Kids Academy: Final summary

Introduction

Kids Academy is an app that we decided to develop in order to make knowledge and learning more intuitive, minimalistic and friendly for kids aged from 4 to 6 years old. Using this app, kids will be able to learn mathematics basics with a bunch of MCQ funny games.
For the teachers, the app is also very useful to make sure that all the kids are on the right track of learning and to follow the evolution of each one.

1. App functionalities

- Login system: The login system is only available for teachers with basic one. Mail & password requirement.

- Sign in system: This one is only for teachers too, requires: mail, ID and password.

- Launch test: A menu with 4 maths categories (Basic calculations, geometry, values & measurements and math vocabulary), each category having multiple pre-made tests. The teacher has to choose one to generate a session code.

- Session code: The teacher can generate a session code used by children to enter the session. This system is really important to have something really easy for children.

- Quiz: A question appears (text or picture) and 4 answers are proposed (text or picture) and the children have to select one of them before switching to the next question.

- Test & result display: The teacher can have access to an interface for managing the test (play & stop), having a look at the number of connected kids and finished tests. At the end of the test, there is a possibility to print or download the PDF stats file as a summary.

2. App design UI/UX

The design of the Kids Academy app has been thought to be very minimalistic, colourful and intuitive for kids. Therefore, it has been designed with clear and visible buttons and symbols, meaningful colours. The app itself is not designed with much text but even more with illustrations to make the learning and the user experience the most visual for kids. The Figma project can be accessed here.

3. Usertest

We did the usertest with Thomas, a Norwegian kindergarten student (fourth year) in Ostfold University College in Halden. He tried the app in our interactive digital prototype produced on Figma. Here are the feedbacks:

Pros	Cons
Kids friendly: adapted to kids knowledge, very intuitive and easy to use.	Question format: add a *sound button* to ask the question with an audio as they can't read.
Design: The colours and the buttons are very attractive.	Code session for kids: replace the numbers by shapes to enter the session more easily.
Result tracking: This functionality is useful to have a global idea of the kids level.	

Conclusion

This project has been really enriching for us. We developed skills in both designing digital and paper prototypes and also our creativity to build a useful app for kids. We made it really "kids friendly" and easy to use for teachers and their students. The functionalities we implemented are also very adapted to kids and the app is globally a nice way for kindergarten to teach the mathematics basics. Finally, the usertest was pretty useful to get validation and also get feedback on the app.