**Storyboard**

In this section, we will address one of the main questions behind every project, especially in application design. The question is “**why is this application useful?”.** Obviously, applications are made for users and the purpose is to respond to a user need. To this end, a distinction has to be made between the user need that is satisfied and the final purpose of our application, especially since our users are children.

Taking into account the fact that our users are children, our application is shaped, before all, as a game. Tendencies shows that children possessing smartphones use them mainly for playing games (e.g. Clash of Clans, Fortnite). That is why we have chosen to present our application as a game, thus, giving the first part of our response to the previous question. Our application is a way for children to occupy their time pleasantly.

But that’s not all, as Pokémon Go did by adding to their game a touch of reality (using the camera for discovering new Pokémon), we wanted to add a touch of social dimension. Games and smartphones in general tend to hyper-connect people, which can generate a social isolation. This is also true for children. Because of that, our game will provide a way for the user to view the unlocks of friends and people alike through a feed.

We will now proceed to explain what the final purpose of our application is and why it is useful for children in terms of educative purpose.

The hyper-connectivity we deal with in our everyday lives creates some drawbacks. The first and most obvious that we experience daily is the astronomical quantity of information we receive through emails, social networks, news applications, embedded notifications, etc. This drawback, although seemingly innocuous, is in reality quite dangerous. Indeed, we are influenced by this flow of information, consciously and unconsciously. This is particularly true in the sense that, often, the flow is made of a “buzz” and, usually, these viral buzzes are bad examples or stupid actions from the life of celebrities. Children, much more than adults, are influenced by this.

It is here that our application comes into action. By playing with the portrait of famous people who gained their fame through noble actions (peace Nobel prize, saving people, medical and scientific discoveries…), children will get positively influenced by these people. Of course, the idea is to create rich and interesting descriptions about every famous portrait in order to really engage the child into looking at the information to learn about the life of these people. Not only will the children be positively influenced, but they will also learn about the history and the discoveries that took place in our world. This could spark some interest and maybe, with a little luck, a passion towards discovering. At least, that would be the best goal our application could achieve!

**Android studio**

After having set up the Android Studio environment into Intellij IDEA, we have played a bit with the functionalities and we are now considering the feasibility of programming the user interface of our application with it. The next step is to follow some tutorial and check if something nice can be done with it and what would be the complexity.

(images/screenshot\_android\_studio.png)