README

Zoon - Growing for Tomorrow is devised at UMSL, by UMSL students William Nesham, Allen Hartig, Jet Huanry, Colby Ackerman, and Levent Ozturk. On this project, each step is worked by all members for educational purposes, though each member was responsible for one aspect of the project.

-> Our detailed project requirements, tasks and due dates are created and followed by our team leader William Nesham.

-> Scientific background for this project is prepared by Allen Hartig.

-> Jet Huang devised the Arduino according to data needs.

-> User interface is designed by Colby Ackerman.

-> Documentation is created by Levent Ozturk.

Practical science activities have huge significance in the learning process. But these activities could be time consuming especially in a highly compressed syllabus of those who are trying to prepare themselves for high school. Besides limited time, these scientific experiments could also be a little bit hard to comprehend for littles. Our product focuses on this issue and is trying to make plant growing experiments easier for secondary school students.

Zoon - Growing for Tomorrow,

-> uses an Arduino kit,

-> to collect data from experimental subject,

-> and passes them to the software,

-> for the analysis of the data and making environmental changes,

-> in the cause of improvement of conditions.