



## NEWSLETTER No. 2

18.03.2016

Dear readers,

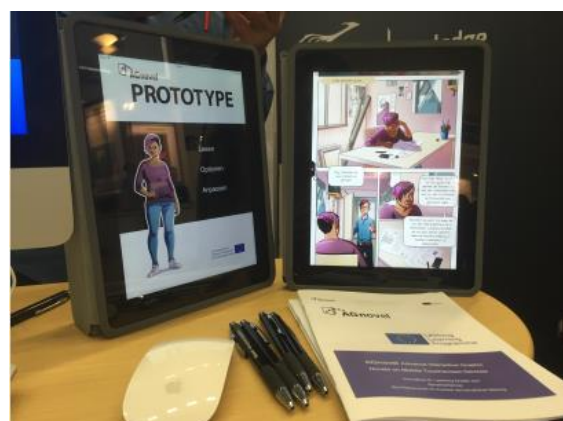
The final meeting of AGnovel took place in Paderborn on 14 to 16 March and was attended by all partners.

AGnovel – Advanced Interactive Graphic Novels App is developed for use on mobile touch screen devices - is a EU funded project that promotes language-learning with a vocational context. You can find more information on our [website](#).

The final version of the App was presented along with the results of testing and evaluation. The partners also discussed about current dissemination activities.

An External Evaluator, Harry Theotokatos attended our meeting in Paderborn and interviewed all the partners for qualitative (interviews that were carried out with enterprises, teachers, teacher associations and learners) and quantitative evaluation (based on sending questionnaires to 70 teachers and 146 learners).

The App was rigorously tested by a wide range of users across the AGnovel partnership. Initially, teachers were asked to work with the prototype. They provided feedback on the viability and attractiveness of the AGnovel App among both practitioners and end-users: the language learners. The App was adapted and modified to reflect the views of experts. A second version of the App was then tested among language teachers and learners in language schools or classes.



The final testing resulted in excellent feedback, with an overwhelming majority (around 95%) liking or loving the App. Among the most liked features include: the graphics, storyline, ability to change between languages and the interaction between the learner and the teacher/tutor. Added to this, the partners have developed a comprehensive teacher's manual so freeing the busy teacher to focus on teaching the language and getting the learner to acquire new language skills.

The feedback of learners and teachers was really excellent:

87.5% of the learner love or like the AGnovel app.

95.4% of the teachers love or like the AGnovel app.



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## [AGnovel at the 2016 Didacta educational fair in Cologne](#)



The coordinator of AGnovel, Prof. Dr. Marc Beutner and his team presented the AGnovel App together with Ingenious Knowledge at Didacta educational fair from 16 to 20 February 2016 in Cologne.

The presentation of AGnovel was deemed a big success. Many teachers, trainers and educational experts stopped to discuss about the App and innovative language learning.



To recap: The story is about four characters, in which the protagonist Charlene and her friend Peter solve a spectacular criminal case that took place at an art restoration company. The story offers many opportunities to create language learning lessons to make them more interesting and multifunctional. Grammar exercises as well as role-playing games can be added to tie in with the main story content.

The App can be used for interdisciplinary language classes because of the wide range of different languages. The repertoire includes English, German, French, Greek, Lithuanian, Italian and Spanish.

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Please visit our [homepage](#) to check out our prototype App and to get in contact with us and all [8 project partners](#) through our websites or on [social media](#).

Thank you for your interest in our project and we hope to get in touch with you again soon.

The AGnovel project team