**Final Year Project**

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

Abstract

The human brain is the most important part of our body. Since it is the place where our mind relies on. It is being taught at elementary schools and colleges in a biology course, however, it gets really difficult for students to understand it. There are many existing applications available for the demonstration of the human brain. However, they are lacking in some features such as their design (UI/UX), information design, and their performance. Thus, we aim to develop a user-friendly 3D application for the demonstration of morphology, taxonomy, and physiology of the human brain with the above issues resolved. We employ the Agile methodology for the design and development of our application. Since it provides faster development with the support of incremental changes. The expected tools and technology which we will be using include Unity 3D, Android Studio with languages C# and Kotlin, and 3D technology. This application will help the students to learn and understand the structure as well as the working of the human brain easily with better UI/UX. It would have a beautiful design with the consideration of accepted theories of HCI.