

PROPOSAL TO DESIGN AN IDIOMS MOBILE APPLICATION

Submitted by:

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SCHOOL OF HUMANITIES

MODERN LANGUAGES PROGRAM

BOGOTA

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JURY:

DEDICATION

This Thesis is dedicated to our families, those who support us all the way since the beginning until the finishing of our studies, and they have been a great source of motivation and inspiration.

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Fabian Badillo has been the ideal thesis supervisor. For his patience and commitment with our research, we appreciated his dedication.

A very special thank to our parents for their support in the development of the academic work.

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CHAPTER 1

INTRODUCTION

Mastering another language represents for people the way to get all the knowledge they want, arousing thereby the interest in learning or getting the knowledge through a foreign language. The need of communication with English speakers. Nowadays, it is important to include English teaching in educational systems of the world. This fact makes English the universal language and here in our country one of the most important languages for business, economy and cultures context.

In all processes of learning any language you should consider the grammar (according to Julio Foppoli), writing, reading, pronunciation and listening; whole tools which the students can reach a good understanding of the language; however these learning processes have always brought the need to undertake an individual research and personal experience with the language for a better understanding and immersion into the culture of this language. The above, is based on our acquired academic experience during the Modern Languages studies.

There are expressions of the English language which cannot be translated literally and they are part of both informal and formal communication media, those are the Idioms. It is important to mention that those idioms are frequently used in an informal context, however, there are other kinds of idioms or expressions which are used in a formal contexts. We can use those Idioms in any language but our research is focused on English language.

For all these reasons above, we consider it is important to take into account the idioms as an extra part of the English language in order to give them more importance within the language; in this way, people can develop effective communication skills and those who are interested in improving their language abilities will be able to understand and apply sentences, conversations, written language and frequently use idioms related to the English language.

The aim of the investigation begins with an interest in the language as a communication tool in different ways, especially the language used in idiomatic expressions (idioms). Initially the idea is to show the different combinations of words and its several meanings depending on the topic or intention of the speaker or writer, in order to get more understanding and fluently

when speaking or writing in English language; another important aspect to analyze is the interest in people to learn about English idioms and in this way, develop a tool phone-interactive to make learning easier.

According to the need for English learners of having a good level of the language, this investigation was starting with the intention of creating a proposal of application with thematic classification of idioms in English, in order to get better understanding of each sentence of the language and comprehension of the idioms when speaking or writing or making a translation.

Taking into account the academic pensum of the Modern Language program and our experiences about the different methods of learning and the practice of different languages specially English, this was the inspiration to design our mobile app help to improve speaking, writing, reading and listening skills in people who are interested in learning English language, so that may be expressed appropriately in different situations, also understanding, memorizing or recognizing it in different contexts.

We expect our application to be helpful and free. English study can be both enjoyable and an enriching experience. Therefore, it will be a dynamic tool as well, but it is clear to learn Idioms or Idiomatic Expressions can be achieved with a great dedication, practice and study outside of the rooms.

According to our acquired knowledge, we consider this application one of the most important ways to improve vocabulary, because learning new Idioms requires to be associated with something else such as: a body language and the classified information, the association is full of meaning for learners, the more you get a chance not to forget the Idiomatic Expressions.

STATEMENT OF THE PROBLEM

According to the people needs, who want to improve their English language and also want to have a good interpretation and understanding of the language when making different kinds of documents (legal, business, informal or academic); we want to make a useful tool such a mobile application with some classifications according to the interviews made to people.

The idioms do not have a literal meaning (word by word) to the Spanish language, people use the different mechanisms to make the translations as free translators on websites; the result is the translation word by word which causes the loss of the idea or the sense of the phrase; for this reason we consider there is a huge problem for the translator when making any kind of translation.

The objective of this proposal is to achieve people learn the most common English idioms with the practice of the same ones, the idea is to build a useful tool for any person in order to offer specific ideas to translate any situation depending on the thematic; also and it can be useful as a consultation document as well.

In many cases, idioms are a little difficult for non-native speakers to learn, according to Mata, Herrera and Peña they have had developed over some beliefs or within the cultures. Idioms are specially used by people who speak fluently because they have a well use of the expressions in each context; they can express a wide range of emotions and senses, they have a great vocabulary and can make sentences in different contexts. *“If you already speak some English and now would like to speak more like a native, you've found the right book. One of the keys to speaking like a native is the ability to use and understand casual expressions, or idioms. American English is full of idioms. You won't learn these expressions in a standard textbook. But you will hear them all the time in everyday conversations. You'll also meet them in books, newspapers, magazines, and TV shows.”*(Speak English like an American, 2004, p.7)

RATIONALE

It is important to stand out English language translation goes beyond grammatical structures identification to know the meaning; but using structures according to the context, as there are idioms proper of the language which cannot be translated in a literal way and those are part of the language communication registers as well.

As Julia Sevilla Muñoz says:

“El problema morfosintáctico y semántico dificulta la traducción de las expresiones y enunciados fijos su estructura gramatical peculiar, puesto que se alejan muchas veces de las normas lingüísticas, cuentan con la presencia de arcaísmos o sufren alteraciones vocálicas con fines rítmicos.”

Muñoz, (1997) p. 433. Fraseología y Traducción - UCM

Idioms also are a way of saying something, they have many purposes when people communicate with others, maybe in conversations, e-mails, letters or meetings, in this way idioms are an important key in learning any language to fluency, and to achieve fluency people must master all aspect of the second language. “The key, however, to actually sounding like a native isn’t necessarily the mastery of grammar but more likely a strong baggage of idioms that can easily be used in everyday conversation.” (See more on: *Idioms are the key to Fluency*) you can learn idioms for two reasons: more idioms you know, the more native your language will sound and second, it is a good way you learn a lot about the culture speaking the language you are learning.

The understanding of the idioms that have more explicit information, it requires a great and specialized knowledge in order to be able to interpret some technical texts, for instance: on the book: *“Idiom translation in the financial press”* the writer Despoina Panoua firm: *“I have noticed that there is a problem in firstly, in comprehending, and secondly, translating idioms. In both General English and specialized texts there seems to be a tendency to omit idioms and this has urged me to investigate why idioms are not always translated but instead are preferably omitted.”*. According to Panou, if people choose to be a translator of general

English or literature texts, or any technical texts, may have a background in literature, or financially literate or any science.

According to the above we consider learning idioms of each language is not very easy because lack of knowledge or a bad use of them, could cause comprehension problems and misunderstandings, but once you know them they can be useful when speaking or translating; we want to avoid this kind of problems with the proposal of the application in the mobile focused specially on interaction online with other participants.

In this application mobile we want to focus on idioms which are commonly used in meetings, interviews, negotiations, employment, academic idioms such as communication, organization, money, advertising and informal context as well, for example in restaurants and airports, universities and so on. We consider this is a very important vocabulary to every people in learning English language process, deep the writer and reader, so this proposal can give a lot of tools in order to be able to express any idea in any context, as well as offer fluently and clear speaking.

One of the most important aspect and motivation in this project, is when idioms are well used, they enrich people's communication. This application could be a fun and dynamic way to learn and practice English Idioms. Our tool will have the possibility for exchange knowledge with other participants and will be a full English idioms Interactive app version as well.

This app can be a boost to improve your vocabulary, comprehensible, fluency and strengthen your reading, writing, listening and speaking skills. On the other hand, the design of our app can be a powerful way to help to learn and remember easier the English language and across different topic and categories.

GENERAL OBJECTIVE:

To design a proposal of modern mobile application full version free about idioms in English with an academical approach taking into account the needs and expectations of the respondents.

SPECIFIC OBJECTIVES:

To recognize what are the preferences of the students when using an Idioms applications.

To offer a dynamic way to practice idioms and play with them at the same time, taking into account what are the likes of the students.

CHAPTER 2

IDIOMS

Meaning and definition:

Idioms are sequences of several words whose significance is not compound, the meaning of the expression is not derived from its components, but the idiom mean all together. Idioms generally are composed by two words and these have just one literal performance or interpretation.

Another definition is: frozen patterns of language which allow little or no variation in form and, in the case of idioms, often carry meanings which cannot be deduced from their individual components.

