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Introduction:

The Problem:

Coding has become an essential skill for everyday life, yet, unless you take an interest in computer science, it is a very difficult skill to learn. In order to make learning to code more accessible, I will create a programming-language learning app that makes learning to code easy by providing engaging and short lessons on coding from the user’s mobile device, so they can learn to code from anywhere.

My client is Mr Tibble, the head of computer science at my school, who would like the app made to ensure that all students have good coding skills regardless of whether they continue to take Computer Science at GCSE or A-Level. The target audience is everyone, as knowing how to code is essential to thrive in modern society. I feel older generations will benefit equally as much as younger generations from my app, as it will help to close the generational technology divide.

The Solution:

My solution to this problem will be an app, based on MFL learning apps, but for programming languages. It will involve gamified exercises that will encourage the user to learn more and spend more time on the app. It will include a streak feature, to encourage players to learn every day, a diamond feature, and a lives feature so that users try harder to get answers correct. They will also be able to compete against other players in weekly leaderboards and get followers/follow people and do ‘friends’ quests’ with them. The UI will be easy to understand so that users of all ages can feel welcome within the app.