

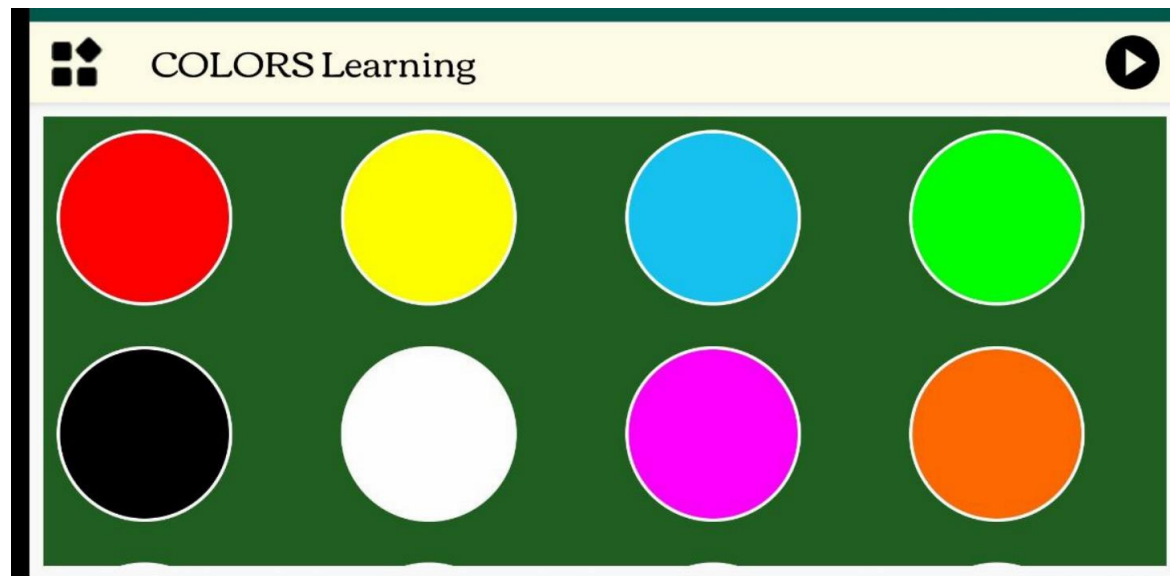
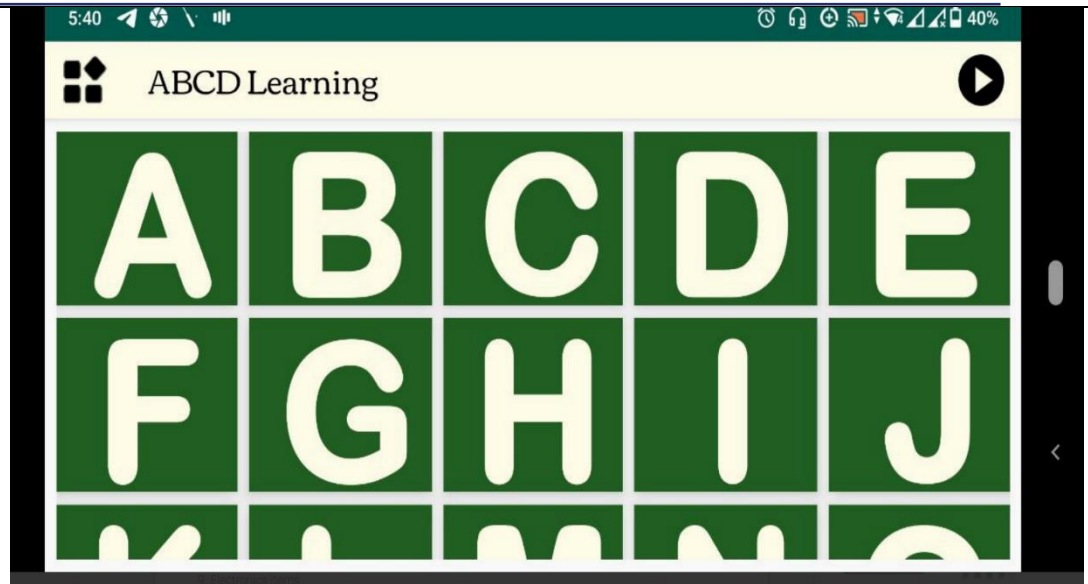
Lab Practical 02 – Project Selection & Supervisor feedback

