Project Report Template

1. INTRODUCTION

1.1) Overview :-

Material studies to inspire your own adoption of Material Theming and components. These studies explore real-world design and product limitations through the examination of a set of fictional apps, each designed with unique properties and use cases. Each study illustrates how multiple design decisions are made and how different brands express themselves across a variety of product categories, including retail, music, productivity, finance, on-demand services, and education. A dedicated page explains the rationale behind each Material study's design, the choice of components, and how each study uses Material Theming. By choosing the right kind of color combination reflects the application's brand and style. For example, the application's main or primary color is the Green, then in the whole application, the green color will be frequently shown. Choosing the color for the application, there are three types of colors to be chosen for developing the android application.

1.2) Purpose :-

As with any well-established design system, there are some major pros to using Material Design that designers should consider. Material Design is effectively an entire design ecosystem, rather than just a set of style guidelines. If there's a potential design situation that exists, Material Design likely has a comprehensive set of rules for how to handle it. That includes complex use cases that are often overlooked by less comprehensive design systems. This can be very comforting for designers who want that kind of structure. Google maintains Material Design and keeps extensive documentation for how to use and implement it. This kind of support and documentation can be lacking for many modern design systems

2. Problem Defnition & Design Thinking:-

2.1 Empathy Map:-
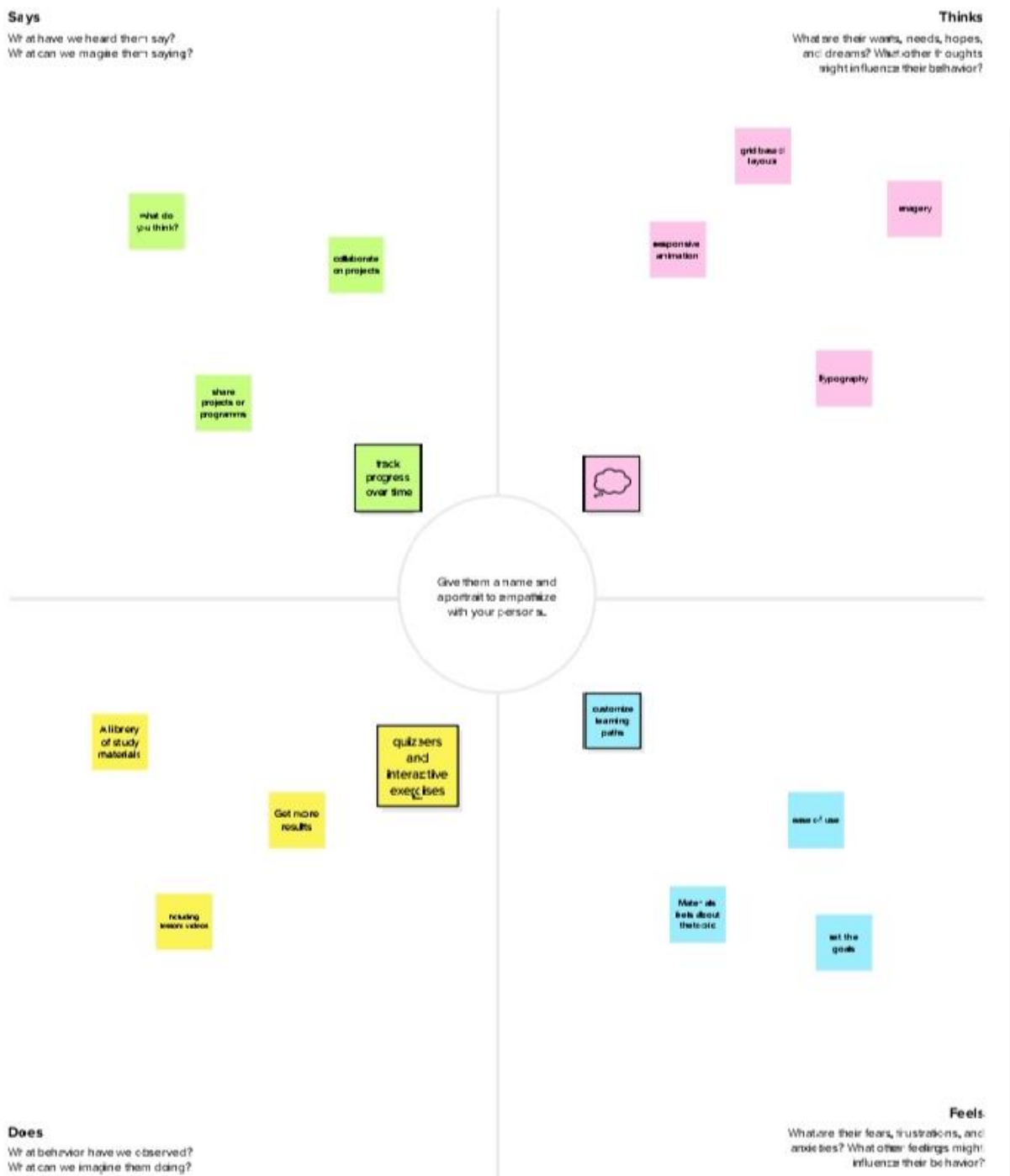
☀

Build empathy

The information you add here should be representative of the observations and research you've done about your users

Says
What have we heard them say?
What can we imagine them saying?

grid based layout

imagery

what do you think?

responsive animation

collaborate on projects

typography

share projects or programs

track progress over time

Give them a name and a portrait to empathize with your persona.

customize learning paths

A library of study materials

quizzes and interactive exercises

Get more results

ease of use

Materials feels about the tools

including lesson videos

set the goals

Does
What behavior have we observed?
What can we imagine them doing?

② Brainstorm

Write down any ideas that come to mind that address your problem statement.

🕐 10 minutes

Anchu b k

- expan most every subjects easily with simpler examples
- engaging video lessons for classes/blended practice
- sense mixed mode app to motivate/create a awareness
- get answer to your doubts within seconds

Jenisha j s

- every classes is designed to help students learn easily should brush up and revise
- yet an education be fixed when we talk be learnt style
- long and well educated explanations jee tilke
- particuation in day anerqa.2 with s new theme every day

Ajit A

- live classrooms
- access notes of students and notes shared by other students
- the perfect solution to your homework
- use time by having access to their notes on almost all topics
- use time by having access to their notes on almost all topics

Mysook T

- smart coach for improved disciplne and team motivation
- create a repeated video as a model for others see my goals and remember
- scanning feature to upload and do physical study materials digitally
- create your individual study plan with smart goals

