

Project 2 Proposal

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Title

"Rote Memorization"

Project Outline

My idea is to create a flashcard application where sets of flashcards can be made, saved, and viewed by the user. The flashcards will be pretty standard, where they can have text on each side or small images. Where I want to become creative is with the manner in which the app will be used. The application would be able to be used much like a regular flashcard application where the user can pick which cards to cycle through and have a sitting session doing the flashcards. I want to implement another layer, in which the app has a timer that runs in the background while the app is closed. Upon completion of the timer the application will open itself and cycle through a small subset of the flashcards. This can occur at set or varying time intervals. This is intended to increase the effects of rote memorization because the user will be unprepared to answer the questions and will thus have to be incredibly competent with the material. I want to begin with a desktop application that will be initial standard method of creating new flashcards and cycling through them. Also on the system, I would like to create a scoring system upon completion of a flashcard set. This system could inspire users to achieve more as they watch their score increase. I would then like to connect the application to a database that holds the flashcard sets for other users to view and use. If possible I would also like to connect this database to allow the files to be shared with other users of the application. The file sharing could connect the user's information and all of their created flashcard sets.

Further Developments

Originally this idea came to me as a smartwatch application as it could be a quick manner to run through a couple flashcards. This task seems a little large as I would need to create a phone application with the same abilities first and then transition it to the watch. This would be very useful because the phone will be with the user more often than the user's computer and thus this technique may prove more capable in this manner. On the device one side of the notecard could flash and upon a tap the opposite side could be shown. Then a prompt can come up asking if the user was right or wrong. Based on my research this task seems a little large so I would like to forgo this and focus on the file sharing aspect of the application. If you think this goal is achievable, then I would like to switch the focus to this as I believe it is more impactful.