Project Proposal: Study Buddy

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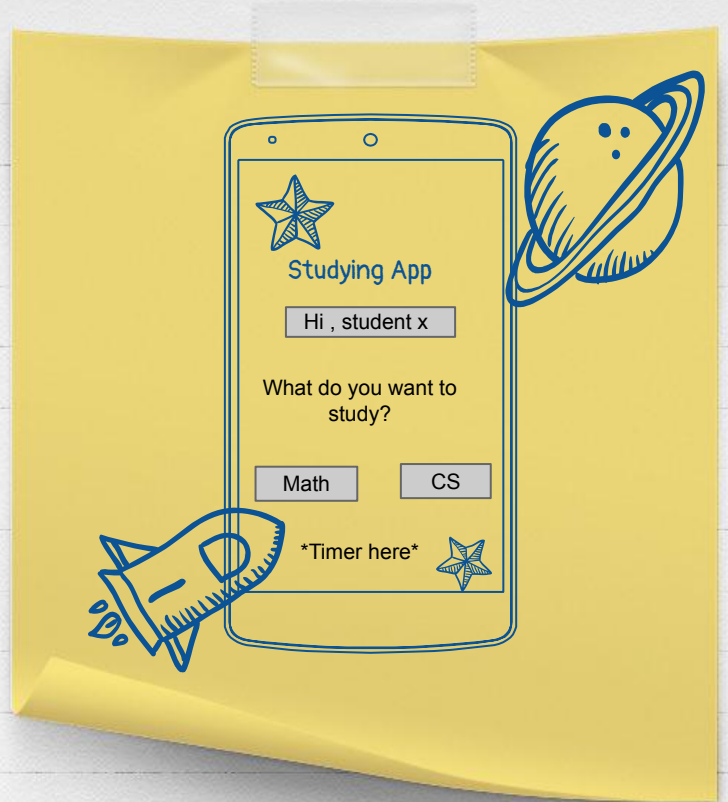
Reasons we chose this project

There are several reasons why developing a studying app can be beneficial:

1. *Accessibility*
2. *Personalized Learning*
3. *Interactive Learning*
4. *Tracking Progress*
5. *Time Management*

Potential Kotlin concepts

- Button displays
- List view for selecting studying methods
- Animations per page change
- Scroll View
- Built-In Kotlin timer class to keep the timer running as needed
- User Interface to display to the user
- Threads to help run the timer and update on the UI side
- Notifications if the user is not in the app

Studying App

Hi , student x

What do you want to study?

Math   CS

Timer here

Potential Features

SQ3R
- Survey
- Question
- Read
- Recite
- Review

1. *Study Technique Selection:* A main feature of the app would be to allow users to select a studying technique based on their preference and the subject they are studying for. You can provide a list of Example of studying techniques: SQ3R, Cornell Method, Feynman Technique, etc.

For example, if the user selects the SQ3R method, the app would prompt them to spend 20 minutes on surveying the chapter, followed by a 5-minute break. Then the app would prompt them to spend 20 minutes on formulating questions, followed by a 5-minute break, and so on.
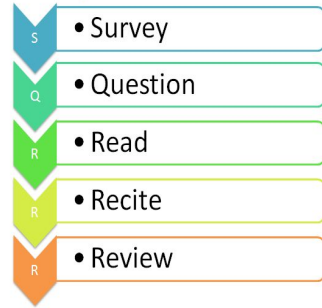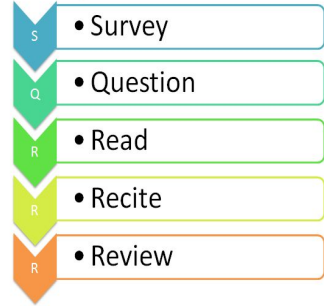
2. *Customizable Study Techniques:* Allowing users to customize their own study technique can make. Users could add or remove specific steps, change the time allotted for each step, and save their customized techniques for future use.

3. *Progress Tracking:* The app can track the user's progress, including the amount of time spent on each study session, the number of completed sessions, and the percentage of the chapter/subject covered. This will help users stay motivated and see the progress they're making over time.

SQ3R
- S • Survey
- Q • Question
- R • Read
- R • Recite
- R • Review

Thank You!

Any questions?