

Screen Time App

Screen Time App Proposal

24.02.2025 Prepared by: Gabriel Okemwa

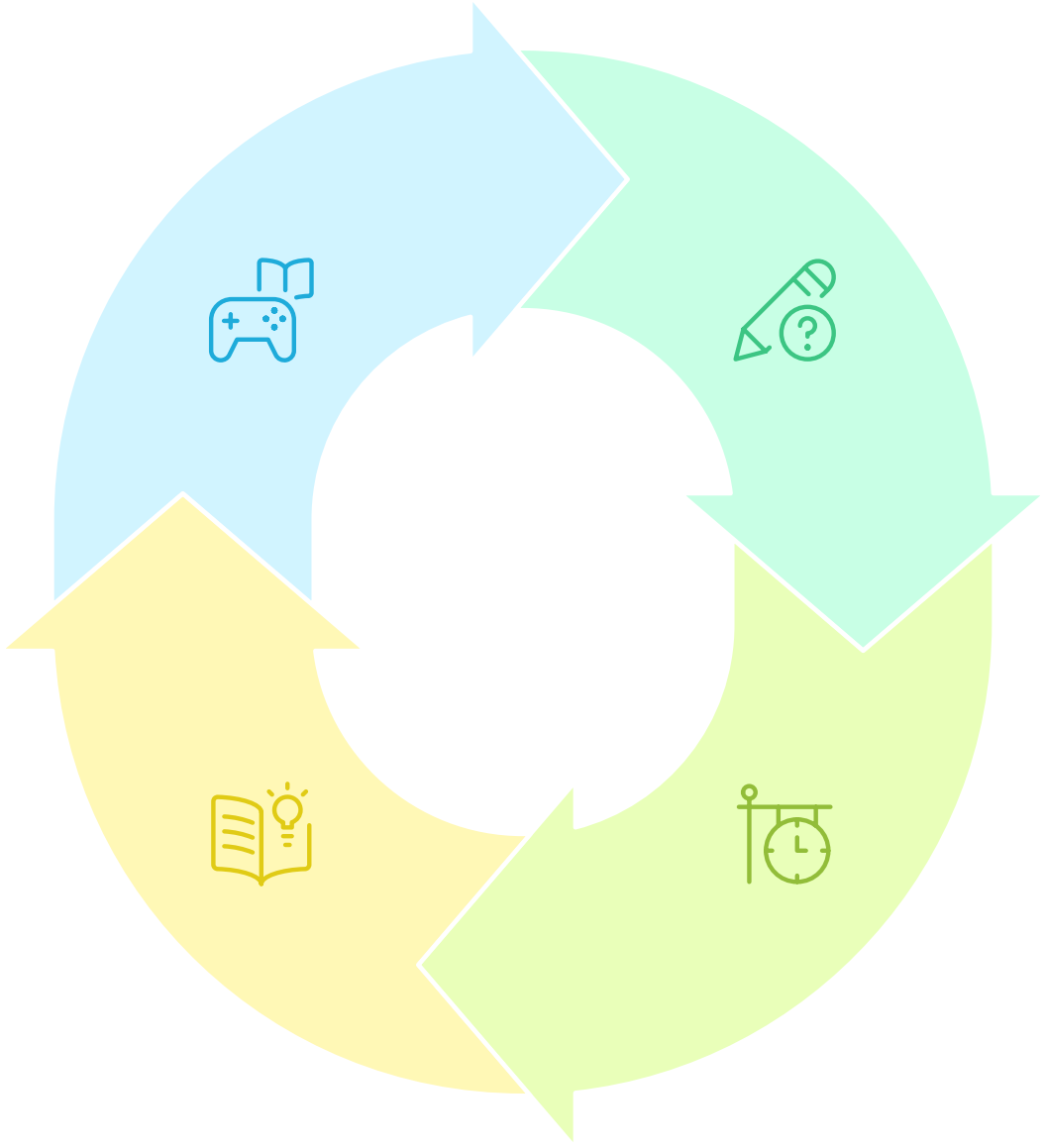
Overview

Large Tutoring aims to develop a **cross-platform mobile app** that encourages middle and high school students to earn screen time by answering educational questions. This innovative solution will help students balance leisure and learning while staying engaged with their studies. The app will provide a **gamified learning experience** and integrate with device settings to unlock screen time upon completing educational tasks.

