

Creative Brief - Attempt 2 (A Hopefully more Realistic Option)

Application Name: Abacus Quest

Description: The purpose of this app is to help children and/or adults who want to increase their basic arithmetic skills.

Details: This application will utilize a random number generator to display an arithmetic problem. The random generator will determine what type of operation the user will have to solve--addition, subtraction, or multiplication--and what numbers are displayed. Thus, the user will see a different operation each time they log into the app. The user will be able to set the difficulty level by using the segmented control.

Inspiration: The inspiration from this app stemmed from math games of the early 90s and was also guided by a passion for designing interventions that help increase problem solving skills.

Audience: This app will be predominantly designed for children ages 5 to 12. However, use by all ages is encouraged.

Visual Design: see Xcode file for visual design of app