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| **Faculty of Information Technology** | **كلية تكنولوجيا المعلومات** |

**Graduation Project Initial Proposal**

**“VONA: Smart Vocabulary Builder”**

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**Initial Project Proposal**

No matter which decade; children’s education has always been a top priority. Efforts of evolving the learning process and approach never cease. A current approach is to start expanding a child’s knowledge of words straight after they grasp the concept of speech. Studies stated that a child’s educational success is based on their vocabulary; such that its strength predicts their ability to learn how to read and do well in class.

Currently, the sight of a child holding a smartphone or tablet is a common one. Children have become better adversed to using such devices with ease; grasping the concept of taking photos and playing games. To parents, it may be frustrating to see their child constantly playing on the phone, and may even pose as a challenge to get them to stop. So, we propose: Why not make use of this so-called problem?

Our graduation project addresses children’s vocabulary building by introducing a new, fun way of learning. We aim to expand a child’s knowledge of words by helping them learn the names of the objects that surround them in their familiar environment through our mobile application.

Our application allows the child to take a photo of an object around him and uses image processing to identify the object, it then prompts the child to repeat the word after it and uses voice recognition to validate the pronunciation of the word and replies with whether it’s correct or not. The application is highly inspired by the concept of social/emotional intelligence; as we aim to give it a very friendly persona; so the child using it will feel like they’re conversing with a friend.

We will be implementing the project using Dart language powered by Google, and its cross-platform mobile application UI framework Flutter; which has newly come out of its beta phase. We will take into consideration security and privacy concerns.

Upon the completion of the project, we will have launched multiple test runs, with parental consent, on primary and elementary school students to document their reactions and the level of acceptance. We also hope to prove the positive effect of the application on the kids’ vocabularies. The application will be launched on iOS and Android platforms.