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# **LITTLE MATH**

**BSIS-NS-2AB-M  
Group 8**

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# INTRODUCTION

Little Math is an application that revolves around enabling users to perform a range of activities that are related to Grade 1 to 3 level Mathematics on a PC or Desktop. Such activities include educational games wherein users may select and participate in understanding the four basic arithmetic operations: Addition, Subtraction, Multiplication, and Division. Moreover, users may also participate in another educational game wherein they will convert a given number into its equivalent text, and vice versa.

Given the aforementioned details about the application, the purpose of this application is to provide users an application that will aid them in learning the basic concepts of Mathematics. Given that Mathematics is considered as one of the most intricate yet important subjects there is, this application will make the aforementioned subject less intricate but more enjoyable to its users.

## Objectives of the System

- Create and achieve an application with a minimalist design.
- Create an application that would be used as a tool for learning mathematics for the target audience.
- Enhance the basic Math competency of the target user.
- Create an application that piques the interest of the target user.
- Create an application that is interactive that would enable users to understand basic math.
- Create an application that is visually engaging and appealing to the target audience.
- Create an application that would help motivate the target audience to learn mathematics.

## Scope and Limitation of the Study

The aim of this project is to help and compromise the learning ability of Grade 1 to 3 students in basic mathematics easily by using the application for free of charge.

However, There will be some limitations that can cause some disturbance and unable usage for the user:

Scope:

- Includes a game wherein users will learn basic arithmetic operations.(Addition, Subtraction, Multiplication, and Division)
- Includes a game wherein users will learn to translate a number to its word format and vice versa.
- Users can use the application without an internet connection.
- Users can participate in mathematical games.

- Users can resize the application's window to a particular size.

Limitations:

- It will run with a minimum specification of PC: Windows 98, 2000, NT, ME, XP, or Linux.
- Limited lessons or games range for Grade 1 to 3 only.
- No Virtual meeting for guidance with a Professional Teacher
- Accessible on PC or Desktop only.
- The application will be limited to two educational games related to mathematics.

### **Significance of the Study**

The significance of the application is to enhance the basic mathematical competency of grade 1-3 students by means of helping them comprehend the four basic arithmetic operations such as addition, subtraction, multiplication and division. Moreover, the application will also help the users in determining the word version of a number and vice versa. By doing so, the learnings they will obtain from this application will serve as a solid foundation to advanced mathematics in the near future of the target audience. In addition, by utilizing the application, users will be able to find mathematics not as a laborious subject, but a subject that can offer a great deal of knowledge beneficial in life.