Screen Time Reward Cycle

**Balance Leisure
and Learning**
The app helps maintain a
healthy balance.

**Engage with
Studies**
Students are encouraged
to focus on their studies.



**Answer
Questions**
Students complete
educational tasks to earn
rewards.

Earn Screen Time
Completing tasks unlocks
additional screen time.

Goals

1. **Promote Learning:** Encourage students to engage with educational content by rewarding them with screen time.
2. **Manage Screen Time:** Help students develop healthy screen time habits by linking access to educational achievements.
3. **Enhance Engagement:** Create an interactive and motivating experience that keeps students interested in learning.

Screen Time App Goals



Enhance Engagement

Create an interactive and motivating experience that keeps students interested in learning.



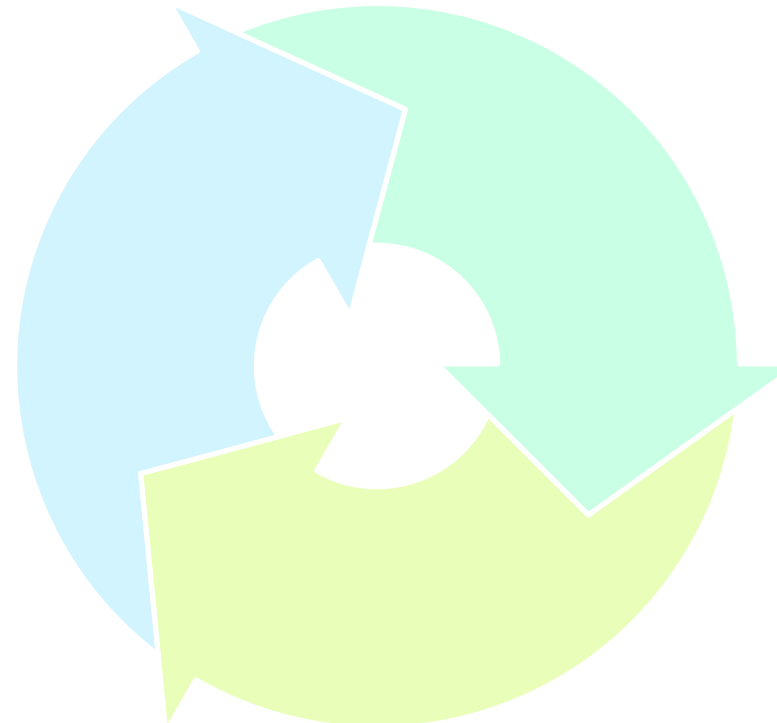
Promote Learning

Encourage students to engage with educational content by rewarding them with screen time.



Manage Screen Time

Help students develop healthy screen time habits by linking access to educational achievements.



Specifications

The app will feature the following components:

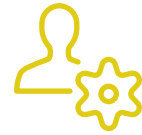
1. Student Interface

- A **simple, gamified interface** where students answer math questions to earn screen time.
- **Adaptive difficulty levels** to match the student's grade and skill level.
- **Progress tracking** to show earned screen time, completed tasks, and learning milestones.
- **Platform-Specific Features:**
 - **Android:** Direct screen time management (e.g., restricting access to other apps).
 - **iOS:** Rewards system with guides for parents to use Apple's Screen Time settings.

2. Admin Dashboard

- **User Management:** Add, remove, or update student accounts.
- **Content Management:** Upload, edit, or remove educational questions.
- **Analytics:** Monitor student progress, screen time usage, and app effectiveness.