Idioms are described in different ways like this:

- “An idiom is a combination of two or more words which function as a unit of meaning.... Idiomatic expressions are units of meaning, non-idiomatic expressions, conversely, are made up of distinct meaningful parts”. (Oxford Dictionary of Current Idiomatic English Vol.-I P. VIII - IX , 1984)
- “...groups of words with set meanings that can not be calculated by adding up the separate meanings of the parts” –(Bolinger 1975).
- “Idiom can be defined as a number of words which when taken together, have different meaning from the individual meaning of each word” (Seidi and Mc Mordie 1978).

Idioms are an important part of the vocabulary of a language, and although they are the last thing we learn in English, these are essential in order to get a natural expression; and also it is important to know idioms can have several meanings according to the context of the sentence.

On the other hand, idioms are a very big trouble when people want to translate them in another language, due to if people do it word by word, as a result, the meaning will be confusing; for

this reason idioms cannot be translated literally. However, there are other idioms that have the same idea but have other words in the final language.

Pontes and Sanhudo, they offer some terms that a common sentence should have in order to get the name of “idiom”.

- It is composed by two words or more..
- It has to be fixed.
- It is proper of a language.
- Its construction is not under the rules.

Other important aspects of idioms are:

- Their use that is absolutely optional paralleling derivational vocabulary. One can choose either to use or to omit them. Since the use of idioms is not obligatory and their structure is complex, they tend to remain special objects in the language.
- An idiom is a number of words which, taken together, mean something different from the individual words of the idiom when they stand alone. The way in which the words are put together is often odd, illogical or even grammatically incorrect.
- Other idioms are completely regular and logical in their grammar and vocabulary. Because of the special features of some idioms, we have to learn the idiom as a whole and we often cannot change any part of it.
- The idiom has been fixed by long usage – as is sometimes seen from the vocabulary.

For Example:

The idiom “to buy a pig in a poke” means ‘to buy something which one has not inspected previously and which is worth less than one paid for it’. Poke in the sense of ‘to look at carefully’ (besides other senses) only appears in present-day English with this meaning in this idiom. Therefore, it is clear that the idiom has continued to be used long after the loss of such sense.

Origin:

Idioms have, most of times, a rhetorical origin. At the beginning of each idiom the idiom could be a new expression, or any attractive poetic figure which was accepted as a part of the vocabulary. However, with the overtime these expressions lost their rhetorical figure and were used in its figurative sense and then, were adopted in the language as something natural.

Some investigations about origin of the idioms are towards not only their etymology but on their structural status. The sources of their origin indicate their association with the domain usage; this is because of the special vocabulary characteristic of a specific topic.

There are many different sources of idioms, the most important thing about them is their meaning, this is why the native speakers does not notice that an idiom is incorrect grammatically; for this reason, if the source of an idiom is known it is easier to imagine its meaning.

CHARACTERISTICS AND CLASSIFICATION OF IDIOMS

In the exploration of idioms, we can find several characteristics that allow people to identify them and understand their meaning. Generally idioms are often mistaken with many other language usages such as proverbs, collocations, etc. The field of the idioms involves a huge scope for a number of approaches as are the semantic, syntactic, grammatical, lexical, and morphological.

Characteristics of Idioms:

The idioms of each language are peculiar to each language, so the idioms are manners of expression.

Some characteristics of idioms are:

- Are part of the linguistic knowledge of the community.
- Are institutionalized and standardized.
- Have been arbitrarily set, this, for the repeated use of the community, it means that idioms are reproduced when speaking as constructions previously done.
- Are short constructions.

Categories of Idioms:

- Idioms have many different forms or structures. They can be very short or rather long. A large number of idioms consist of some combination of noun and adjective, e.g., *cold war*, *a dark horse*, *french leave*, *forty winks*, *a snake in the grass*. Some idioms are much longer: *to fish in troubled waters*, *to take the bull by the horns*, *to cut one's coat according to one's cloth*.
- An idiom can have a regular structure, an irregular or a grammatically incorrect structure. The idiom *I am good friends with him* is irregular or illogical in its grammatical structure. This form is impossible although it is more logical; one would have to say: I am a good friend of his. This is, therefore, an example of the kind of idiom where the form is irregular but the meaning is clear.

- A second kind of idiom has a regular form but a meaning that is not transparent. *To have a bee in one's bonnet* has a regular form, but its meaning is not obvious. It means, in fact, that one is obsessed by an idea.
- There is a third group, in which both form and meaning are irregular. *To be at large*: the form Verb + Preposition + Adjective without noun is strange. If we talk about a prisoner who is (still) at large, it means that he is still free. Here are similar examples: *to go through thick and thin, to be at daggers drawn, to be in the swim*.

Most of idioms belong to the second group, where the form is regular, but the meaning is idiosyncratic, it means, the meaning of the idioms has a relation with the culture and context. However, even in this group, some idioms are less opaque than others, that is, some are easier to guess or find the meaning than others; For example, *to give someone the green light*, we can guess the meaning even though we may never have heard it before. If we associate 'the green light' with traffic lights where green means, we can imagine that the idiom means 'to give someone permission to start something'. This could be an instance of an idiom inside an idiom.

Other idioms can be determined if we hear them in context, that is, when we know how they are used in a particular situation. For example, let us take the idiom *to be at the top of the tree*. If we hear the sentence 'John is at the top of the tree now', we are not sure what this is saying about John. Perhaps it means that he is in a higher position or that he is hiding. But if we hear the phrase in context, the meaning becomes clear to us. The idiom means 'to be at the top of one's profession, to be successful'.

Some idioms are too difficult to guess correctly because they have no association with the original meaning of the individual words.

Here are some examples:

to tell someone where to get off, to bring the house down, to take it out on someone. The learner will have great difficulty here unless he has heard the idioms before. Even when they are used in context, it is not easy to detect the meaning exactly.

Classification of idioms:

Classifications Idioms are also defined in terms of grammatical or syntactical categories, with specific meanings. In other words, idioms are the phrases with rather fixed meanings and inflexible to substitution. Chu (1985, p.27-48) has considered six syntactic divisions for idioms:

- Verbal idiom: It comprises a verb that makes the whole phrase act as an idiom. “verb + adverb (go by), verb + preposition (tell on), verb + adverb + preposition (fool around with), verb + noun (do the track), verb + pronoun (beat it), verb + adjective (keep cool), verb + noun / verb + pronoun + adjective (take it easy), verb + N/pronoun + adverb (get it all together), Verb + preposition + noun /pronoun (fall in love with), Verb + noun + preposition + noun (take the bull by the horns).
- Adjectival idiom: It functions as an adjectival phrase in a sentence: a. Subject complement (I was still wet behind the ears) b. Object complement (I found him on pins and needles) c. Noun modifier (a hard-nosed teacher).
- Adverbial idiom: It modifies verb, adjective, clause and sentence. It is also in the form of Adverbial phrase (fade and away), Prepositional phrase (on foot) and Noun phrase (rain or shine).
- Noun idiom: It comes with a determiner or its modifiers (he is nobody’s fool, a feather in my cap) and Noun compound (flip-flop).
- Prepositional idiom: A preposition does not necessarily take the form of preposition; it can be as an adverbial phrase or adjective phrase.
- Clausal idiom: it is an idiom in the form of a clause or a competence sentence, which can be independent or dependent (within another sentence) e.g., his left hand doesn’t know what his right hand is doing”.

It seems some loopholes are detected in these categories: Firstly, it is just based on syntactic differentiation and semantic aspect of idiom is overlooked. Secondly, the categories do not encompass all syntactic details. Thirdly, it does not include a very comprehensive division. On the other hand, it engenders idiosyncratic interpretation and classification of idiomatic

expressions without reaching a holistic conclusion. For example, Cousie et al. (1983) have considered idioms as non-compositional phrases, which can be categorized as a continuum:

- a. Pure idioms: They are fixed combination of words, which are defined as non-compositional elements in meaning. They do not permit any substitution.
- b. Figurative idioms: They are both literal and non-compositional e.g., 'kick the bucket' means 'to die', but it can also refer to a person who kicks the bucket.
- c. Semi-idioms: They are as the overlapping borderlines between idioms and collocations e.g., 'blind alley'; it is meaningful in a special context, the word 'blind' is a figurative interpretation of 'alley' and it is meaning 88 per se. Thus, a person can guess the meaning by imagination or background knowledge.
- d. Open collocation: It is based on free combination of words.

