



COMMERCIAL



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Ense 405

CURL



PRESENTATION OVERVIEW

- » **UN SDG**
 - » **Background**
 - » **Current Technologies**
 - » **C.U.R.L**
 - » **Target Audience**
 - » **Development Process**
 - » **Technologies Used**
 - » **Project Demo**
 - » **Reflections**
- 



1. UN SDG



UN SUSTAINABLE DEVELOPMENT GOAL

4 QUALITY
EDUCATION



UN SUSTAINABLE DEVELOPMENT GOAL

- » 4.4: By 2030, substantially increase the number of youths and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship






2.

BACKGROUND





BACKGROUND

- » **260 million children were still out of school in 2018**
 - » **And more than half of all children and adolescents worldwide are not meeting minimum proficiency standards in reading and mathematics.**
 - » **In 2020, as the COVID-19 pandemic spread across the globe, a majority of countries announced the temporary closure of schools, impacting more than 91 per cent of students worldwide. By April 2020, close to 1.6 billion children and youth were out of school.**
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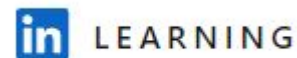


3.

CURRENT TECHNOLOGIES




CURRENT TECHNOLOGIES





DRAWBACKS OF CURRENT TECHNOLOGIES

- » Some are paid options
 - » Free options like khan academy offer no solution currently for vocational skills
 - » Other free options like youtube have no curated way of learning the subject matter
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4. C.U.R.L





CURL

- » Short for “Curated Learning”, is a free app designed to help people pick up and learn vocational skills in organized and systematic fashion. CURL connects with free content across the internet, organizing each content into a curriculum so people can follow the steps they need to acquire relative mastery of that skill.
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5.

TARGET AUDIENCE





TARGET AUDIENCE

Our targets are the everyday people ranging from:

- » Teenagers
 - » Youths & Young adults
 - » Adults
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6.

DEVELOPMENT PROCESS



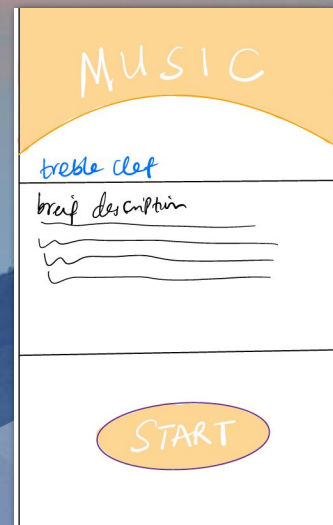
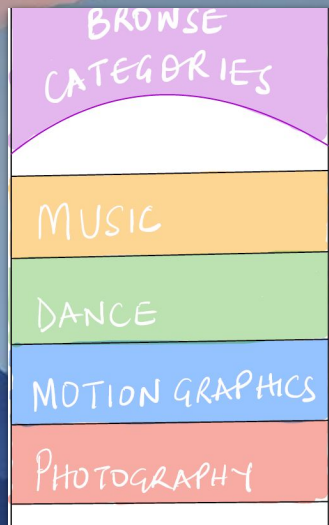
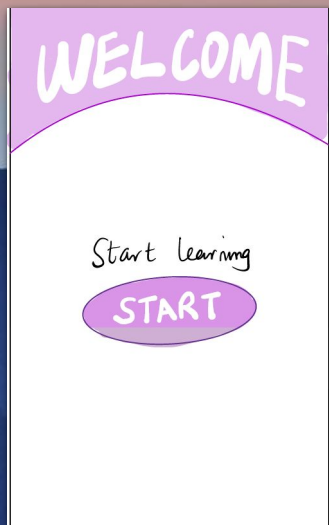
DESIGN IDEAS

Our Three Fundamentals

- » User Experience
- » Familiarity
- » Friendliness



PROTOTYPING



COLOR PALETTE & COLOR THEMES



WARMTH, JOY
& EXCITEMENT



CALMING
&
RELAXING



SIMPLICITY



6.

TECHNOLOGY USED



TECHNOLOGIES

- » **Android Studio**
- » **Flutter**
- » **Dart**
- » **Github**
- » **Kanban board**



PROJECT DEMO

REFLECTIONS & FUTURE FEATURES

Positive feeling

Overall the feeling behind this project is very positive

Most proud of

Really proud of being able to set goals and meeting those goals along with their respective deadlines

Discussion board

Creating a means of interaction for the community

New realizations

I love the creative side of projects and most importantly how colors make one feel

Experience carry-overs

Biggest lesson for me here is that it's not just about money. A software steward must care about his/her community

**THANKS FOR
LISTENING!**



Questions & Feedback