رواد مصر الرقمية

Little coder

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Introduction & Scope

- What field did we choose?
- Why this field ?
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What field did we choose?

- Our website is designed to help children learn the basics of programming in a fun and engaging way.
- It offers a variety of courses focused on game programming, design, robotics, and more. Through interactive lessons and projects, kids can explore their creativity while gaining essential coding skills. The platform is tailored to make learning enjoyable and accessible for young learners, inspiring the next generation of programmers and innovators.

Why this field ?

- **Empowerment through Skills:**

  Teaching programming equips children with essential skills for problem-solving and critical thinking.

- **Creativity and Innovation:**

  Programming encourages creativity, allowing children to express their ideas through games, designs, and projects.

- **Preparation for the Future:**

  Early exposure to technology prepares children for future career opportunities in a digital world.

Target Audience ?

- **Children Ages 6-14:**

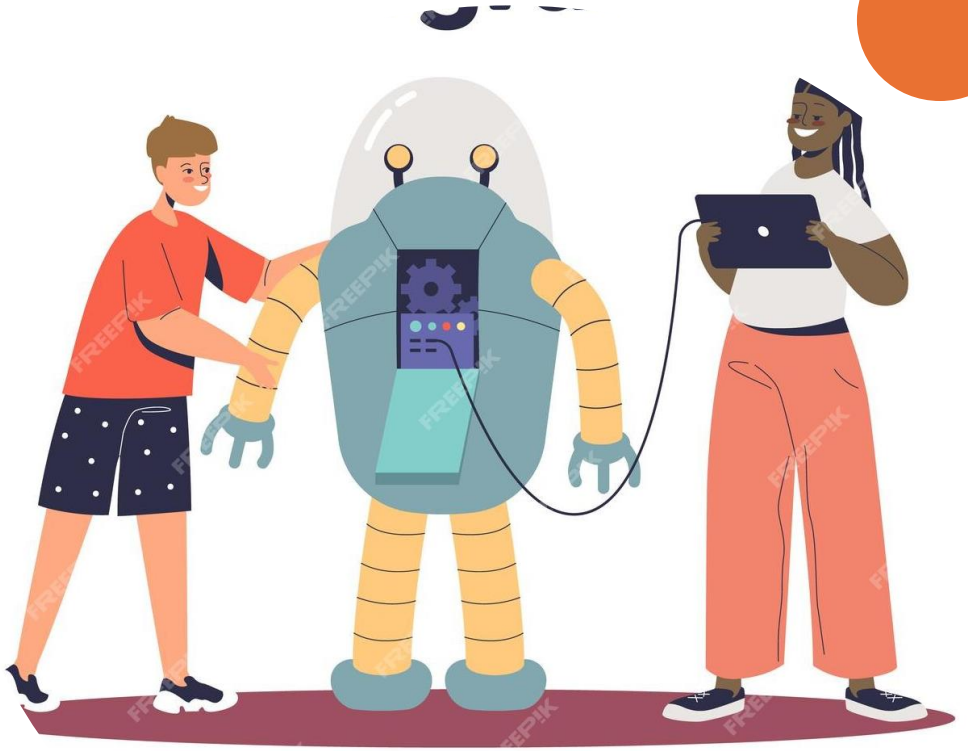
The primary audience is children in elementary to middle school, an age group that benefits from learning programming.

- **Parents and Educators:**

Parents seeking educational resources for their children and educators looking for engaging teaching tools.

- **Tech Enthusiasts:**

Children interested in technology, gaming, and robotics who want to explore these fields further



Advantage of Online Learnning

Online learning offers a range of benefits that enhance the educational experience for students. From personalized learning paths to interactive tools, it empowers learners to engage with content in unique and enriching ways

Personalized Learnning

Students can tailor their learning experience to their unique needs and interests, progressing at their own pace

Interactive Content

Engaging multimedia elements, such as videos, simulations, and interactive exercises, make learning more dynamic and enjoyable.