Management Tasks



User Management

Add, remove, or update student accounts.



Content Management

Upload, edit, or remove educational questions.



Analytics

Monitor student progress, screen time usage, and app effectiveness.

3. Technical Integration

- **Android:** Seamless integration with device settings to unlock access to other apps.
- **iOS:** Compliant with Apple's guidelines, focusing on gamified learning and parental involvement.
- **Secure and Scalable Backend:** Supports future updates and expansions.

Our Approach

Our solution focuses on delivering a **seamless and engaging experience** for students while providing robust administrative tools for content and user management.

Frontend: Student Screen Time Experience

1. **Unlock Screen Time Flow:**

- Students open the app and are presented with a math question.
- Upon answering correctly, they earn a set amount of screen time (e.g., 30 minutes).
- **Android:** The app integrates with device settings to unlock access to other apps.
- **iOS:** Parents are notified to manually adjust screen time using Apple's Screen Time settings.

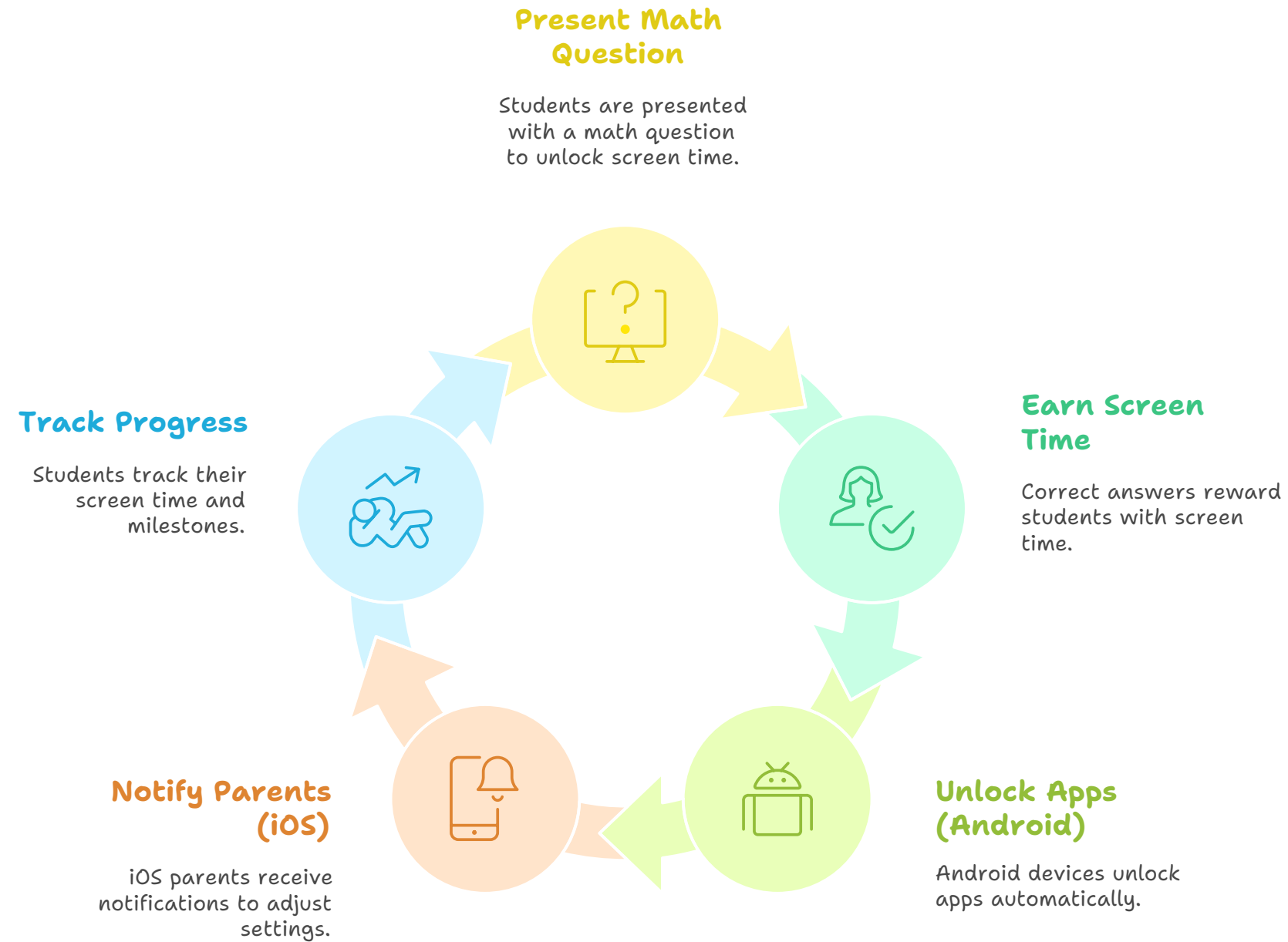
2. **Engaging Interface:**

- Clean, intuitive design with gamified elements (e.g., progress bars, rewards, and animations).
- Adaptive difficulty levels to keep students challenged but not frustrated.

3. **Progress Tracking:**

- Students can view their earned screen time, completed questions, and learning milestones.

Screen Time App Engagement Cycle



Backend: Admin Dashboard

1. User Management:

- Add, remove, or update student accounts.
- Assign specific question sets based on grade level or subject.

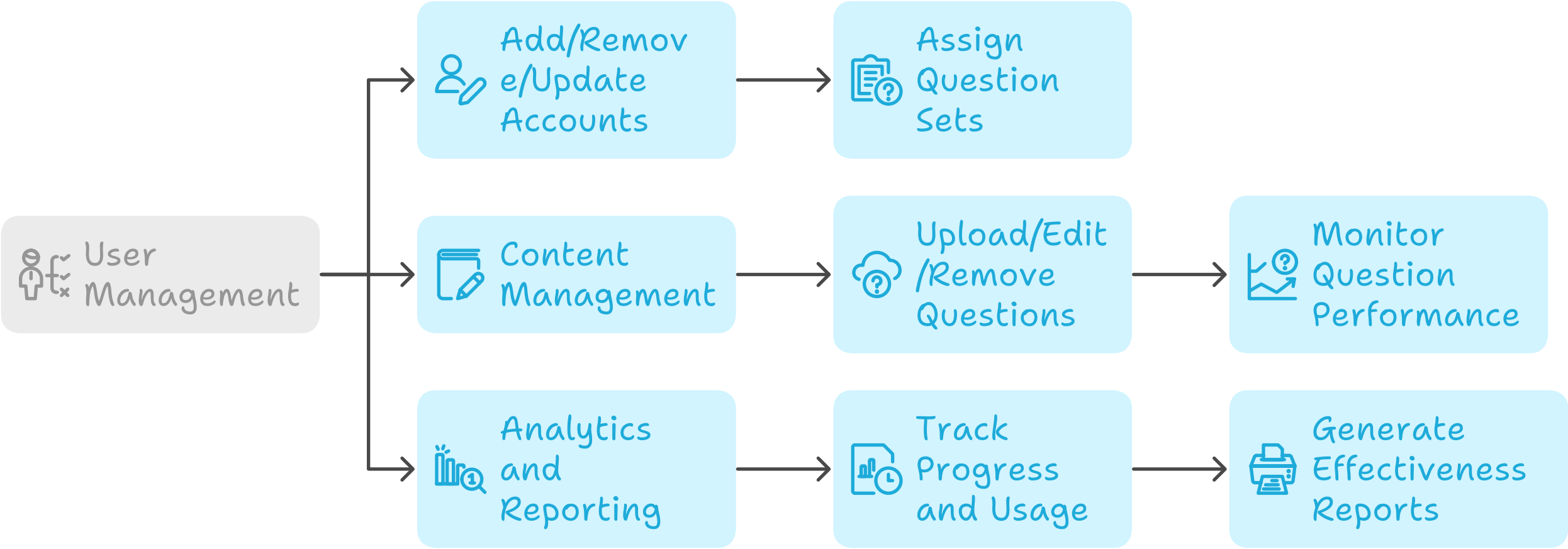
2. Content Management:

- Upload, edit, or remove educational questions.
- Monitor question performance (e.g., difficulty ratings, completion rates).

