**Final Year Project**

**Design And Development Of 3D Mobile Application for Learning Human Brain**

Abstract

The brain is the most important and complex organ of the human body. It controls and coordinates all the actions and reactions that we make. It is being taught in a biology course at both colleges and elementary schools, but it is an arduous task for students to understand it thoroughly. There are many existing applications available for demonstrating it. However, they fall short in some areas, including performance, information, and design. Thus, we aim to develop a user-friendly 3D application for demonstrating the morphology, taxonomy, physiology, and anatomy of the human brain that will make it easier for students to grasp the concept. In addition, we employ the agile methodology to design and develop our application because it provides faster development with the support of incremental changes. Also, the tools and technology which we will be using are Unity 3D, Android Studio with languages C# and Kotlin, and 3D technology. This application will help the students to envision the concept of the brain with more effective UI/UX design. It will have human-centered interfaces that correspond to the natural abilities of users, save their effort and boost the positive usability of the system.

**Keywords: Human Brain, 3D Application, Unity 3D, C#, Kotlin, Android Studio, UI/UX Design,**