

01 Activity 1

Propose a mobile app for a specific area of application.

Application Name: ETICKET

Target Area: Education

Description

State Problem: According to a poll on the internet, children today are not behaving like they did years ago. They are a lot worse because of how the parents disciplined them and because they are introduced to technologies early. Most parents choose to give them phones to play with when they are having tantrums rather than talking to them, saying that its bad behavior. Now children think they can behave whatever they wanted without consequences; they are spoiled. Their lack of respect and ability to behave in public comes from less social interaction and parental guidance.

Describe solution: But technology are now the norms, it is all around us what we can do now is to know how to use it properly. I proposed ETICKET, a game application for children or even teenagers. It teaches the player how to act in certain situation by giving them choices from good to bad. If they chose the right answer, they will be given a ticket as a reward which they can use to buy clothes and accessories for their avatar. It is both educational and fun. Children will learn good manners that they can apply in real life and realize that there is a reward at the end that will motivate them to be a good person.

Name	Origin
ETICKET	ETIQUETTE
Logo	
 	