

A Sentence-Based Language Learning Application

by Kolja Sam Pluemer, 26-01-09

(that is not much more cognitively exhausting than doom-scrolling)

Idea

1. Learner learns the vocabulary needed to understand a specific foreign language sentence
2. Learner is challenged to translate the sentence
3. Repeat

Tech

- Sentences are sourced (mainly) from [Tatoeba](#)
- Sentences were split into parts (=needed vocabulary) and auto-translated via an LLM
- The app itself is Vue+TS+DaisyUI+Tailwind with JSON files as data source
- Data preparation was done in python

Links

- [frontend repository](#), [data prep repository](#), [data repository](#)
- [Infinite Sentences Webapp](#)

App Flow

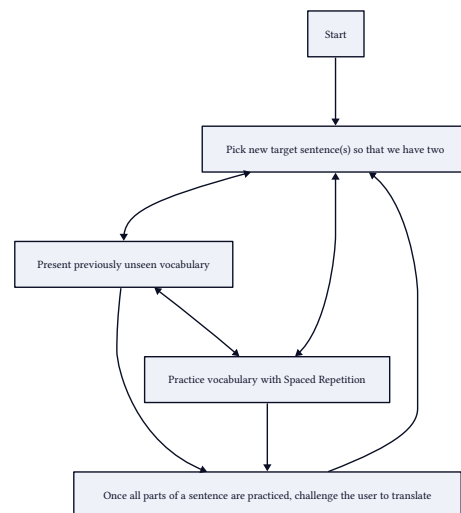


Figure 1: Simplified flow of the software.

Screenshots

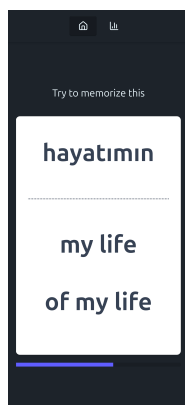


Figure 2: Prompt to memorize the meaning of a word.

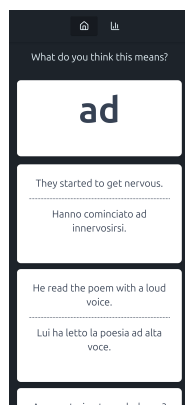


Figure 3: Interactive task to figure out the meaning of a word.

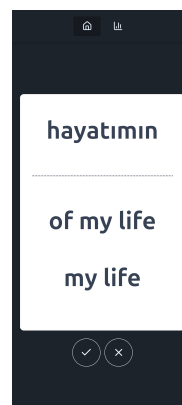


Figure 4: Evaluation screen of Spaced Repetition practice. Words are practiced until the right gets them right.

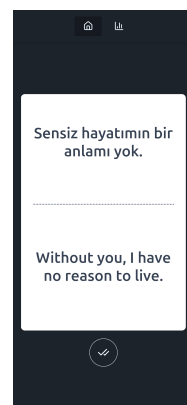


Figure 5: Sentence translation challenge after reveal.

Evaluation

Works pretty well and is decently fun. It does get a bit boring, because there rarely is a fun or unexpected “event” happening. Long-term retention is questionable, since sentences are not repeated after “solving” them once.