**MBARARA UNIVERSITY OF SCIENCE AND TECHNOLOGY**

**FACULTY OF COMPUTING AND INFORMATICS SCIENCE**

**DEPARTMENT OF COMPUTER SCIENCE**

End of course project 2017

Mobile Application Report (Android)

**Title: Kindakidz**

By

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**Introduction:**

Kindakidz, a slung derived from the English words “Kindergarten Kids”, is a mobile application that has been developed to help parents enhance the education of their children when they are within and outside school.

It has been developed with modules such as:

1. Reading module. This will enhance the reading and pronunciation of children’s words using the text to speech and speech to text abilities. On an activity, a child can touch the speaker button and listen to the pronunciation of a given letter of the alphabet using the text to speech. The child can go ahead with trying out the pronunciation of the word using the microphone button i.e. the speech to text functionality.

This module has been worked on and activated.

1. Writing module
2. Numbers module
3. And the Objects module

The application has a notification on the status that helps children to keep track of their studies after interruptions by other activities that may pop up and run the app in the background

This application has been built on an assumption that:

* Its content will be free and fit for children, and therefore there is no need to have authenticity and verification (login accounts).
* It is a native application thus there is no need to have external services such as the wifi, Bluetooth or even content providers.