The above classifications draw the following criticisms:

- a. The classification is to draw imaginary extremes on idiom with intervening ones. However, it seems that idiom classification into zero and full idioms do not solve any problem. When something is a zero idiom, it is not an idiom, and it should not be mentioned in this category at all. Accordingly, when something is full idiom, it is idiom and the adjective 'full' cannot solve any problem.
- b. Attributing any phrase as an idiom is not an easy tasks since it shows overlapping borderlines with other categories; besides' it depends on the judgments of interpreters.

HISTORY OF MOBILE APPLICATIONS

The first mobile applications were created in 90s, they were what we know as the agenda, arcade games and so on, they were making very elementary functions and their design were too simple. The evolution of the applications (apps) occurred rapidly thanks to the WAP (Wireless Application Tool) technology and the data EDGE data transmission. The above was accompanied by a huge development of the cellphones and smart phones with different kind of platforms such as iOS and Android; with this two principal platforms begins the real growing of the apps, games, news, design, art, photography, medicine and so on, all on your hands.

Then, when the user of the apps grew up, WAP fell short of commercial expectations, handset were too small for surfing and users wanted more, Then the developers wanted to add some capabilities to the phones: memory was getting cheaper, batteries was getting better and other devices were beginning to run compact versions of common operating systems.

At the end of 2008 there was an application for all, when Appstore from Apple opened it had 500 apps and Android Market had just 50; then in 2013 Apple got 775.000 and Google Play 800.000.

Figure 1 next page

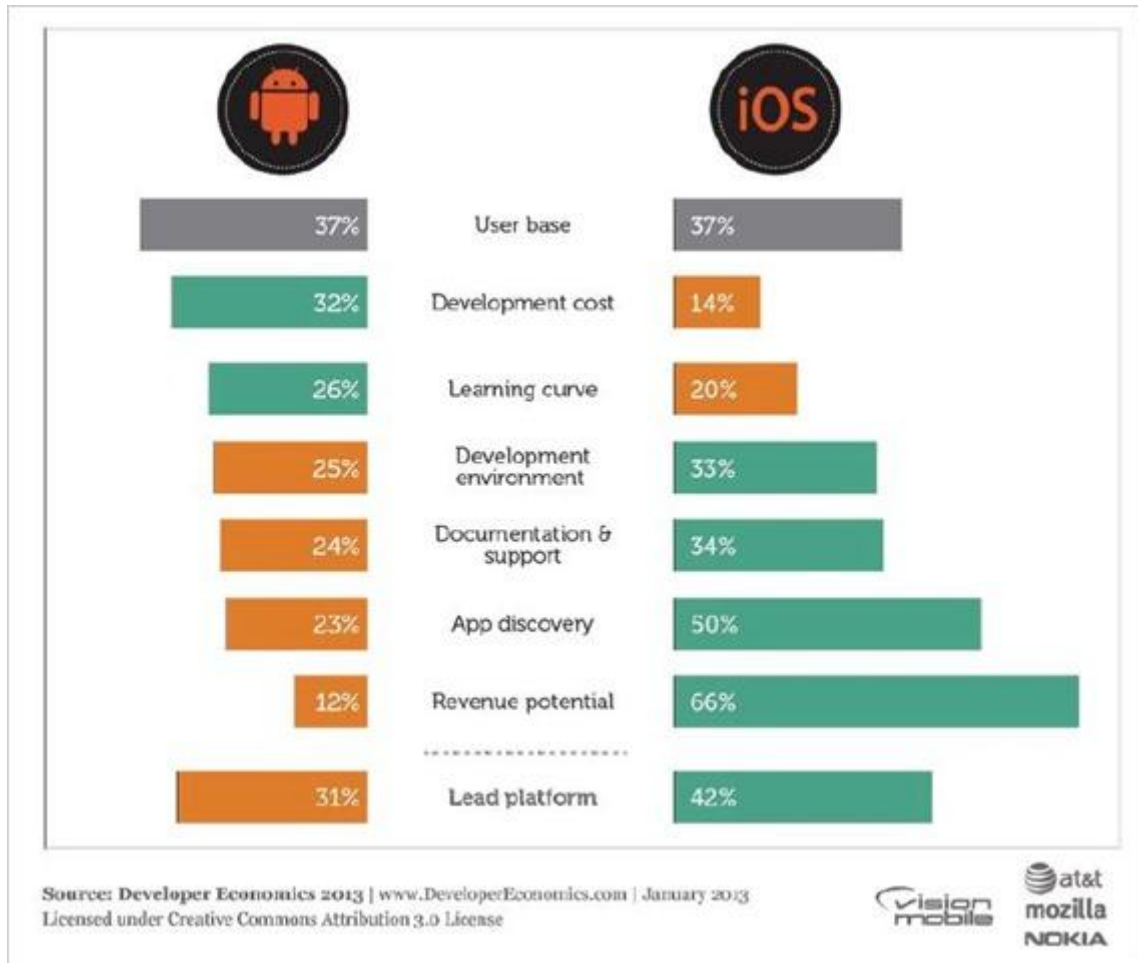
Developer environment today

App developers today have over 500 third party tools to choose from, catering to every stage along the mobile app development life-cycle.

90% of all mobile developers surveyed use at least one third-party tool or service for their app development. Mobile app development frameworks PhoneGap and Appcelerator are most popular and lead developer mindshare.

Graphic 1

Android and iOS platforms development



CHAPTER 3

RESEARCH DESIGN

The following table shows us the main data the research design and then we can see by a description of each aspect.

Table1
Research design

PARADIGM	Qualitative
TYPE	Descriptive - Case Study
PARTICIPANTS	3 Students of language modern (Cristina Ospina, Juan Acevedo and Giovanny Ortega)
TIME	Oneweek
CONTEXT	ECCI Modern Languages
INSTRUMENTS FOR DATA COLLECTION	Coding Frame, Survey and Focus Group
PROCESSES FOR DATA ANALYSIS	Individually

When we started this research, we defined the objectives and then the statement of the problem, followed by the plan of research design in order to build three kinds of instruments for data collection. Finally we analyzed and obtained the results through type descriptive and case study research. This study uses a “descriptive research” which is used to collect information related to the current status of an issue or phenomenon to describe "what exists" within the variables or conditions of the situation.

The proposal of our research is to design a dynamic mobile application for learning and practicing English, making the case study with 3 students of Modern Languages through a matrix of main information, a survey and a focus group.

The main idea of this kind of research is to make an application mobile taking into account the needs and expectations of the respondents.

PARADIGM

Qualitative Research

The study in this research is qualitative which was defined by Mauricio Velazquez in the article "What is qualitative research" ; we wanted to make three case studies with students from modern languages. We assigned four mobile applications for them to play and manipulate the tool for thirty minutes, through a matrix, according to the observation we gave them a evaluation of 10 aspects (Origin, Audio, Pronunciation, Images, Examples, Meaning, Classification, Video, Evaluation and Exercises), after we delivered three surveys where they were performed ten questions to help us identify if they knew Idioms Mobile applications , where they explained aspects they liked and not liked among other things and finally we make a focus group for the participants. These case studies were schedule in the head office of the university Eccí.

Qualitative investigation is the research of information by methodologies which their objective is find out and understand the meanings of the relations created on the people mind. The subject is the center of the qualitative investigation.

Some techniques used in this type of investigation, are interviews, observation and focus group, life history and case study. So, the results validity depend on the well application of the methodology and the correct selection of the participants.

TYPE

Case Study

A Case Study is a fundamental investigation tool in social and management areas, however, is used in economy and marketing as well. A Study Case analyses current topics, contemporary phenomenon and using this type of research, the investigator can answer the “how” and “why” of the problem using multiples sources and data.

“Método de investigación de gran relevancia para el desarrollo de las ciencias humanas y sociales que implica un proceso de indagación caracterizado por el examen sistémico y en profundidad de casos de un fenómeno, entendido estos como entidades sociales ó entidades educativas únicas” Bisquerra, R. 2009. Metodología de la investigación educativa (2da Edición) Ed. La Muralla S.A.

Following the definition above, a Case Study is an investigation method of any complex, or different situation based on the understanding of it; his understanding is obtained through the extensive description and analysis of the situation.

Main Characteristics

- To investigate phenomena where it is important to answer how and why happen.
- It allows investigating one topic or several at the same time.
- It studies the phenomena from different perspectives.

In order to make a deep description of our case study, it was to important to apply several instruments to the three people who were studied. As we said at the top of the investigation the

main situation we wanted to investigate what was the better way to create a tool which was able to offer new ideas to the people for learning idioms and improving the level of it.

