

Grammar Challenge 1.3 - Practice English Grammar & Spelling in a Fun Way

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Pressemitteilung von: *Spielzeug by Jan Essig*



Grammar Challenge ? Train your English skills in a playful way

Mannheim, Germany - Indie developer, Jan Essig today is proud to announce the release and immediate availability of Grammar Challenge 1.3, an important update to his entertaining and educational game for iPhone, iPad, and iPod touch that helps players practice their English grammar and spelling in a fun and entertaining way. Players brush up on their grammar by playing either a concentration-type matching game, or by dragging the correct category cards to match the proper term cards. Players can compete against themselves or another player in this lively game.

Playing Grammar Challenge in the concentration matching mode consists of a group of flashcards laid face down on the screen. The player taps each card to view either terms or categories. Each term has a matching category. It is up to the player to remember where the term cards are, and where the matching category cards are. Once a term/category matching pair are revealed in a turn, they remain face up, with a handy marker in the corner to show they have been matched. Players must continue tapping pairs until the proper matches are all made. The game then displays how many moves the matches took to complete. During game play, the user is entertained by sound effects, and optional narration.

Grammar Challenge's second mode of play consists of dragging and dropping the proper category to the matching term. This mode offers the advantage of displaying all of the possible combinations at once, but it also challenges the player to find the proper match when presented with multiple possibilities. When a player believes they have the proper category/term matches in place, they tap the "Check" button to check their matches. If all answers are correct, they

receive a congratulatory tone, and can continue to the next round. If any of the matches are incorrect, the incorrectly matched cards will return to the bottom of the screen, ready for the player to once more attempt to make the proper matches.

"Grammar Challenge is an entertaining and educational game," says developer Jan Essig. "By making learning grammar a fun and easy to play set of games, we offer kids - or even grown-ups - the chance to brush up on their rules of grammar. All the while being entertained by the beautifully rendered flashcards, pleasant audio feedback via pleasing sounds and narration, as well as relevant content."

Features and Teaching Benefits of the App Include:

- * Self-explanatory
- * Concentrates on the content without distractions
- * Motivates with a reward system
- * Practice mode
- * Boosts concentration skills
- * Selectable levels of difficulty
- * Selectable number of card pairs
- * Selectable read-aloud function
- * Selectable areas of grammar
- * Assignable game variations
- * Beautiful, relevant graphics
- * No in-app purchases
- * No online connection necessary
- * Learning psychology tested and approved

Grammar Challenge's settings can be adjusted by the player to offer exactly the flexible challenge and learning experience they need. Settings allow anyone to set the number of card pairs they'll play with, the number of players, how quickly the cards flip back over in concentration mode, and even if the cards will be read aloud by the announcer. Players can also decide which type of pairs will be shown, allowing them to concentrate on the word classes, tenses, declinations, phrases, conjugations, or sentence types they want to learn about.

New Features in Version 1.3:

- * Optimized Exercise #1: Improved scrolling audio
- * Localized instructions for German & Swedish versions

Grammar Challenge's content was created by licensed teacher Uta Reimann-Hohn, who has published numerous books as an expert on education and upbringing, and who has been the editor-in-chief of Lernen und fordern mit Spa! (Learn and Grow with Fun!) since 2006. The app was developed by award-winning app developer Jan Essig, who has made a name for himself with high-quality educational apps, such as Kids Animal Playground and Preschoolers ABC Playground, and has won numerous awards. The game's pleasant narration was provided by Tom Harris, and advice on the English grammar used in the game was provided by freelance copywriter Roger Griffin and editor Kate Griffin.

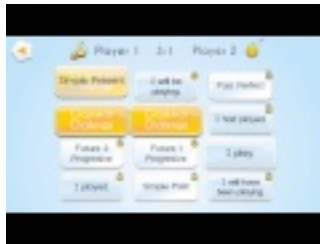
The German Version of Grammar Challenge, called Grammatik Duell, was featured by Apple as Best New App in Germany. A Swedish version of the app is also available, entitled Grammatikduellen. Mac versions of all three editions of the game are also available in the Mac App Store.

Device Requirements:

- * iPhone, iPad, and iPod touch
- * Optimized for iPhone 5, iPhone 6, and iPhone 6 Plus
- * Requires iOS 7.0 or later
- * Universal App
- * 20.5 MB

Pricing and Availability:

Grammar Challenge 1.3 \$1.99 (USD) and available worldwide exclusively through the App Store in the Education category. Review copies are available upon request.



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<https://www.youtube.com/watch?v=T2RPQYyKIcc>

Portrait

Jan Essig is an indie app developer & illustrator from Mannheim, Germany, who has been creating apps from scratch since 2011. Jan's development focus is on making educational apps for kids and silly games for... older kids. All Material and Software (C) Copyright 2015 Jan Essig. All Rights Reserved. Apple, the Apple logo, iPhone, iPad and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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