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Project Proposal for KIDS ACADEMY (An educational app for kids) By MOEEZ AHMED CIIT/FA20-BCS-039/ISB AHMER ABBAS CIIT/FA20-BCS-005/ISB Abstract Despite the availability of traditional teaching methods, there are still several challenges that affect children's access to quality education, such as limited access to resources, from remote or underserved area and a lack of personalization. There are some app related to education but there are some flaws in them i.e. less interactive, lack of content rtc. The app will offer a range of interactive lessons and activities that cover learning subjects such as math, English, reading and drawing etc. The app will feature a user-friendly interface and will be designed to be accessible to children of all learning levels. This app lies in ensuring children strike a balance between fun and educational content while also being safe and age-appropriate for children. The goal of the app is to enhance children's learning outcomes, promote a love of learning and to help them to develop interest in the

favorite subject. This app provides an engaging and interactive way for children to learn. Such an app can also supplement traditional classroom learning, provide additional resources for remote learning and promote equity in education. Furthermore, a well-designed children's educational app can be a profitable venture, with the potential to reach a wide audience.

> 5**1. Introduction The purpose of this** project proposal **document is to provide an overview of the project**, outlining **its**

purpose, objectives, scope, and timeline. The document serves as a roadmap for the development team, stakeholders, and investors to understand the project's goals and feasibility. This document will contain proper guidelines about project that will help reader to understand about project. This app engaged the small or early age children to learn the concepts and new skills like drawing, guess things, writing etc. This app provides interactive activities that make learning exciting and help children to develop a love of learning. With the rise of remote learning, educational apps have become more important than ever, as they provide a way for children to continue their education outside of the traditional classroom setting. This app will also provide a feedback as a form of result of activities and what they learn from this app. 2. Problem Statement Children nowadays spend a lot of time on electronic devices and are often exposed to content that is not appropriate for their age or educational level. Additionally, parents and teachers face difficulties in finding educational content that is engaging, interactive, and tailored to their children's needs. Many children do not focus well in school or not learning well. There may be various reasons i.e. the quality of teaching, schools that lack adequate resources, An unsupportive or negative learning environment. This can affect children future. There is need for a source that can be used outside of the traditional classroom setting and children can learn from it. There are some apps are present but most apps focus on specific subjects or topics, not user friendly, leaving gaps in the child's overall knowledge and understanding. Additionally, the content and delivery of information may not be engaging enough, leading to a lack of interest and motivation to learn. Children in underprivileged areas or in remote locations may not have access to

> 7**the same educational resources as their peers in** more **developed**

areas. Children in underprivileged areas or in remote locations may not have access to

> 7**the same educational resources as their peers in** more **developed**

areas. Our app will offer a wide range of subjects and activities that challenge children and make learning exciting. Parent involvement will be effective to improve learning of children. 3. Problem Solution Our app provides a solution to this problem by offering an interactive and engaging e- learning platform for children to learn and develop new skills. Our app covers a wide range of subjects and topics, including literacy, numeracy, science, and coding, all presented in a fun and engaging way that captures children's attention and keeps them motivated. Traditional methods of teaching may not always keep children engaged and interested. Our app will make learning more interactive and engaging, using multimedia elements, such as videos, animations, and games. This will help increase children motivation to learn and make the learning process more enjoyable. This app will offer a range of interactive lessons and activities that cover learning subjects. Our app will provide access to quality education anytime, anywhere, regardless of geographical

location. Our app will have personalized features such as adaptive learning, progress tracking, and recommendations, to cater to the child's individual learning needs and pace. It will also provide opportunities for parental involvement, enabling parents to track their child's progress, set learning goals, and provide feedback. 3.1 Objectives BO-1: To provide access to quality education anytime, anywhere, regardless of geographical location. BO-2: To enhance children's cognitive abilities, problem-solving skills, and creativity. BO-3: To provide an engaging and interactive platform for children to learn and develop new skills. BO-4: To provide a wide range of subject and different type of games, quizzes and activates which engaged and develop the interest in learning. BO-5: To address the problem of disinterest and lack of motivation among children towards traditional learning methods BO-6: To bridge the gap in access to education, particularly for children who live in remote or underserved areas. BO-7: This app can be used as a pre-school for the children. BO-8: To enable progress tracking to help children, parents, and educators monitor learning progress and adjust activities as needed.

