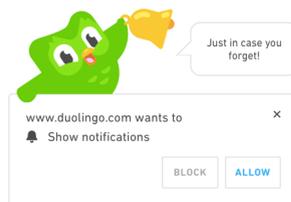
Casual	5 min / day
Regular	10 min / day
Serious	15 min / day
Intense	20 min / day

CONTINUE

5. Duolingo works best when you practice every day, though it can be easy to forget. Users can set up daily nudges to drill your vocabulary to stay on track.

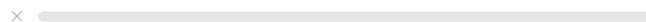


Get a daily reminder to meet your goal

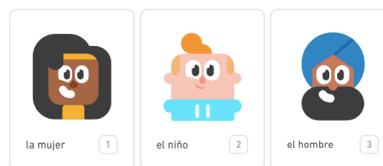


CONTINUE

6. Duolingo offers a skill tree of lessons that use listening exercises, flashcards, and multiple choice questions to drill you on new words, phrases, and sentences.



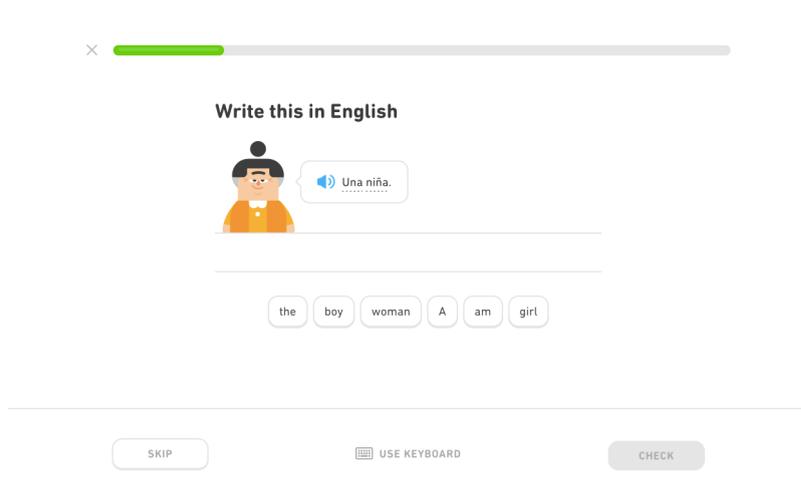
Which one of these is "the boy"?



SKIP

CHECK

7. Most questions have a comment thread where users can discuss a particular question in detail. The service also has community features that let you connect with other people who are learning the same language you are.



8. The level system that Duolingo uses is XP (experience points), a numerical system that represents a user's skill level. These can be earned by completing learning sections. Badges in Duolingo represent achievements that are earned from completing specific objectives or challenges



**You've earned 58 XP today**

## 10. Things you have to bear in mind when using the tool

Duolingo provides "Duolingo for Schools" with features designed to allow teachers to track students' progress. In this capacity, it is designed to be used within formal education and language learning settings. In 2012 an effectiveness study ([http://static.duolingo.com/s3/DuolingoReport\\_Final.pdf](http://static.duolingo.com/s3/DuolingoReport_Final.pdf)) concluded that Duolingo usage for Spanish study was more effective than classroom language-learning alone, but that Duolingo was less effective for advanced language-learners. It was suggested that this was primarily as the approach undertaken by duolingo is focused on basic grammar and vocabulary.

Duolingo provides a number of tools for the gamification of language learning. One key element is earning XP by completing language elements and badges for completing courses. The app also encourages users build up a Duolingo "streak". This is earned by engaging with the app daily.



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## 11. Similar tools

A somewhat similar language learning app which uses gamification for language learning is hivative

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<https://files.eric.ed.gov/fulltext/EJ1170640.pdf>