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**B U B B L E**

Programming for children

# Abstract

The abstract should outline of the project and providing the reader with a brief idea about the report. It includes the following:

The problem with basic information about the project.

 Methods used in solving the problem.

 Main results, focusing on newly observed facts.

Conclusions and argument discussed.

Abstract has to be written last to reflect precisely the content of the report, typed as one paragraph and not to exceed 250-300 words.

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# 1 . Chapter one : Introduction

## 1 . 1 . Background of the project

One of the most significant and quickly developing areas in the world today is programming. The majority of Arab youngsters, on the other hand, are addicted to using mobile applications without giving thought to how they were created or how they work, and no one in the Arab world seems to care. However, Arab parents and educators are starting to appreciate the benefits of programming and how crucial it is to start teaching the younger generation now.

## 1 . 2 . problem

**Firstly**, the Arab world lacks a platform that taught the idea of programming.

**Second**, none of the current applications or websites are designed with the Arab child in mind.

**Finally**, creatively introducing the child to the idea of programming will prevent boredom.

## 1 . 3 . Objectives

We'll create the first platform for kids to learn programming :

* A fun and simple approach for kids to learn programming
* There includes a brief instructions for kids that explains how the game plays.
* Parents can monitor their children's development

## 1 . 4 . Scope

* Children between the ages of 5 and 12
* parents of children aged between eight and twelve

## 1 . 5 . Limitations

The time frame for this study was constrained because it began in October 2022 and ended in Feb 2023. The fact that this study is exclusively done in the Cairo and Giza government presents another challenge.

**1.5.1 Minimum device requirement**

* Platform:
  + Android 4.1 or above,
  + iOS 11 & above
* Memory: 4GB RAM
* Storage: available 100MB

**1.5.2 Framework**

We will create stunning, natively built applications for mobile devices using Google's portable UI toolkit, the flutter framework.

**1.5.3 Database**

To avoid any internet issues to provide a better experience, we will use a local database.

## 1 . 6 . Methodology

We believed that by focusing on educating Arab children software technology, we might better the Arab world and make it more prosperous. Numerous studies discuss preparing kids for life in the digital age, particularly by teaching them the basics of programming.

## 1 . 7 . Structure

* Chapter one : Introduction
* Chapter two : literature review
* Chapter three : Methods
* Chapter four : Results & Discussion
* Chapter five : Conclusion

# 2 . Chapter two : Literature Review

This chapter will give a brief introduction to our project, go through the information sources we utilized to get it, and go over the games and game categories we'll be included in the app. It will also go through the rationale behind our choice of this teaching strategy.

## 2 . 1 . Why the games?

While computer games may improve health knowledge, skills, attitudes, and behaviors in health and physical education, especially for children but game-Based Learning is the purposeful use of digital games to acquire certain information, skills, and attitudes. This might entail learning through gaming, but it could also entail learning through game-building.

Different educational games have been created to support educational learning objectives. Educational games may also enhance students' learning outcomes, problem-solving skills, and capacity to interact with teachers and their classmates.

## 2 . 2 . Games types

Example of game-based learning :

* **Game named : (GraphoLearn)**

which cultivates associations between speech sounds and words, might enhance learning outcomes and reading abilities with guidance from game-based learning analytics when properly implemented.

These are some examples of games that have been used to present the same concept as ours in the past, however, we came up with three various games.

* Car Racing game :

is a video game in which the user steers a car along a track. The objective of automobile games is to successfully transfer the vehicle from the start point to the endpoint in the least amount of time. The overhead view of all the cars and the track is shown in these games.

* Maze game :

These games provide an overhead perspective of the whole game, where the player must navigate through complex and branching routes in order to reach a certain goal or place.

* Logic circuits :

The main objective of this game is to understand the fundamentals of logic gates by effectively transmitting the electric flow to light the lamp.

2 . 3 . Data collection

Citation: Becker, K. (2021). What’s the difference between gamification, serious games, educational games, and game-based learning? Academia Letters, Article 209.

Citation: Yu, Z., Gao, M., & Wang, L. (2021). The effect of educational games on learning outcomes, student motivation, engagement and satisfaction. *Journal of Educational Computing Research*, *59*(3), 522-546.‏

* Game definition

Citation: Yu, Z., Gao, M., & Wang, L. (2021). The effect of educational games on learning outcomes, student motivation, engagement and satisfaction. *Journal of Educational Computing Research*, *59*(3), 522-546.‏

* Learning game example

# 3 . Chapter three : Methods

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# 4 . Chapter four : Results and Discussion

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# 5 . Chapter five : Conclusion

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# References

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# Appendices

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