One of the principal motivations to make this kind of investigation is the concern about the level of English speakers, it means, people can express the ideas through the vocabulary received when learning the language, but they are not able to speak fluently because of the lack of idioms.

We fell, this investigation is going to provide us the necessary information in order to organize and analyze it and then, we will have the answers to make a different and new tool for English learners.

CONTEXT

It is important to mention that nowadays, people have the need to learn English Language and have a very well pronunciation and understanding as well; in addition to that, we have to mention that the new lifestyle of the people in general has made they do not have enough time to make an extensive training on any language. For all the above we thought making an investigation about what are the preferences of the people when using any application about idioms, for example colors, images, contents, games and if it is possible to make matches.

First of all, we developed our research in the institution Universidad Escuela Colombiana de Carreras Industriales. The University is located at the downtown, exactly on 49 streets and 19 avenue in the locality of Chapinero. During the academic program of the Modern Language career, we could know different methods of learning and teaching the English language so we could improve oral, writing, reading and listening skills and this allowed us to increase the vocabulary, this was the inspiration to design our mobile app to offer a modern and practice tool. This software has phrases, images or combination of these elements and it may deliver evaluation (test) online with participants from English speaking countries, and finally we can find a final score; another benefit of our proposal is that it is available in different platforms such as Iphone and Android.

THE PARTICIPANTS

We selected three students of tenth semester of modern languages at Universidad Escuela Colombiana de Carreras Industriales, who were our case studies and they participated voluntarily and actively in this study. The students provided the time for present complete the Coding Frame, Survey and Focus Group.

INSTRUMENTS FOR DATA COLLECTION

We applied the basic tools to research, the following were used: the data matrix, survey and focus group that were applied for the three students.

Coding Frame

We shared four different applications to the the participants, and they rate 10 items in each one.

Survey

In order to do the data collection easier for the participants, we decided to apply the survey in Spanish Language; people are more disposed when the process has a minimum level of effort.

Graphic 2 Survey

Esta encuesta se realiza con el fin de conocer su opinión acerca de las expresiones idiomáticas a través de las aplicaciones móviles; de acuerdo a su experiencia con las aplicaciones presentadas, nuestro objetivo es conocer las ventajas y desventajas de las mismas y de esta manera poder diseñar una nueva herramienta académica que permita desarrollar sus habilidades lingüísticas.

1. Conoce otras aplicaciones móviles de expresiones idiomáticas a parte de las expuestas?
a. Si b. No Cuales? : _____
2. De acuerdo con la matriz diligenciada, que otros aspectos serian importantes para usted dentro de una aplicación de expresiones idiomáticas?
a. Versión completa gratuita b. Interacción en linea c. Traducción al español
e. Otracual? _____
3. De los siguientes aspectos encontrados en las aplicaciones, cuales fueron de su mayor agrado ?
a. Diseño b. Colores c. Contenido d. Graficos e. Otro cual ? _____
4. De los siguientes aspectos encontrados en las aplicaciones, que fue lo que menos le gusto?
a. Diseño b. Colores c. Contenido d. Graficos e. Otro cual ? _____
5. Le gustaría que las aplicaciones tuvieran algún tipo de clasificación ?
a. Si Pase a pregunta 6 b. No Pase a pregunta 7
6. Escoja alguna opción para una posible clasificación de las expresiones idiomáticas dentro de la aplicación.
a. Negocios- Académico
b. Lugares - Objetos
c. Cotidiano - Informal
d. Otro Cual? _____

7. Qué tema en específico le gustaría que se incluyera en la aplicación móvil de expresiones idiomáticas?

8. Cuantas Expresiones Idiomáticas le gustaría que tuviera la aplicación móvil ?

- a. 20 b. 35 c. 50. d 70 e. Mas de 100

9. Que importancia tiene para usted el uso de nuevas tecnologías en la practica de idiomas extranjeros?

- a. Muy importante b. Importante c. Poco importante d. Es indiferente

10. Le gustaría que la aplicación tuviera algún tipo de restricción?

- a. Si b. No Cual? _____

Focus Group

Qualitative data derived from Focus Groups are extremely valuable when vivid and rich descriptions are needed. In fact, focus groups are an increasingly popular way to learn about opinions and attitudes.

To begin data analysis process, members participated in one hour , qualitative data analysis training , the cases studies were three students of language modern at Universidad Escuela Colombiana de Carreras Industriales.

CHAPTER 4

ANALYSIS OF THE INSTRUMENTS

Coding frame

Following the results of the analysis with graphics of each aspect of the mobiles applications that we gave them then to manipulate and completed the table or coding frame.

Table 2

Coding frame

NAME: _____ DATE: _____

APP NAME	ORIGIN			AUDIO			PRONUNCIATION			IMAGES			EXAMPLES			MEANING			CLASIFICACION			VIDEO			EVALUACION			EXERCISES		
	B	R	M	B	R	M	B	R	M	B	R	M	B	R	M	B	R	M	B	R	M	B	R	M	B	R	M			
IDIOMS																														
3000 ENGLISH IDIOMS																														
ENGLISH IDIOMS AND PHRASES																														
ENGLISH IDIOMS INTERACTIVE LITE																														

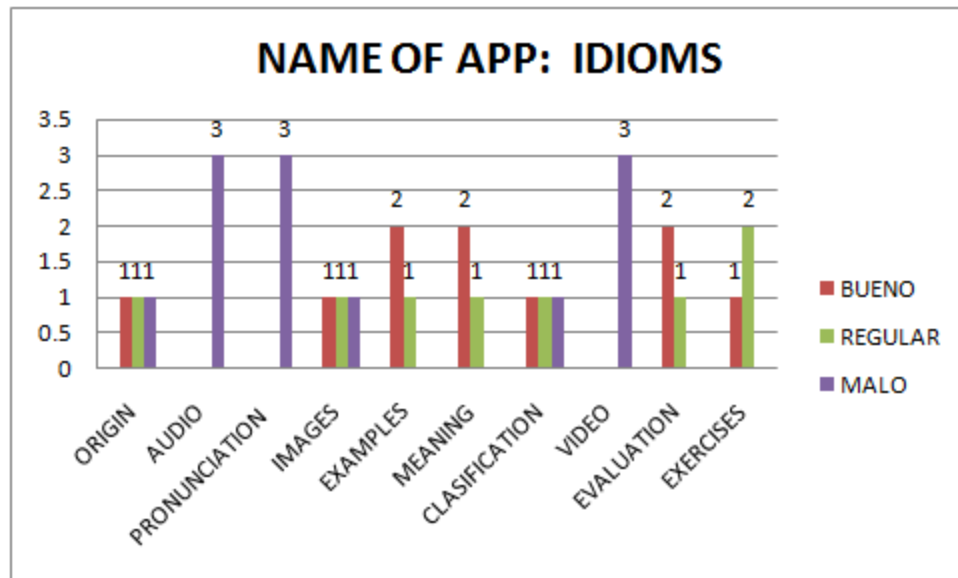
B=BUENO

R=REGULAR

M=MALO

Graphic 3

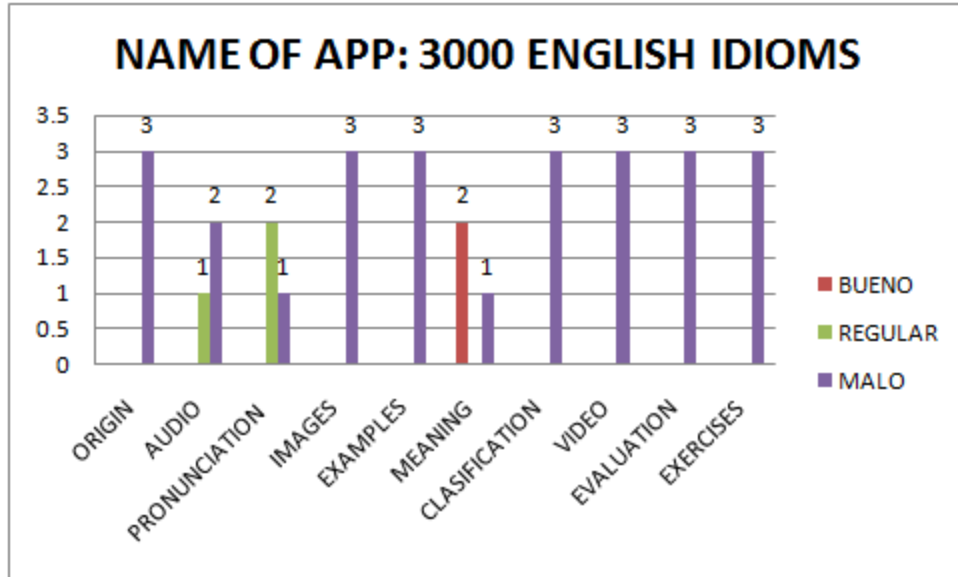
Evaluation of the app Idioms



The graph shows the first mobile application, it can clearly be seen that audio, pronunciation and video are bad, while the examples, meaning and evaluation shown are good.

