

# COMP3423 Assignment 1 Report

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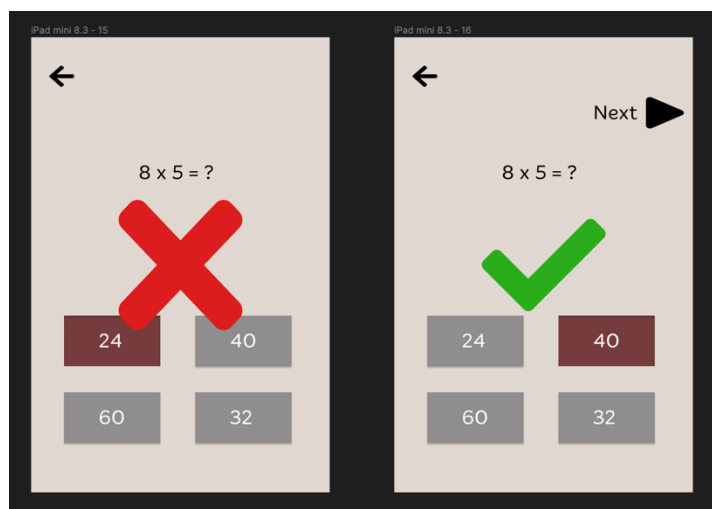
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Figma Link: <https://www.figma.com/proto/VAW9jErp3wskHjTscFQKwT/COMP3423-Assignment-1>

In my application design, I chose to use a clean interface to display all functions, without some cluttered functions and images to eliminate the impact of some information on children, so that children can focus on learning multiplication.

Those designs of functions are very easy to understand as a child, and some icons which design friendly to use, are also difficult to misunderstand. Children will know where to press, or where is show the information and learning sections, which is more children-friendly to use in the design of my application.

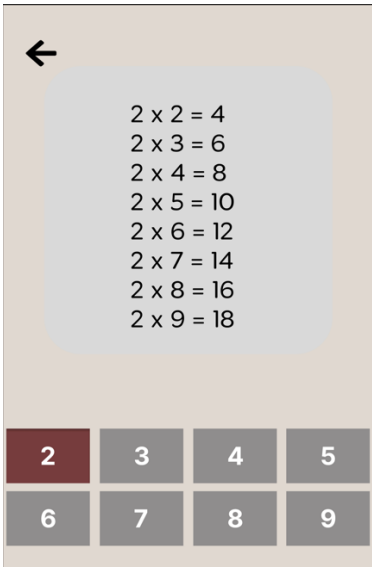
In my application, I use 2 kinds of task practices to attract children, and the question interface is cleaner and easier to use. For example, I use big less words and some icons to show the user interface to children make sure the children will not be boring with many words or small words that they don't want to read, and the funny and clean icons which easier to let children understand. The large font and big button which are very useful for children to choose and easy to read the content to avoid the misunderstanding, and the large red error message and green correct check will be given to children when they answer the questions. In the whole screen design, I don't choose the use very colorful background color, just want children to more focus on their learning process and practice, not attracted by the colorful interface.



The progress of learning and practice tasks will be show in the screen, which children or parents can see their progress and make some movement changes in learning. Also, children can customize their sounds setting and practice questions levels in easy, medium, and hard, which is use friendly for children to set their own prefer. For example:



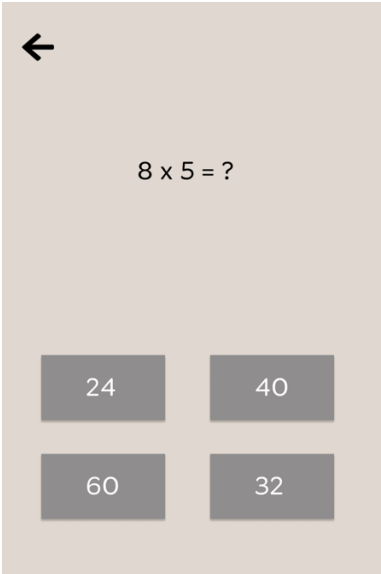
(Setting Screen)



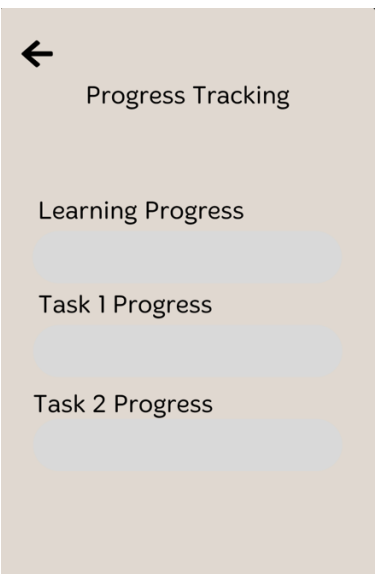
(Learning Screen)



(Home Screen)



(Practice Screen)



(Progress Screen)

Here is my application UI design:

