

FYP Proposal Submission Form

Detail of Project Members:	MUHAMMAD AWAIS AYESHA ZAMAN
Supervised By:	Ms. Ayesha Naeem
Title:	"Little Learners": Focus on providing educational content, promoting safe and healthy screen time for kids.
Which real world Problem shall be solved by this project?	Little Learners aims to address the problem of providing healthy screen time for preschool children. In today's digital age, children are exposed to screens and technology at a very young age, which can potentially have negative effects on their development and well-being. The App would provide a safe and educational platform for children to engage with, while also promoting healthy screen time habits. By providing an alternative to potentially harmful screen time, it can help to mitigate the negative effects of screen time and promote positive child development.

<p>Project Description (What, How and Objectives):</p>	<p>Overall working/summary of this FYP:</p> <p>Little Learners is a mobile based application. Develop an app for preschool children that provides healthy screen time and educational content. The app would feature interactive learning activities, engaging graphics and animations, a simple and intuitive user interface, parental controls, a rewards system, and offline access. The goal is to provide a fun and engaging platform that helps children develop their cognitive, problem-solving, and language skills in a safe and appropriate way.</p> <p>Name and detail of each module in FYP:</p> <p>Here are some potential modules that could be included in an app for preschool children: Splash Screen: This is the first screen that the user sees when they launch the app. It typically includes a logo or branding element and sets the tone for the app experience. Home Screen: This screen would serve as the main navigation hub for the app, providing access to different sections or features of the app. Learning Activities Module: This module would include different interactive learning activities such as Letter and Number recognition, matching games, and emotional learning, designed to develop children's cognitive and problem-solving skills. Educational Content Module: This module would include educational content such as alphabet and number recognition, shapes and colors, basic math concepts, and basic language learning. Rewards System Module: This module would allow children to earn rewards such as stickers or digital coins for completing activities and progressing through the app. Offline Access Module: This module would allow children to use the app in areas without internet connectivity, ensuring that the app remains accessible in all situations. Graphics and Animation Module: This module would be responsible for creating engaging graphics and animations that appeal to young children, making the app visually appealing and fun to use. Settings Module: This module would allow users to customize the app experience, including options such as sound and music settings, language preferences, and account management.</p> <p>Member-wise Module Information:</p> <p>1: Module developed by MUHAMMAD AWAIS (CIIT/SP20-BSE-061/WAH)? In Little Learners, I shall develop Learning activity module which includes: (i) Self-emotional learning (ii) matching games, (iii) Alphabet and number recognition. I shall also develop splash screen, home screen and learning activities module.</p> <p>2: Module developed by AYESHA ZAMAN (CIIT/SP20-BSE-062/WAH)? In Little Learners, I shall develop Graphics and animation module which includes: (i) Fun to use, (ii) Visualization. I shall also develop Reward System Module, offline access module and setting module.</p> <p>Similar FYP from RMS student console</p> <p>Little Learners is the new one FYP. Similar FYP is Destiny: learn and fun for kids.</p> <p>Three (3) new, but main, functionalities adding to this FYP:</p> <p>Emotional Learning Module</p> <p>Offline Access Module</p> <p>Matching Games</p>
<p>Project Streams:</p>	<p>Mobile Apps FYP</p>