

## **Opportunities to improve**

### **1. Collaborative Learning**

- Include multiplayer options in games or quizzes for increasing user involvement.
- Introduce options for users to cooperate or compete with friends. This may improve social learning and make the app more fun.

### **2. Visual Learning**

- Include YouTube links to certain problems for when the user does not understand how the app reached the final answer, to make it easier to see and hear someone else explain it.

### **3. Regular Updates and Feedback.**

- Updates on the app for latest curriculum changes or updates in certain subjects
- Create various channels for users to provide feedback, such as surveys, in-app feedback forms, or a dedicated forum for suggestions and discussions.
- Respond to users' comments and improve frequently based on ideas.

### **4. Accessibility and Diversity**

- Reach a larger audience by making the app available in several languages and including text-to-speech and voice control features.
- Make the app accessible to people with disabilities by including features such as screen readers, adjustable text sizes, and alternate input ways.
- Design the app with cultural sensitivity in mind, avoid stereotypes and making sure the material is acceptable for people from various backgrounds. Ensure that riddles and jokes are appropriate for every culture and everyone.

### **5. Real-world Application**

- Make connections between instructional materials and practical applications to show how what users are learning is applicable to their daily lives.
- Connect educational content to real-life applications, demonstrating the relevance of what users are learning to their everyday lives.