Before (original):

The aim of this bachelor's thesis is to design a mobile application to enable museum visitors to electronically interpret information about exhibits in their chosen language. The thesis deals with the development and functioning of the design of this application, designed for mobile phones with Android operating system. The theoretical part defines a description of the things and actions that the application uses or could use, e.g. analysis of options, obtaining GPS location, augmented reality, conversion from written to spoken text. The most extensive part of the thesis is the description of the implementation, i.e. the actual development of the application and its structure. The third part of the thesis deals with user testing of the application design. Here, the individual respondents' reports are described, the findings are summarized, and alternatively, their addition to the thesis are made.

After (edit):

This bachelor's thesis aims to design a mobile application that enables museum visitors to interpret and experience information about exhibits in their chosen language. The thesis deals with the development and functionality of the design of this application, developed for mobile phones and devices with the Android operating system. The theoretical part outlines the possible features of the application, e.g., analysis of features, geolocation, augmented reality, and conversion from written to spoken text. The practical part of the thesis is the description of the implementation, i.e., the actual development of the application. The empirical part of the thesis documents user testing of the application design with a summary of individual respondents' reports and findings and their recommendations for the work developed in the thesis.

Before & After (revision):

Your revision goes here. Happy to give that another look, too.