**[1] Sundus M\* Department of Computer Science, Lahore Garrison University, Lahore “Journal of Depression and Anxiety” 2018, 7:1 DOI: 10.4172/2167-1044.1000296**

In 2013 Daily mail reported that 29% of the toddlers can easily use the gadgets and remaining 70% are master by primary school age. Really Surprising! According to the USA Centres for Disease Control and Prevention, an average child spends about 8 hours a day watching electronic screens. As they are growing older the use of gadgets also increases. Too much gadget use can also affect the long-term vision problem [3]. Plus chance of myopia also increases in children when they spend about 8 hours daily on gadgets.

**NEGATIVE EFFECTS OF GADGETS USE**

1. Speech or language delay
2. Attention deficits: Hyperactivity Disorder (ADHD) is a mental disorder. It refers to problems like paying attention, excess activity or has difficulty controlling behaviour which is not appropriate. This can occur in children and cause them to be fidgety, unable to focus, restless and easily distracted. This change in behaviour can cause problem at school or at home as well.
3. Learning problems
4. Anxiety
5. Childhood depression
6. Negative impact on character

**QUESTIONS AND ANSWERS:**

1. DOES YOUR PRODUCT HAVE A CLEAR TARGET MARKET OR AUDIENCE?

Yes definitely our mani ideas is to make kids grasp the logic behind the programming/coding. So we would say our target audience are children. As our product allows children to perform programming within local languages like Kannada, Hindi etc including English. its widely acceptable in govt schools. And also our product is so designed that, even visually impaired children can learn programming.

1. DOES YOUR PRODUCT ADDRESS A CLEAR NEED, PROBLEM, OR OPPORTUNITY?

Yes, we address an opportunity to let the kids learn programming and explore all by themselves without using any additional gadgets like Tab, Laptop, Mobile, Desktop etc. This product can leverage the creativity of a child which helps one to come up with many new programs on their own and Our product is also eco-friendly, as of now we have used wood to build the body of the product.

1. DOES YOUR PRODUCT HAVE A POTENTIAL TO SCALE AND POSITIVELY IMPACT PEOPLE??

Absolutely Yes. as We all know the world is picking up with more automation, robotics, AI etc, both to stay and beat the competition its very much required to educate/train our children, who are our future and will be discovering the same platforms. Fortunately, few International private schools provide this kind of training for children at a younger age. However 78.9% of our existing schools are Govt and Govt aided Schools who learn in local languages.

Now this is where our product comes into the picture. This Product ROBOL can enable children, even situated in rural areas and with the regional languages can learn programming at a very young age. It triggers him/her to sneak into a whole new digital world waiting for him/her to discover.

1. DOES YOUR PRODUCT HAVE COMMERCIAL VIABILITY??

Yes. We can also come up with various foreign languages as well.

1. IS YOUR PRODUCT ECONOMICAL AND SUSTAINABLE?

Yes its economical, as we don’t require additional gadgets to operate it and it’s sustainable too.

1. DOES YOUR PRODUCT INCLUDE INNOVATIONS IN TECHNICAL DESIGN AND/OR IMPLEMENTATION?

By the mercy of the Supreme Lord inspiring within, we are able to come up with a unique design. Our product uses a new format with the existing technology to teach children programming especially for visually impaired through having various holes of 3 X 2 Matrix in the form of Command coins which is nothing but integrating Braille system in it, which is Unique and first of its kind.

1. IS YOUR PRODUCT TECHNOLOGICALLY VIABLE?

We already have a working prototype with us so we would say ‘Yes’ it is technologically viable, Sir.

1. IS YOUR PRODUCT A FULLY FUNCTIONING PROTOTYPE, BEYOND A CONCEPT IDEA OR MOCK UP?

Yes, it is a fully functioning prototype and this was made possible by the great team we have.

1. IF THERE ARE SIMILAR PRODUCTS OR SERVICES IN THE MARKET, DOES YOUR PROJECT CLEARLY AND MEANINGFULLY INNOVATE BEYOND THOSE EXISTING PRODUCTS OR SERVICES?

Well, to be honest, No, Sir. There is no such product in the market similar to this one, which can help a regional language child, a visually impaired child to learn programming.

1. DOES YOUR PRODUCT PRESENT A NEW AND IMPROVED WAY OF SOLVING A PROBLEM?

We are giving a way to children, an opportunity, a window to peep in to the digital world. And preparing these kids for the future at the same time have fun while learning.

1. IS YOUR PRODUCT OR PROTOTYPE USER-FRIENDLY, SIMPLE AND INTUITIVE TO USE?

We are very happy to answer this question. Yes, its most simple yet most revolutionary, making a child ‘future ready’.

1. DOES YOUR PROTOTYPE HAVE DURABILITY?

Yes, its durable. However there is a lot of room to enhance it, we may require expert guidance on the same.

1. DOES THE ENTRY PRESENT YOUR PRODUCT CONCISELY AND EFFICIENTLY?

As much we understand, we have tried it to present our product concisely with all the necessary documents attached.

1. IS YOUR PRODUCT’S PURPOSE AND BASIC FUNCTIONALITY EASILY UNDERSTOOD?

Yes , because our main Audience are the children, so we are presenting the product as simple as possible and easily understandable.

1. DOES YOUR PRODUCT EXPRESS A POSITIVE TONE?

Definitely yes, we are expressing through our product that, digital screens and laptops are not only the means to learn and prepare themselves for the future. But while playing toy like Bot can also teach them programming in an easier way. Which is highly appreciated and widely accepted under STEAM education model.