4**4. Related System Analysis/Literature Review Table 1 Related System Analysis with proposed project solution Application Name Weakness Proposed Project Solution** Khan Academy kids **This**

app have limited content, not interactive app which could limit children's engagement and motivation to learn and This app do not offer parental controls or reporting features, which could limit parents' ability to monitor their child's progress. Our app will provide a wide range of subject and different type of games, quizzes and activates which engaged and develop the interest in learning. Our app also provide parental control which helps parents to know the progress of his/her child. Kids games This app not have a wide range of subjects. this app have only some matching and guess games which have very little content to learn. Main weakness is This Our app will make learning more interactive and engaging, using multimedia elements, such as videos, animations, and app not offer parental controls or reporting features. games. Our app also provide parental control which helps parents to know the progress of his/her child. 5. Vision Statement For children aged 4 to 8 who seek an engaging and personalized learning experience through games, videos, and interactive activities. Children can explore their interests and expand their knowledge in a supportive and inclusive environment. the children education app is a smartphone- enabled application that will make learning more interactive and engaging, using multimedia elements, such as videos, animations, and games, will offer a range of interactive lessons and activities that cover learning subjects and increase children motivation to learn and make the learning process more enjoyable. Unlike traditional education methods or other learning apps, who use our product will offer a wide range of subjects and help children to learn easily. Our app also provides parental control which helps parents to know the progress of his/her child. 6. Scope The proposed project aims to develop a children's education app that provides interactive and engaging learning experiences outside traditional classroom setting for children aged 4-8 years old. The main objective of the app is to teach basic education and knowledge skills and problem- solving abilities through a variety of educational activities, such as games, quizzes, videos, and interactive books. The app will cover a range of topics, including reading, writing, math, science and will incorporate elements of fun and play to keep children engaged and motivated. This app will provide access to quality education anytime, anywhere, regardless of geographical location. The app will have a simple and interactive interface that is child-friendly and will be compatible with a range of devices, including smartphones and tablets. Overall, the project has the potential to provide a fun, engaging, and effective learning experience for children while addressing the gaps in the current education system. Additionally, the app will have a progress tracking feature that allows parents to monitor their child's learning and receive regular updates on their progress. 7.

Modules 7.1 Module 1: Early Literacy FE-1 Letter Recognition: Interactive activities that help children trace and recognize letters and their sounds. FE-2 Phonics: Games and activities that help children identify sounds. How to recognize and read words with similar phonetic patterns and identify words that rhyme. FE-3 Sight Words: Activities that activities that help children recognize and memorize common sight words and teach children how to read and write simple sentences using sight words. FE-4 Reading Comprehension: Activities that teach children how to identify meaning of the words and the lesson of a story. Identifying relationship between pictures and words. FE-5 Writing Skills: Activities that help children improve their handwriting skills, how to spell common words and encourage children to practice writing in a creative and engaging way. 7.2 Module 2: Subjects and Lessons FE-1 Mathematics: Include lessons on counting, basic addition and subtraction, and shapes. FE-2 Science: Include lessons on nature, animals, weather, and the environment. FE-3 Art: Includes lessons on drawing, painting, sculpture, and other art forms. FE-4 Poems and rhythm: Include lessons on rhythm, basic music theory. FE-6 General Knowledge: Includes basic knowledge about animals, food and different physical things. 7.3 Module 3: Videos and Animations FE-1 Video categories: Categorized videos of different subjects to choose from. FE-2 Poems: Videos that helps children to remember different poems. FE-3 Nature and Wildlife: Videos that teach children about different animals, their habitats and nature. FE-4 Drawing and Painting: Videos that teach children how to draw and paint different things FE-5 Craft Videos: Videos that show children how to make different crafts using different materials. FE-6 Storytelling videos: Short animated videos that tell classic stories, such as fairy tales, and fables. 7.3 Module 4: Learning interactive games FE-1 Math Games: Games that teach math concepts and develop basic math skills such as addition, subtraction, multiplication, and division. FE-2 Language Games: Teach language skills such as vocabulary, spelling, and sentence structure. FE-3 Science Games: Games that teach science concepts such as animals, plants, weather, space, and the human body. FE-4 Memory and Matching Games: Games that improve memory skills and teach children to recognize and match shapes, colors, and objects. FE-5 Creative Games: Games that encourage creativity and imagination such as dress-up games, drawing and coloring games. FE-6 Game instructions and tutorials: step-by-step guides on how to play each game. 7.5 Module 5: Dictionary and Glossary: FE-1 Word definitions and explanations: provides definitions and explanations for each word. FE-2 Picture Dictionary: This include a visual dictionary with images and labels for various objects and concepts. FE-3 Thesaurus: This sub module could include a simplified thesaurus that provides synonyms for commonly used words. FE-4 Pronunciation Guide: This include an audio feature that allows young children to hear the correct pronunciation of words. FE-5 Word of the Day: This features a new word each day, along with its definition and usage examples. 7.6 Module 6: Art FE-1 Drawing: Drawing tool to draw basic shapes and characters. FE-2 Painting: Paint tool to paint simple shapes and fill colors. FE-3 Crafts: Lessons and resources on making simple crafts FE-4 Art tutorials: Step-by-step guides to help learners draw and paint. FE-5 Sharing and Saving options: Provides options to save and share art creation. 7.7 Module 7: Assessments FE-1 Quizzes: This include quizzes on different subjects, such as math, science, and arts. FE-2 Interactive Assessments: This offers interactive assessments that engage young children in hands-on learning activities, such as real-world scenarios. FE-3 Answer keys: Provides answer keys and explanation to enhance understanding. 7.8 Module 8: Progress Tracking FE-1 Progress reports and summaries: Generates reports and summaries on child's progress. FE-2 Assessment Results: Displays assessment results in a clear and easy-to-understand format, which could help parents and teachers identify areas where children are excelling and where they need additional support. FE-3 Performance analytics: Provides analytics on child's performance. FE-4 Rewards and Incentives: This offers rewards and incentives for achieving specific learning objectives, which could help encourage children to stay engaged and motivated in their learning. 7.9 Module 9: Parental Controls FE-1 Parent-Teacher Communication: Enables parents and teachers to communicate easily and share progress reports, feedback, and recommendations for improvement. FE-2 Time limits and usage controls: sets limit on