Graphic 4

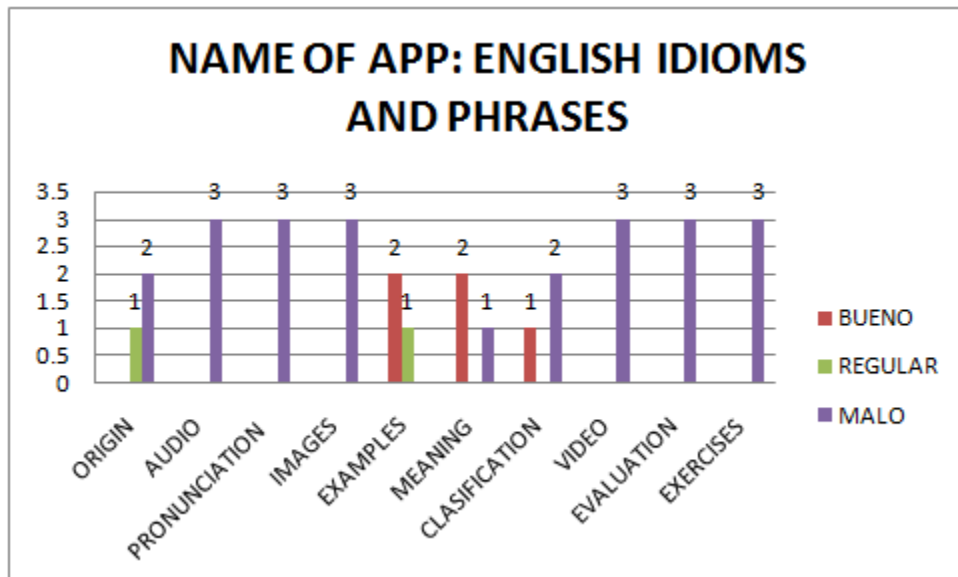
Evaluation of the app: 3000 English Idioms



The second graph the app 3000 English Idioms, It shows that 3 case studies did not like the majority of the aspects when they used the application

Graphic 5

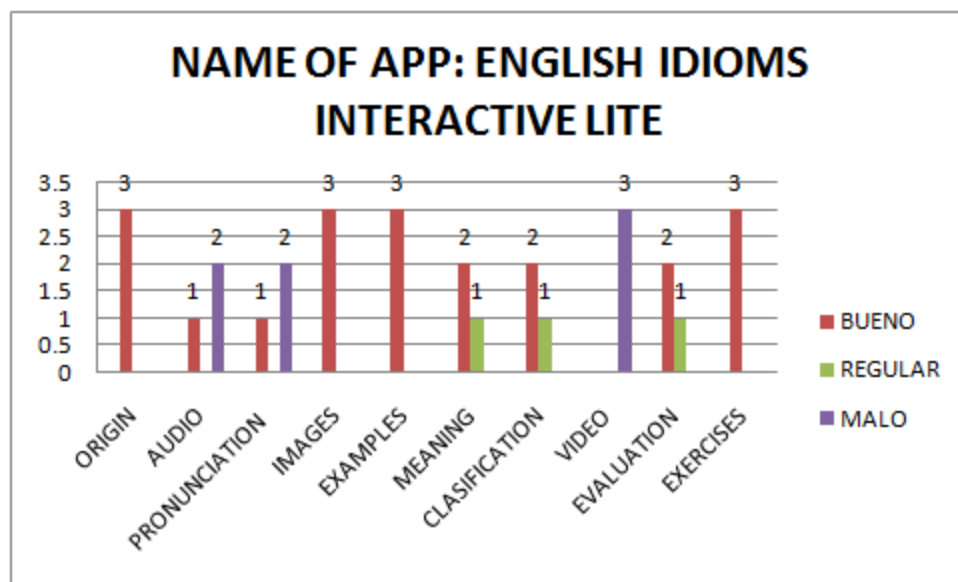
Evaluation of the app: English Idioms and Phrases



This graph is similar with the before in order to know the aspects that they didn't like respondents

Graphic 6

Evaluation of the app: English Idioms Interactive Lite



The Bar chart the colour red shows the positive aspects of the app : English Idioms Interactive Lite, these were the origin, images, examples and exercises and the negative aspect was the video

Survey

The students who participated in this study answered a survey each one of 10 questions, it were performed closed and open type were required in order to provide answers to specific questions, but we gave some freedom to our participants to express different experiences and situations when mobile language applications are used.

We interviewed 3 students of modern language who were the cases study.

Taking into account the surveys, two of the students claimed to know other mobile applications as Ponds, Babel and Book the Phrases; according to the coding frame they admitted that other important aspects for a new application are the connection online and the translation to Spanish, two of them recognized that subject and colors were the liked aspects and less were design and graphics. The students mentioned into of the mobile application the Idioms should be classified in business, academic and maybe culinary context. As shown the surveys the respondents agreed that the new mobile tool should have over 100 Idioms and a high percentage of surveyed completed the questions without problems in a time of twenty minutes.

The students commented that in general the apps had restrictions the type the pay versions and they would be going the full version free and compete online with other participants to increase the writing, reading, speaking and listening skills in English.

Focus Group

Qualitative data analysis revealed 9 aspects across of opened questions that address both general design, content, uses and suggestions as well as language competence online. Within each of the major themes, a number of sub-themes were identified.

Across the focus group, the participants discussed difficulties with the sound and pronunciation when they used the mobile application of Idioms, therefore they will suggest that our tool should have a native pronunciation and the association of colors with images or graphics, also they would like that our application have levels of evaluation, further the students noted that is important the interaction online with others participants of manner funniest because is the best help against any boredom, respondents stated that the translation to Spanish is necessary but they prefer English to English, finally they noted that the origin of Idiom is the essential aspect in moment to create a new mobile application of Idioms.

Focus group interview

De acuerdo a la matriz y a la encuesta, se hacen las siguientes preguntas:

- En cuanto al diseño, favor mencione que sugerencias tiene para la aplicación de expresiones idiomáticas referente a colores, imágenes y sonido.

Hay algunas aplicaciones que nos mostraron que tienen el sonido muy robotizado, la pronunciación es muy robotizada, entonces difícilmente la persona adquiere una buena pronunciación, por lo tanto se sugiere una pronunciación más real, preferiblemente de personas nativas.

Es importante la inclusión de los gráficos, dibujos imágenes coloridas para facilitar el aprendizaje por medio de la memoria fotográfica, y que haya una interacción entre las imágenes para que la interfaz sea agradable a la vista.

- Les gustaría una aplicación que se asemejara a un minicurso o que sea simplemente informativa

Depende de la necesidad de cada persona, sin embargo todas las personas buscan que las aplicaciones sean muy completas, con todas las herramientas como por ejemplo etapas desde la más simple hasta la más avanzada, y que adicional haya una calificación para cada nivel alcanzado.

- Le gustaría que la aplicación tuviera la posibilidad de una interacción en línea con otro participante? Y de acuerdo a eso ser evaluados?

Si, sería interesante desde el punto de vista de la competencia para los participantes, es decir que en cada competencia se muestren errores y aciertos, y que sea divertido para los participantes, pues es muy fácil que las personas se desanimen fácilmente.

Yo sugiero que la competencia entre participantes sea entre una persona de habla española y otra persona de habla inglesa, de esa manera se sugiere una interacción de aprendizaje para las dos personas, pues una de ellas que no entienda el significado correcto de la expresión idiomática puede aprender de la otra que si lo entenderá.

- Y en cuanto a la traducción al español?

Sería un plus para la aplicación, sin embargo es mejor el significado en inglés y con una descripción muy detallada apoyándose de las imágenes, porque si estuviera en español no se aprende bien.

- Que tan dispuestos estarían a descargar nuestra aplicación y usarla diariamente?