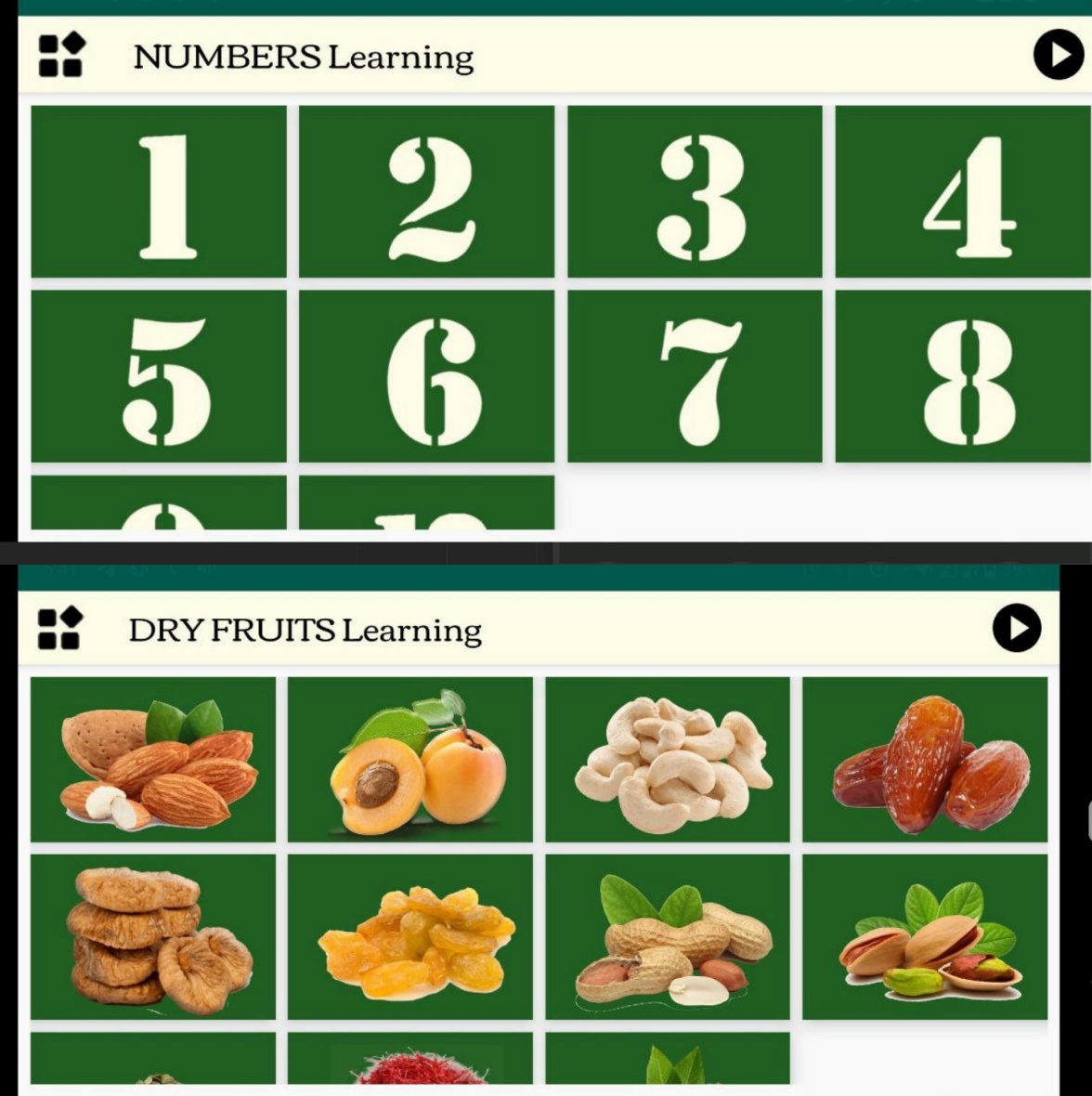
Each UX team should research and find a Mobile app

Fill the following table to show your findings

Mobile App	Easy Kids Learning (Offline)
Name:	
Developer	Bhavishya
Purpose:	<p>This App will enable your child to learn their ABC (and other basic things) in more interactive way with smooth graphical interaction and lots of fun. (Offline)</p> <p>The App includes learning of:</p> <ol style="list-style-type: none">1. ABC2. Colors3. Animals and their sounds4. Birds and their sounds5. Fruits6. Numbers Learning7. Vehicles8. Groceries9. Electronics items10. Crockerries11. Bathroom items12. Dry fruits13. Vegetables14. Furniture <p>Also, you can change the App background and title colors as per your kids favorite colors.</p>

Screenshot:



	 <p>The screenshot shows two educational app screens. The top screen, titled 'NUMBERS Learning', features a 3x4 grid of green squares with white numbers 1 through 8. The bottom screen, titled 'DRY FRUITS Learning', features a 3x4 grid of green squares with various dry fruits and nuts, including almonds, apricots, cashews, dates, pistachios, and peanuts.</p>
<p>Competitor Mobile apps</p>	<p>Kids Academy Learning games Kids Preschool Learning Songs & Offline Videos Alphabet & Number for Nursery Early Learning App For Kid</p>

Good design	
1.	Having audio capability.
2.	Have used tabular format which is an easy way to go through.
3.	Landscape mode is activated making it easy to the kids to learn.
4.	Can navigate using the navigate bar.
Design issues	
1.	Home page is not available.
2.	Less user friendly.
3.	The colors are not attractive.
4.	The images are not attractive.
5.	The resources are not categorized.