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**BUBBLE**

Educational Games For Children

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# 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.

# 1 . Chapter one : Introduction

## **1 . 1 . Background of the project**

Today's kids seem to be able to do things much beyond their years, and they start using the Internet at a young age for a range of tasks like playing games, watching movies, looking up information, sharing it with friends, and so on [1], Their brains can now process new information more quickly than they could previously.

Nowadays, practically every child owns a smartphone primarily used for pleasure. Some children also use their smartphones for learning, but why? Mobile devices are helpful for a variety of reasons, including accessibility from anywhere and at any time, personalization, resources that can be used at one's own pace, and simple communication [1]. Additionally, education is delivered in a manner that differs from how it is often done in school.

Gaming is the most popular learning method, and it plays a significant role in every child's life. No matter the age group, games have a powerful driving force that drives players to compete and win, even if it means repeatedly playing the same game. This is the ideal learning environment [2].

Our aim is to create free software that every child can use easily for learning. As a result, we chose to create a mobile educational application for kids.

Our software will be divided into three sections: one for preschoolers, one for elementary schoolers, and one for middle schoolers. Each component will include games tailored to the appropriate age group.

Since there is no educational application that supports our Arabic language, our first priority is to deliver all game content in Arabic for Arab youngsters.

## **1 . 2 . problem**

**Here are a few issues that arise with kids and mobile learning.**

* No kid-friendly smartphone app is accessible in the Arab globe with Arabic language.
* the absence of a platform that would be interested in instructing kids of this age.
* There is no teaching platform for the concept of programming in the Arab world.
* The reward system is not available in applications from other countries.

## **1 . 3 . Objectives**

We'll develop the first mobile educational software for children in the Arab world with the goal of making it simple for any child to use for learning.

Our software will be divided into three sections:

* preschool:

this section will teach the kids the letters, shape of animals and their sound, and concept of math.

* beginning of school:

this section will teach the children the concept of Algorithm, and concept of problem solving.

* midschool:

this section will teach the children the concept of programing, and concept of logic gates.

## **1 . 4 . Scope**

Our application's target users include the following:

* Children between the ages of 5 and 12
* the parents of these kids

## **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.

# 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.

# 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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Intro

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intro

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