Flexibility and Accessibility

Students can access courses anytime, anywhere, enabling them to learn on their own schedule and at their own pace

Future Plans :

- Expand Course Offerings:
  Introduce more advanced programming courses and topics, such as artificial intelligence and app development.
- Community Engagement:
Create a platform for children to showcase their projects and collaborate with peers.
- Partnerships with Schools:
Collaborate with educational institutions to integrate programming into their curricula and provide resources.
- User Feedback Integration:
  Continuously gather feedback from users to improve course content and website functionality.

Tools We Used

- **MVC .NET Framework:**

Ensures a clean separation between data, user interface, and control logic, making the website easier to manage and update.

- **SQL Server for Database:**

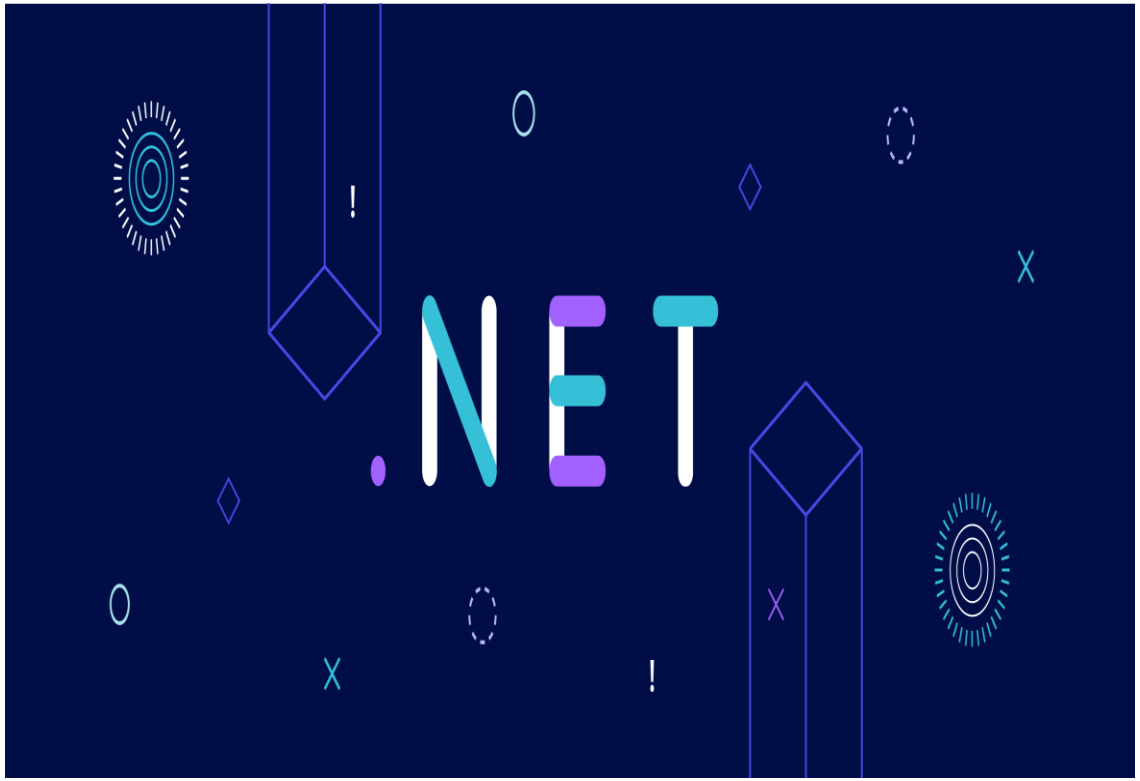
Provides reliable and scalable data management, ensuring fast retrieval and secure storage of information.

- **Visual Studio IDE:**

Offers a powerful and user-friendly environment for developing .NET applications, with tools like IntelliSense and debugging features.

- **GitHub for Collaboration:**

Used for version control, GitHub helped us collaborate, track changes, and manage the project efficiently across the team.



- Thank you for listening