**Friendly & Easy Learning For Everyone**

The project I chose is basically creating a software program or application that will help teach children for example, Math. I haven’t thought too much about what subjects I will add to the software but for now I’ve been thinking of having mini games that will help children learn:

* Words, letters or the alphabet
* Animals
* Geography (World Map/Capitals)
* Math

I wish to make the software wide with lots of variety. Having only one minigame will make it less entertaining and motivational for the children. My goal is to make a software that can be used worldwide in any language and any form of teaching. Use of the software should be fun and also very rewarding. For the long-term I want to add fun features like your own character. Small features will be added on top of that like styling your character and winning unique clothing styles depending on how well you did ironically in the challenge week.

Other features could be added like sending the results of every session or week to the parents email address so the teachers will have better and easier overview of their children’s results. There could probably be some downsides with having the software like, the children could mock or try to make fun of the other children doing worse or worst in class. Even if that issue is not really direct problem with the software itself, it has it’s solutions directly on the software which I can solve by adding bonus rounds for the children that struggle the most or giving them bonus points so they could not entirely catch up with the others but make the gap between them a lot less.