3. Analytics and Reporting:

- Track student progress and screen time usage.
- Generate reports to assess the app's effectiveness.

Screen Time App Admin Dashboard Flowchart



Milestones (12 to 14 Weeks)

Week 1-2: Project Kickoff and Planning

- Finalize project scope, goals, and timelines.
- Conduct a **technical feasibility assessment** for screen time integration on both iOS and Android.
- Define platform-specific limitations and workarounds.

Week 3-4: Design and Prototyping

- Develop **wireframes and prototypes** for the student interface and admin dashboard.
- Gather feedback and refine designs.
- Finalize the app's visual identity (colors, fonts, animations).

Week 5-8: Development (Phase 1 - Core Features)

- Build the **student interface** (gamified learning, progress tracking, rewards system).
- Develop the **admin dashboard** (user management, content management).
- Set up the **backend** (secure database, APIs).

Week 9-10: Development (Phase 2 - Platform-Specific Features)

- **Android**: Implement direct screen time management features.
- **iOS**: Develop guides and tools for parents to use Apple's Screen Time settings.
- Integrate **analytics and reporting** for both platforms.

Week 11-12: Testing and Refinement

- Conduct **rigorous testing** on both iOS and Android devices.
- Fix bugs and refine the app based on feedback.
- Prepare the app for launch (App Store and Google Play submission).

Week 13-14: Launch and Post-Launch Support

- Deploy the app on the **App Store** and **Google Play**.

- Provide **ongoing support** for bug fixes and updates.
- Monitor user feedback and analytics to optimize the app's effectiveness.

Key Considerations

1. **User Experience:**

- Focus on a clean, intuitive design for students and parents.
- Use gamification to keep students engaged (e.g., progress bars, rewards, animations).

2. **Scalability:**

- Build a secure and scalable system to support future updates and expansions.

App Functionality and User Experience Matrix

1

Compliance with Apple Guidelines

Ensuring compliance enhances user trust on iOS.



2

Gamification Features

Engaging gamification enhances user experience on Android.



3

Parental Guidance

Parental guidance is essential for iOS user management.



4

Direct Screen Time Control

Direct control simplifies user management on Android.



App Functionality and User Experience Matrix

1

Compliance with Apple Guidelines

Ensuring compliance enhances user trust on iOS.



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Gamification Features

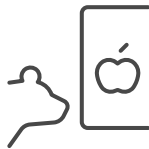
Engaging gamification enhances user experience on Android.



3

Parental Guidance

Parental guidance is essential for iOS user management.



4

Direct Screen Time Control

Direct control simplifies user management on Android.



Cost BreakdownThe total cost for the project will be **\$7,500 CAD**, which includes the following:

- UI/UX Design
- App Development
- QA Testing
- Deployment

Deliverables

By the end of the 14-week timeline, the following will be delivered:

- A fully functional **Screen Time App** for iOS and Android.
- An **admin/Parents dashboard** for user and content management.
- Guides and tools for parents to manage screen time (especially on iOS).
- Analytics and reporting features to monitor app effectiveness.

Screen Time App Features



App Functionality

A fully functional
application for iOS
and Android.



Admin Dashboard

A dashboard for
user and content
management.



Parental Tools

Guides and tools
for parents to
manage screen
time.



Analytics Features

Features to
monitor app
effectiveness
through reporting.

Contact Us

For questions or further discussions, please contact:**Email:** gabrielokemwa83@gmail.com

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