**Project Title:** An Educational Game for Children

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**Abstract.**

My project focuses on helping children to further develop their knowledge and skills on specific topics and subjects. To achieve this, I developed an application written in Java, which includes three different mini-games: a language/alphabet game, general-knowledge(animals and/or insects) and an interactive world map game.

The application has a login page where every child will have an unique ID and password for their account. Depending on the children's age, the level of difficulty will increase, e.g., first graders at primary school will work with (by choice) cities, counties or a combination of both in the UK, whereas second graders will have other options (i.e., countries or flags in Europe or a combination of both and so on).

The easiest level of the language/alphabet game is about learning letters in both uppercase and lowercase. In this game, children will see an image of a letter and have to type the correct letter in the input bar. This game also has a combination choice of uppercase and lowercase letters. As children progress to a higher level, the game becomes more difficult.

The first level of the animal game is about learning and knowing what different animals look like. It's a different variation to other minigames as it includes images of animals. As the level increases, the game becomes more complicated. Insects, bugs and animals are combined and the number of questions is increased.