# Chapter two: Literature Review

2 .1. **introduction**

**2.2. Data gathering**

**2.2.1. why education for children?**

**2.2.2. The mobile educational apps**

**2.2.3. The important role of using mobile apps in education**

**2.2.4. Past and Present of Educational Mobile Applications // Mohab**

**2.2.5. Design and its effects on the mobile educational apps**

**2.2.6. Why the games?**

**2.2.7. Using a reward system // Badri**

**2.2.8. Effect of the game on children // Saif**

**2.2.9. What is suitable educational content for children? // Mohab**

**2.2.10. choosing frameworks // Saif**

## 2.3. conclusion

# Chapter three: Technical Methods

# Chapter four: Requirements

Chapter five: Design

Chapter six: Implement