Person 5

Person 6

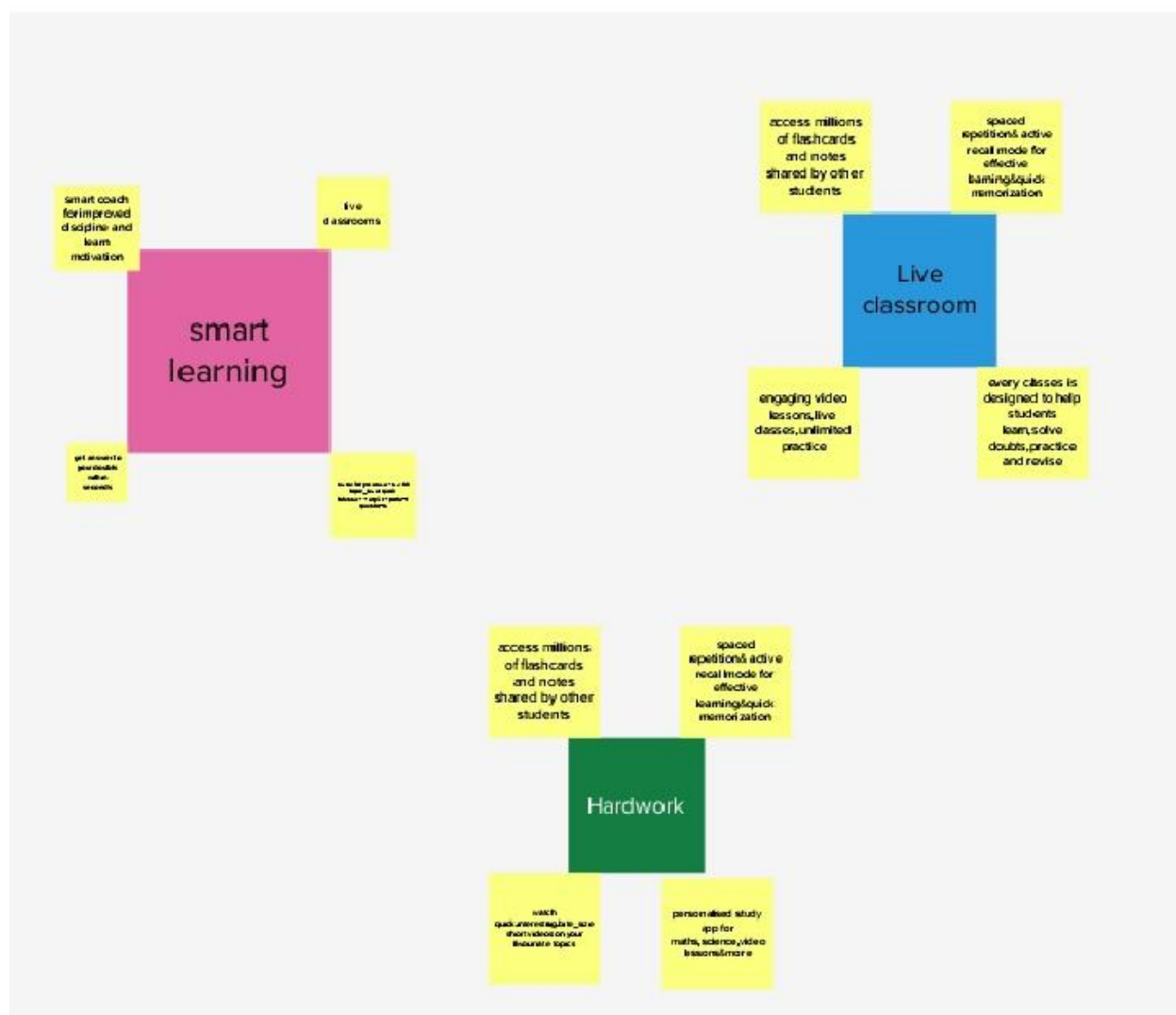### Person 8

Group ideas

Take turns sharing your ideas while clustering similar or related not
sticky notes have been grouped, give each cluster a sentence-like
bigger than six sticky notes, try and see if you and break it up into s
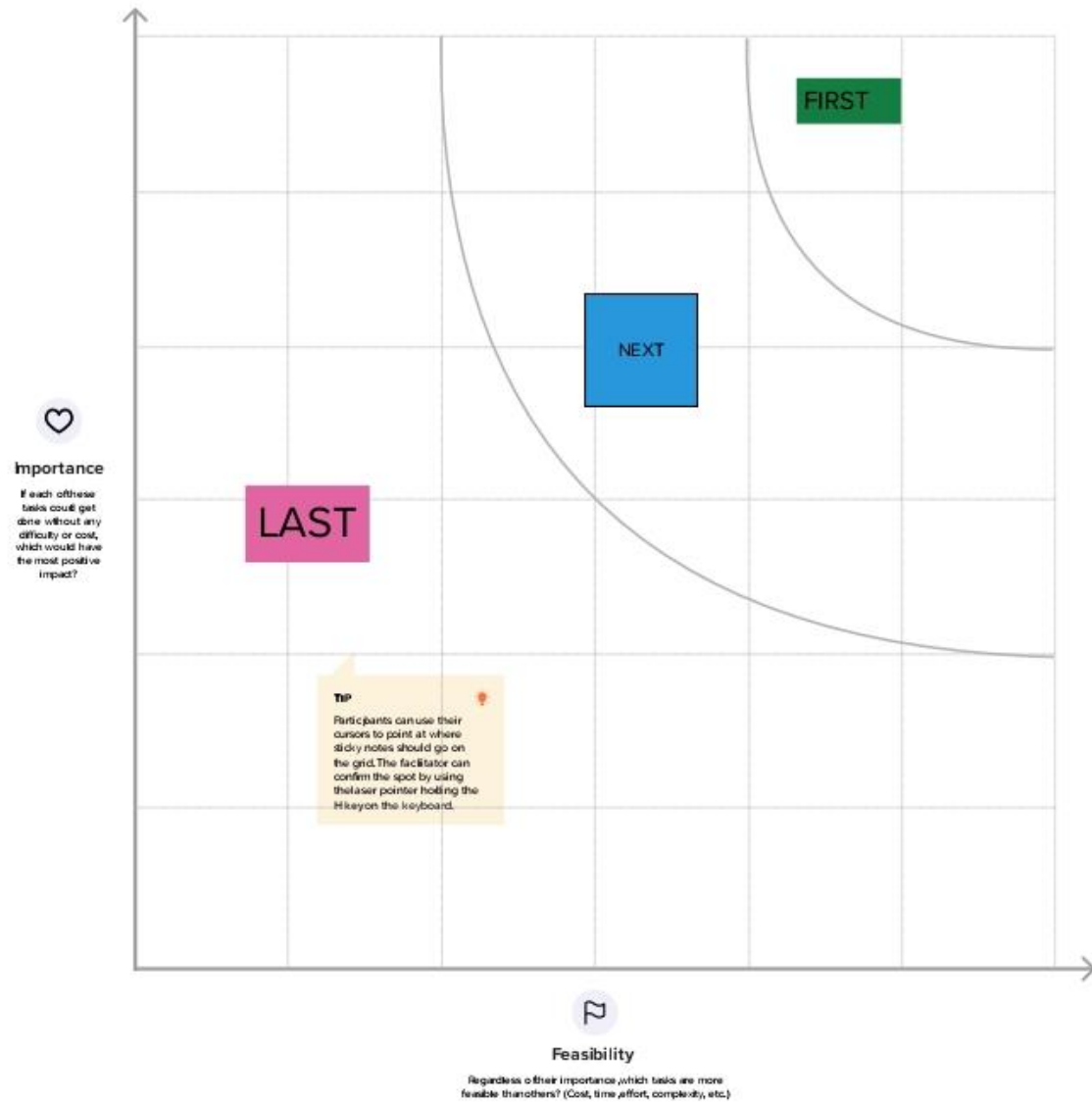
⏱ **20 minutes**

4

Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

🕐 20 minutes

FIRST

NEXT

♡
Importance
If each of these tasks could get done without any difficulty or cost, which would have the most positive impact?

LAST

Tip
Participants can use their cursors to point at where sticky notes should go on the grid. The facilitator can confirm the spot by using the laser pointer holding the H key on the keyboard.

⚑
Feasibility
Regardless of their importance, which tasks are more feasible than others? (Cost, time, effort, complexity, etc.)

Study Material

Arts & Craft

The Basics of Woodturning

Painting

An introduction to oil painting

Architecture

Arts & Craft

4.Advantage :-

Material Design include things like subtle skeuomorphism, which sets it apart from flat design and makes it more intuitive for many users.

· Another user-friendly feature is that user feedback in the form of haptic feedback, subtle animations, and similar things are built into the guidelines

Disdvantage :-

· One big reason that it might be a negative is that it limits the effectiveness of other

branding while using the design system.

· designers can incorporate logos, color palettes (within the Material Design guidelines), and other differentiating factors to support the brand identity.

5. Application :-

The materials and methods section should include a clear and brief description of your research procedures. One important purpose of this section is to convince the readers that your work is valid. Another purpose is for researchers to use your methodology to guide his or her own experiments.

6. Conclusion :-

If an app is being built primarily for the Android platform, then using Material Design is an easy choice. Because of Google's widespread adoption, any app based on Material Design principles is going to feel like a native app.

7. Future Scope:-

After introduction of Educational android Apps has become High-Quality graphics are available. The Android OS is capable of execution of various this High-Quality graphics very easily. The Enhancement of Technology has made the developers to program or design at a Standard Level benchmark. The Mobile Application can be accessed virtually from Remote Place with no requirement of additional Hardware which result in faster

downloading and good user interface along with increase in number of user. The Mobile App are on the Best way to move forward as the 90% of Students Carry application very efficiently as they are more social with respect to studies. Global Universities are willing to have good students worldwide for such circumstances; they can apply for the choice course form any part of the Globe.

8.Appendix