how long and how often the app can be used. FE-3 Monitoring and reporting features: Monitors and reports on app usage and performance i.e. assessment's results. FE-4 Parental Notifications: Allows parents to receive notifications when their child performs certain actions within the app, such as completing a lesson or reaching a milestone. 8. System Limitations/Constraints LI-1: The app may require an internet connection to function properly. This could limit its accessibility in areas with poor or no internet connectivity. LI-2: The app may have age restrictions for certain features or content, such as requiring parental consent for certain activities. This could limit the app's usability for children in certain age groups. LI-3: The app may not be compatible with all types of devices, particularly older devices or those with limited processing power. This could limit the app's potential user base. 9. Data Gathering Approach Approaches that will be used in requirement data gathering of this project will be Questioners and meeting with Stake holders. Questioners would be used for gathering requirements for the system e.g., which features or advancements the parents of children want or what problems are faced by the children. Meeting with Stake holders would be helpful in understanding the demands of the client from the expected system.

2**10. Tools and Technologies Table 2: Tools and Technologies for** Proposed Project **Tools Version Rationale MS Visual Studio**, Unity 2022 **IDE Tools MS SQL Server** 2022 **DBMS And** Figma, Blender 9.**0** Design Work **Technologies**

Technology Version Rationale Flutter 3.7.10 Front-end Development Flutter 3.7.10 Back-end Development C# 10.0 Back-end Development 11.

1**Project Stakeholders and Roles Write down the project stakeholders and their roles. Table** 3 Project **Stakeholders for Proposed Project Project Sponsor All web applications and desktop applications should have real client. Mention your project sponsor. Default option will be: COMSATS University Islamabad**, Islamabad Campus Stakeholder **Mention your stake holders with their roles and responsibilities. Default option will be ? Students' names ? Project Supervisor Name: Mr./Miss … ? Final Year Project Committee: Evaluation of project**

3**12. Module based Work Division Table 4 Team Member Work Division for Proposed Project Student Name Student Registration Number Responsibility/ Module / Feature**

Student 1 Name Student 1 Registration Number For each module and respective feature, assign responsibility to a team member

1**E.g. Mr. Ali (Module1**- Feature 1-3) **Augmented reality and Databases tasks**

. 1. Mockups Appendix A Mockups Description: This screen shows the admins' home page containing options for profile setting. To change setting user shall select the 'settings' link and account details will be opened in editable mode. Description: This navigable links for displays the home page of website with 'About us', 'News'. WBS and Gantt A Work organizing and increasing level, we in figure A-1, while chart: Breakdown Structure is a method of completing work in a project. With each increase the details. Basic structure is given detailed example is provided in Table A-1 Figure A-1 Basic Structure of WBS Table A-1 – Example of a WBS for software development project ID Task Duration Resources 1 Analysis 8 d Rita; William; Tyler; Wenger; Steve 2 Requirement Meetings 4 d Rita; William 3 Communication with Stakeholders 2 d Rita; William; Tyler; Wenger; Steve 4 Document Current System 2 d William 5 Analysis Finished 1 d 6 Design 18 d Steve; Yvette; Zoe 7 Design Database 5 d Steve 8 Software Design 6 d Yvette 9 Interface Design 3 d Zoe 10 Create Design Specifications 7 d Steve 11 Design Finished 1 d 12 Development 22 d Tyler; Wenger 13 Develop System Module 12 d Tyler; Wenger

6**14 Integrate System** Module **7** d Tyler **15 Perform Initial Testing 3** d Wenger **16 Development** Finished **1 d** 17 **Testing**

17 d Vicky; Mike

6**18 Perform System Testing 8** d Vicky **19 Document Issues Found 6** d Mike **20**

Correct Issues Found 3 d Mike 21 Testing Finished 1 d 22 Implementation 15 d Tyler; Mike 23 On-Site Installation 1 d Tyler 24 Support Plan for the System 15 d Mike 25 Completion 9 d Rita; William 26 System Maintenance 9 d Rita 27 Evaluation 9 d William WBS with Gantt Chart 1 1 2 3 4 5 6 7 8 9 10 11 12 13