Si estaríamos dispuestos porque hay muchas aplicaciones de expresiones idiomáticas muy simples, ó solo con vocabulario, pero esta sería interesante usarla.

-Cuál sería la motivación?

En mi caso, si estoy de viaje sería muy útil, si tengo un trabajo donde tenga que hablar en inglés también me serviría mucho, sin embargo, depende de la necesidad de cada participante, porque no todos los días podría presentarse la duda de una expresión idiomática.

- Que considera que es lo más importante que deba tener una aplicación móvil de expresiones idiomáticas. (algo que no puede faltar)

El origen del idiom, para uno saber que representa una expresión idiomática de acuerdo al país, para saber el significado real de una expresión idiomática se debe conocer el contexto cultural, histórico y político.

- Que colores debería tener la aplicación?

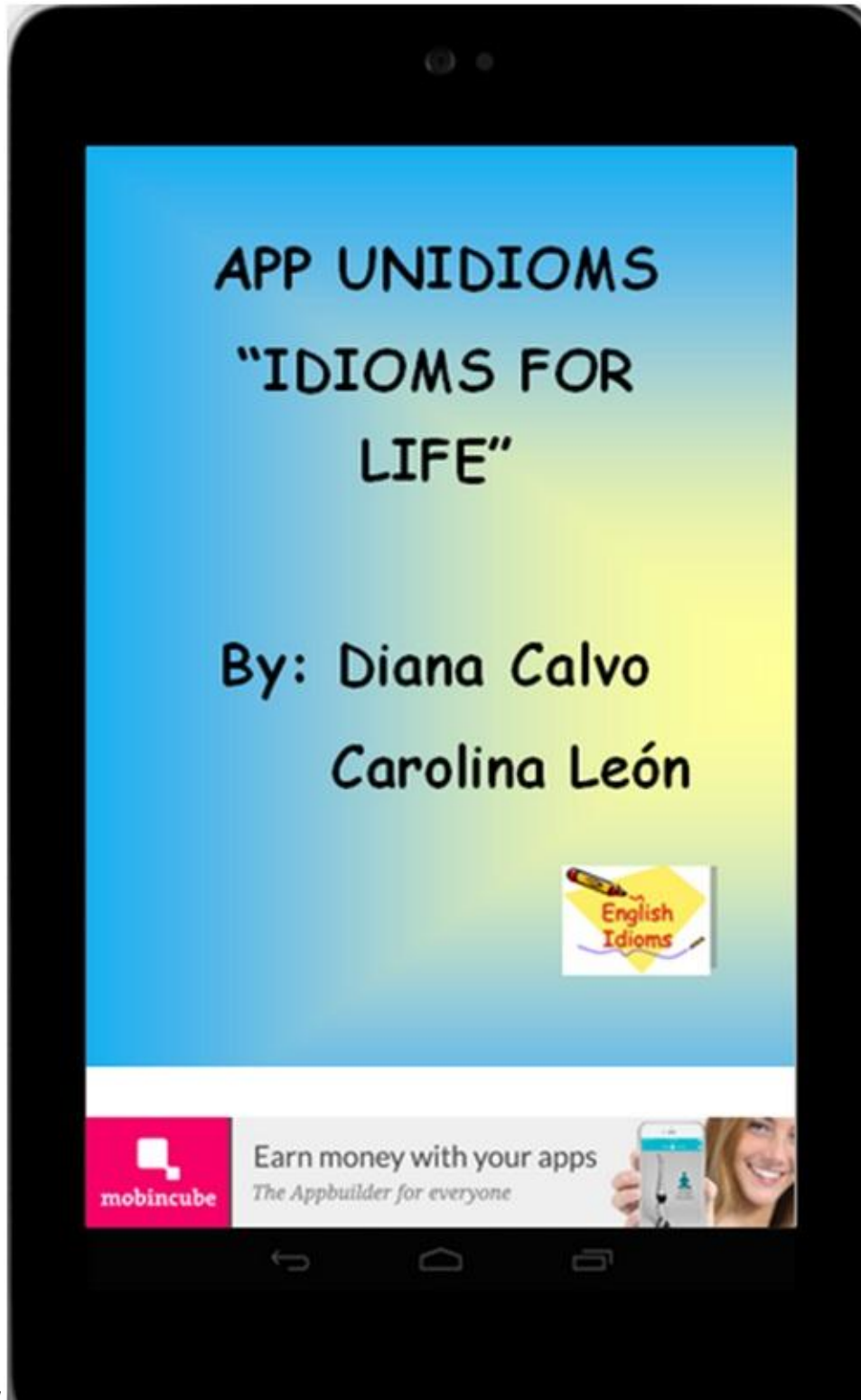
Colores fuertes como los primarios que hagan referencia a nuestro país, llamativos como el verde biche, amarillo fuerte.

- Que otra sugerencia tienen para nuestra propuesta de la aplicación?

Si hay forma de hacer una clasificación de acuerdo a países de origen, ó de acuerdo a negocios y viajes.

Que la aplicación no sea tan plana, que sea muy interactiva y que todas las expresiones idiomáticas estén conectadas entre si.

Figure1



Screen1

Figure2
Screen2

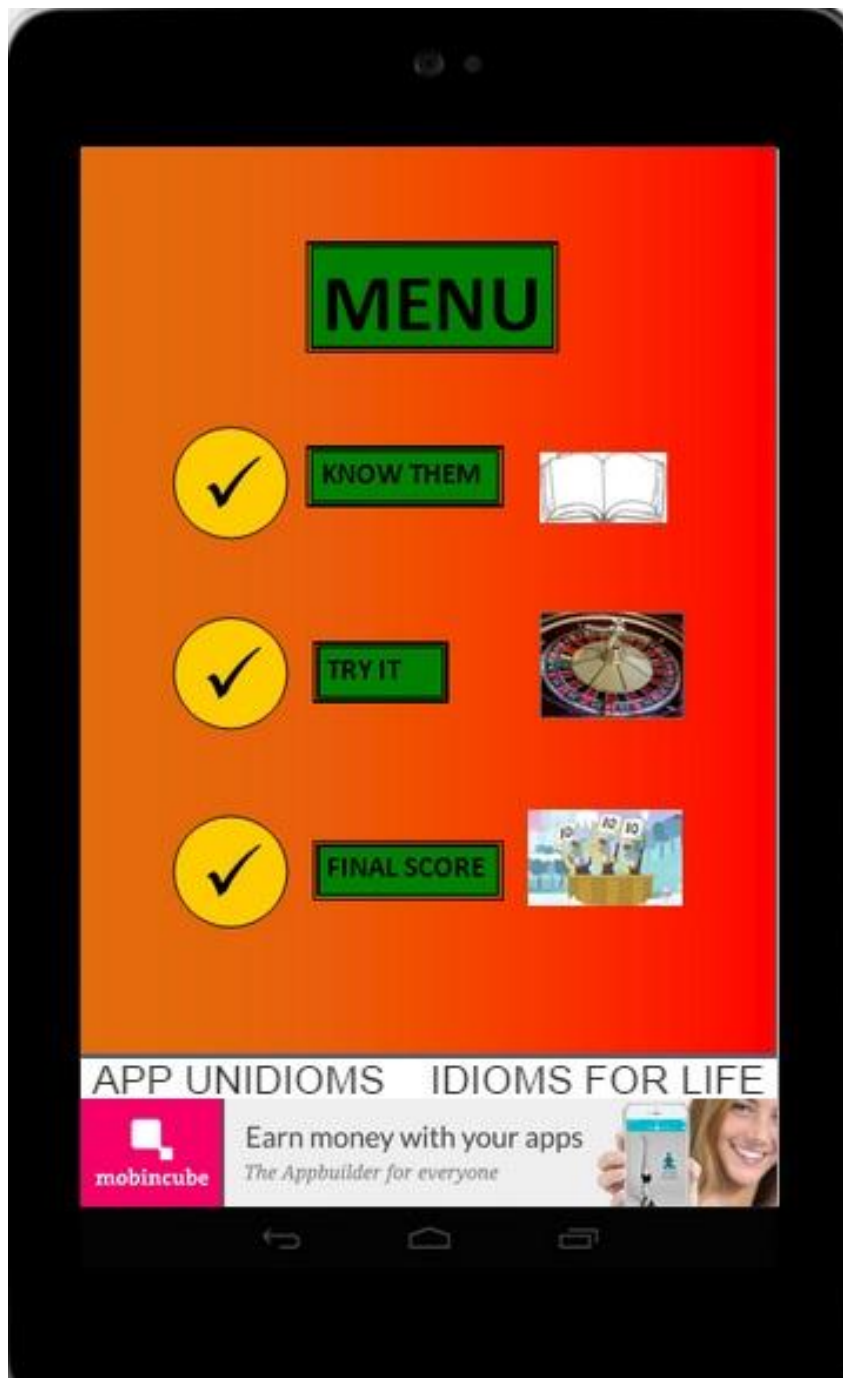


Figure3

Screen3



Figure4
Screen4

THE LAST STRAW

ORIGIN


Mid – 17th Century, England - This is short form of the Idiom the straw that broke the camel's back. Even though it sounds a bit biblical, no research has connected it to biblical times. There is speculation that the idiom might be related to the following saying also in use at the same time: it is the last feather that breaks the horse's back.

