EDUKATE

MEMBERS

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GOALS

Engage young girls (7-12) in STEM through playful learning.

Teach coding basics with interactive blocks and real-world applications.

Bridge the gap between virtual (animation) and physical (robotic dog) programming.

Enhance accessibility with smooth UI, sound, and animations.

IMPACTS

Boosts confidence in STEM for girls at an early age.

Makes coding fun with game-like lessons and instant feedback.

Encourages creativity through customizable robot commands.

Prepares future innovators with foundational computational thinking.

STAKEHOLDERS

Girls aged 7-12: Primary users learning coding.

Parents/Teachers: Supporters of STEM education.

EduKATE Innovations: Developers and product designers.

Schools/STEM Programs: Potential adopters for educational tools.

ACTIVITIES

UI optimization: Smoother drag-and-drop for Image Blocks.

Interactive feedback: Added sounds and animations for engagement.

Repeat Block demo: Introduced loops for advanced learning.

Dual-start system: Separates virtual (animation) and physical (robot) control.

OUTCOMES

Intuitive app with **child-friendly design**.

Stronger interest in coding among young girls.

Functional prototype linking virtual and physical play.

Foundation for future features like sensors and AI.