OBJECT ORIENTED PROGRAMMING

TEB1043

ANDROID APPLICATION DESCRIPTION

BACHELOR'S IN COMPUTER SCIENCE

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APPLICATION OVERVIEW

EduKids is an educational game whose primary target audience is children under seven years old. It will serve as a foundation for teaching young children the alphabet, numbers, and fundamental things like animals, body parts, colours and more. Additionally, these app will support their reading, spelling, listening and colouring skills.

In addition, there will be two main areas in the apps which are a quiz and guessing portion, and a lesson portion. Thus, their parents may more properly guide their kids in terms of preschool education. Our team will be using android studio to create and develop this app.

PROBLEM STATEMENT

- The education sector has seen a massive expansion of technology. With technology on its side, the entire industry is discovering new ways of doing things. It is not that technology has not been used in education before, but the use of educational applications has been limited.

- Children love using mobile devices and apps. But it is mainly for entertainment purposes. They use their devices to search for videos and games that have less necessary information and cannot help them in growing their intelligent and thinking skills.

- With so much information available on the internet, it is difficult for parents to monitor what their children are exposed to, including inappropriate content or interactions with strangers.

- When education processes happen in a group such as classroom, individual's progress cannot be monitored easily. Not everyone in that particular group receives the same kind of information as everyone may not have the same IQ as the others.

- Learning materials such as books are pricey nowadays as the producers need constant observation of the qualities of the medium. Plus, they can be quite heavy for children as their bodies are not fully developed at such an early age.

SOLUTION

- Our team will develop EduKids, a pre-learning application that will enable widespread adoption of technology in the sphere of education.

- It is fact that kids these days prefer to play games on mobile devices rather than study; we offer a platform for kids to learn while playing. Hence, it will help to pique their interest in learning.

- There is no offensive content on EduKids that could negatively influence kids. Thus, the parents do not need to be worried that their kids will be exposed to inappropriate contents by using our application.

- Before the children begin their first step into school, our application teaches them about the fundamental concepts they need to grasp. Thus, these kids are at least proficient in spelling, reading, and have an interest in learning. Additionally, their parents can monitor the progression of their kids' learning.

- Parents no longer need to worry about where to acquire books and other resources to teach their children to read at home thanks to our app, which makes use of the pervasive use of technology.

UML Diagram
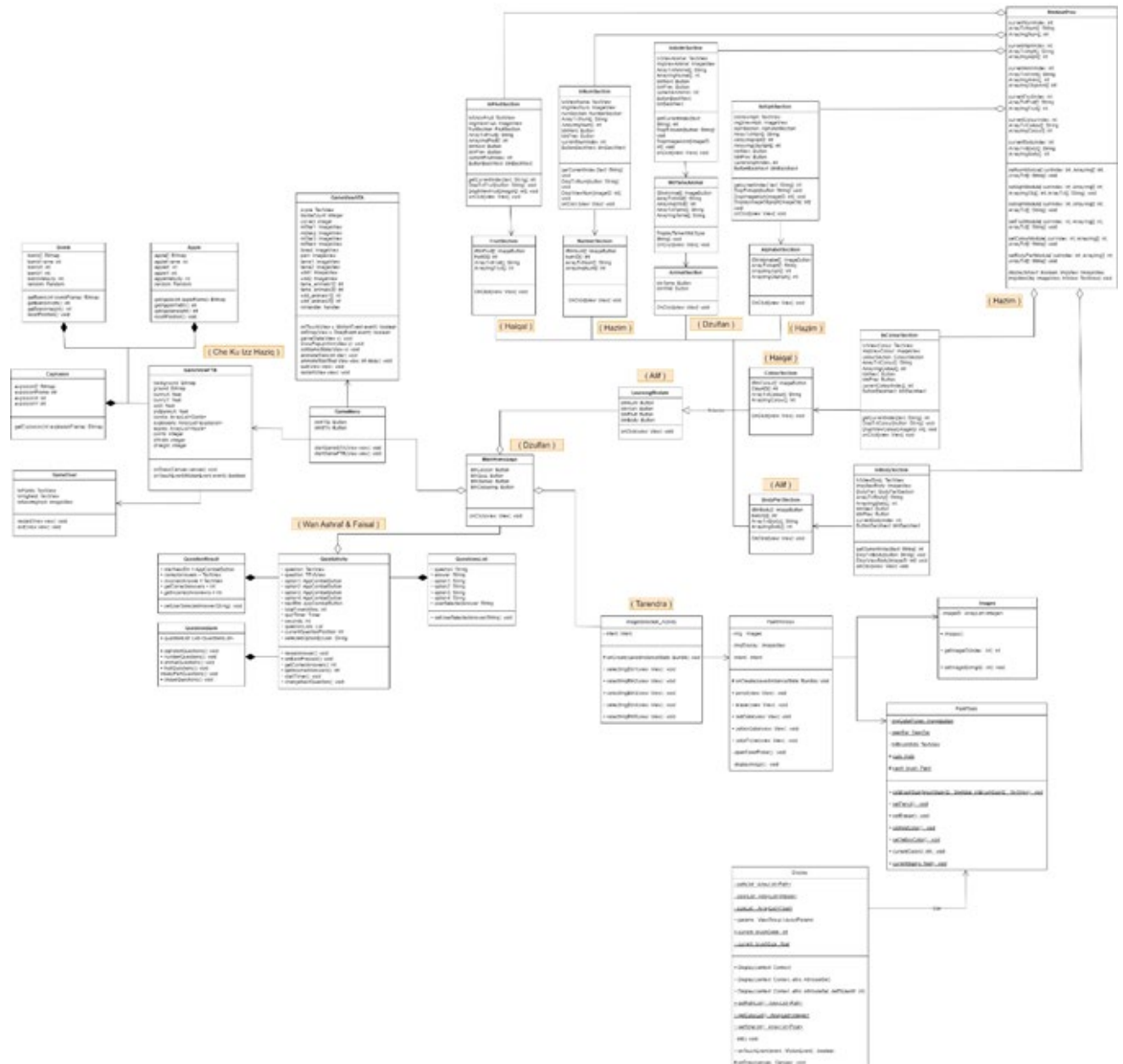
Link for the project: EduKidz Application (Final Version)

YouTube Link: https://www.youtube.com/watch?v=XiF7_fqR_XI