USAGE

Formal and informal, spoken and written general English.

MEANING

The last in a series of unpleasant events which makes you feel that you can no longer accept a bad situation.



APP UNIDIOMS IDIOMS FOR LIFE



 Earn money with your apps
The Appbuilder for everyone 

Figure5

Screen5



Figure6

Screen6

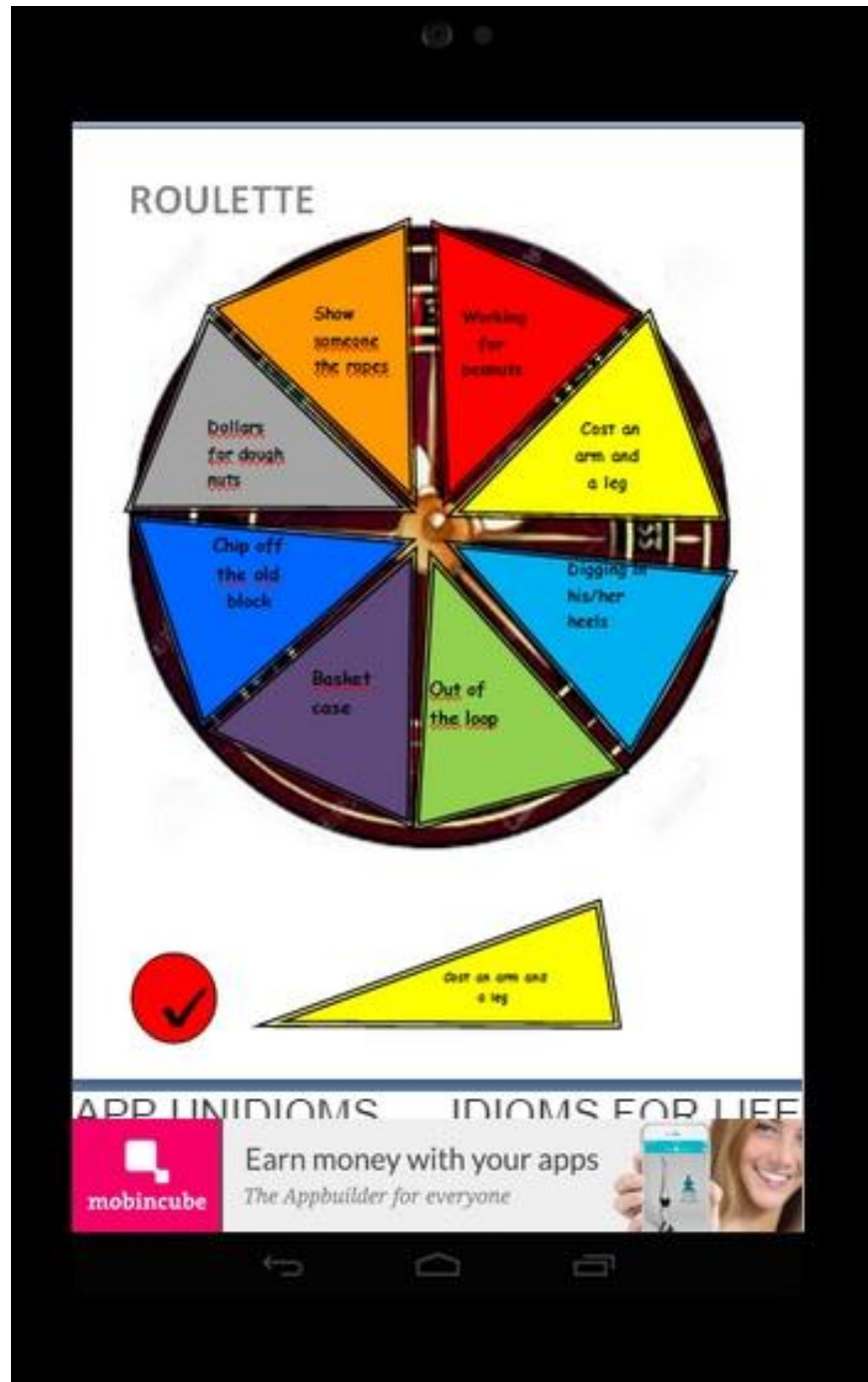


Figure7

Screen7

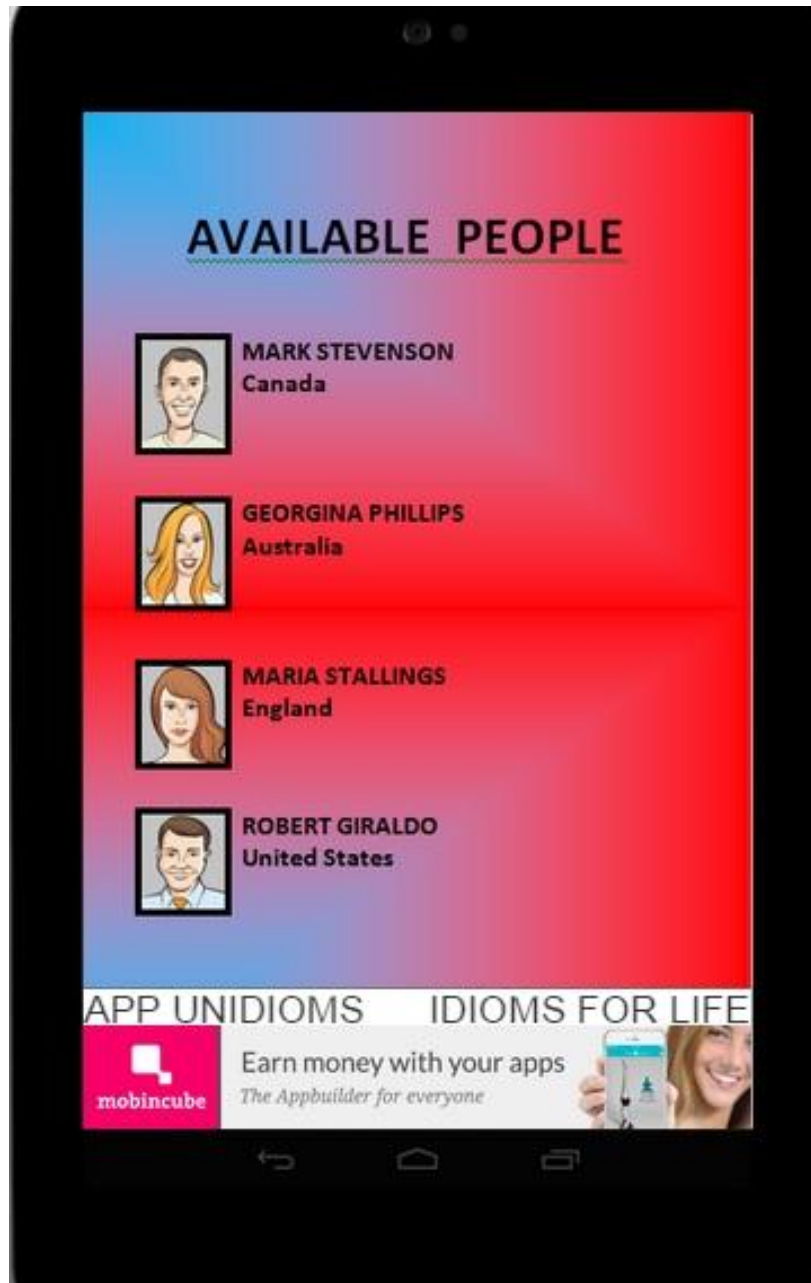


Figure8

Screen8

The screenshot shows a mobile application interface with a yellow-to-blue gradient background. At the top, the text "Play with:" is displayed. Below this, there are two entries. The first entry features a cartoon illustration of a woman with red hair, followed by the name "MARIA STALLINGS" and the text "ASK: Tell me what it means 'Don't hold your breath'". The second entry features a photograph of a woman with dark hair, followed by the name "DIANA CALVO" and the text "ANSWER: If you are told not to hold your breath, it means that you shouldn't have high expectations about something." At the bottom of the screen, there is a white banner with the text "APP UNIDIOMS IDIOMS FOR LIFE". Below the banner is a pink square with the "mobincube" logo and the text "Earn money with your apps" and "The Appbuilder for everyone". To the right of the text is a small image of a woman holding a smartphone. At the very bottom, the Android navigation bar is visible.

