

Research, Effective and Appropriate Age Groups

This research will determine the best types of categories for the largest demographic of children who attain the potential to be attracted to this project. This research is expected to aid in determining three different categories of games and the appropriate age range for this application. This information will affect the types of games, nine in total, that will later be implemented into the game. As a consequence the information obtained will also affect button labels and images, representing the categories, games, and age rating. Task(s) in Jira that represent the work dependent on the research will involve implementation of category button images, category button titles, game button images, game button titles, selection of games, and age rating.

Example Childrens Games (Competitors)

- Math Games - <https://www.mathgames.com/>
- Cool Math Games - <https://www.coolmathgames.com/>
- ABC Mouse - <https://www.abcmouse.com/>
- Education - <https://www.education.com/games/>
- Fun Brain - <https://www.funbrain.com/>
- PBS Kids - <https://pbskids.org/games/>
- National Geographics - <https://kids.nationalgeographic.com/games>
- Primary Games - https://www.primarygames.com/all_games_a-z/

3 Categories

- Puzzles
 - Letters & Numbers
 - Action Adventure
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- Puzzles - this category will familiarize the user with solving simple games like: matching, connect 4, color by number, tic tac toe
 - Letters & Numbers - this category will help the user commit the number system and alphabet to memory, examples: ordering number from least to greatest, arranging the alphabet in order, grouping vowels and consonants, grouping odd and even numbers
 - Action Adventure - this category will enable the user to increase their tactile response and ability to use a computer and a keyboard, these games may even my multiplayer, examples: karts, snake, monopoly

Age Rating

- 4+

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- The focal audience of this project will be children of the age 4+. This age range will be able to utilize the functionality of the application, while also strengthening core fundamentals of education.

Games

<https://github.com/vrana/games>

<https://github.com/alejandrosobko/tikijuegos/blob/master/README.md>