Play with:

 **MARIA STALLINGS**
ASK: Tell me what it means "Don't hold your breath".

 **DIANA CALVO**
ANSWER: If you are told not to hold your breath, it means that you shouldn't have high expectations about something.

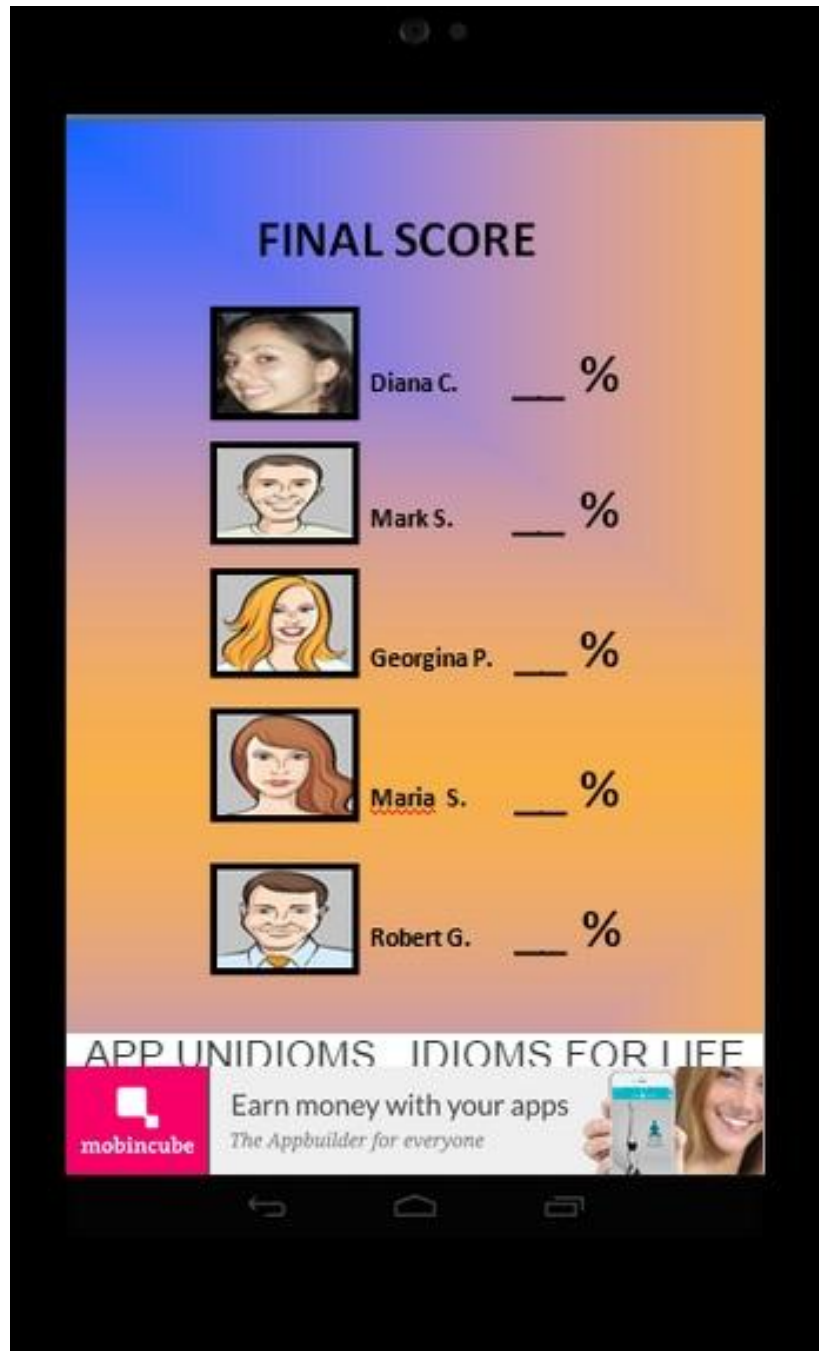
APP UNIDIOMS IDIOMS FOR LIFE

 **Earn money with your apps**
The Appbuilder for everyone



Figure9

Screen9



CHAPTER 5

CONCLUSIONS

- The aim of our investigation was to design a modern application mobile full version free of Idioms in English with a business approach, in order to make people have a nice time practicing the language and developing the four communications skills at the same time.
- After making the investigation, we found “Idioms for life” could be an interactive application mobile that allows people playing with others participants from different countries and in this way they can remember and practice the English language through images and games.
- According to the results of the investigation our application have information to help people to practice the knowledge about English language offering new options online, and taking into account the needs and desires of three cases studies.
- While it is true our career of Modern Languages have different emphasis of idioms, English Language is the most important focus, for this reason, we consider it is important to include a dynamic tool to make some plus to the communication skills.
- Our cases study liked the idea to design a proposal of mobile application because they think the idioms are an option to practice the English language, that's why they agree with our proposal of the application.
- We currently designed our proposal of the application for mobile Android and Iphone.

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ANNEXES

Annexe 1

Coding Frame Pilot

APP NAME	O B I G N	A U D I O	FR O N T I E R S A T I O N	I M A G E S	T R A N S L A T I O N	E X A M P L E S	M E M O R I S	C O N T E N T S	VI D E O	EV AL U A T I O N	CON S T R U C T I O N	E X E R C I S E S	BU L L E T I N
IDIOMS	X	X	X	√	X	√	√	√	X	√	X	X	X
ENGLIS II IDIOMS	X	√	X	X	X	X	√	X	X	X	X	X	√
ENGLIS II IDIOMS AND PHRAS ES	X	X	X	X	X	√	√	√	X	X	X	X	√
ENGLIS II IDIOMS INTERA CTIVE LITE	√	√	√	√	X	√	√	X	√	√	X	√	X

Annexe 2
Survey Pilot

ENCUESTA - PRUEBA PILOTO

Nombre : _____ Fecha: _____ Estudiante L/ Modernas: SI__NO__

1. ¿Tiene alguna aplicación gratuita en su celular para Idioms actualmente ?
 - a. SI b. NO
2. ¿Le interesaría tener una aplicación gratuita de Expresiones Idiomáticas en su celular?
 - a. SI - pasar a pregunta 3 b. NO - termina la encuesta.
3. ¿Le gustaría que los Idioms tuvieran algún tipo de clasificación dentro de la aplicación?
 - a. SI - pasa a pregunta 4 b. NO - pasa a pregunta 5
4. Escoja alguna opción para una posible clasificación de los Idioms :
 - e. Negocios- Académico
 - f. Lugares - Objetos
 - g. Cotidiano - Informal
 - h. Otro Cual? _____
5. Usted considera que a través de esta aplicación, los Idioms son importantes para el buen uso de la gramática y el incremento de vocabulario ?
 - a. SI b. NO Por que? _____
6. ¿ Cuantas Expresiones Idiomáticas conoce?
 - a. 5-10 b. 10- 15 c. 15-20 d.20- 25 e. Mas de 30 f. Ninguna
7. ¿Ha utilizado algún tipo de aplicación relacionada con los Idioms en su celular?
 - a. SI b. NO Por qué? _____
8. De la siguiente lista de funciones ¿ Cuales le gustaría que tuviera la aplicación?
 - a. Audio b. Imagenes c. Lectura d. Pronunciacion e. Ninguna f. Otra cual? _____
9. ¿ Cuantas Expresiones Idiomáticas le gustaría que tuviera la aplicación?
 - b. 20 b. 35 c. 50. d 70 e. Mas de 100
10. ¿ Tiene alguna sugerencia para el diseño de la aplicación móvil?
 - a. SI b. NO c. Cual? _____