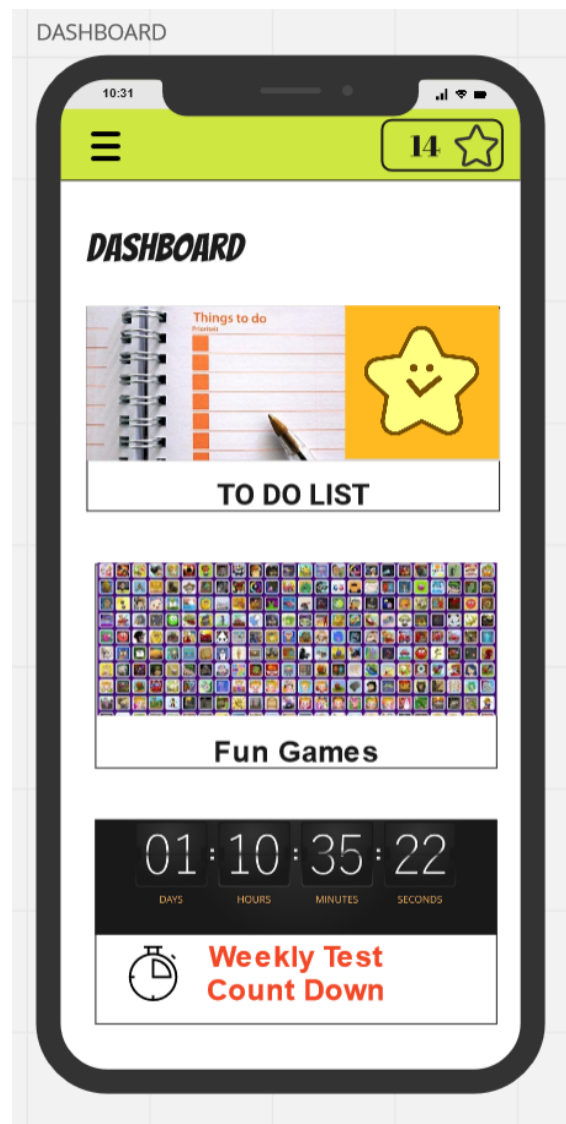
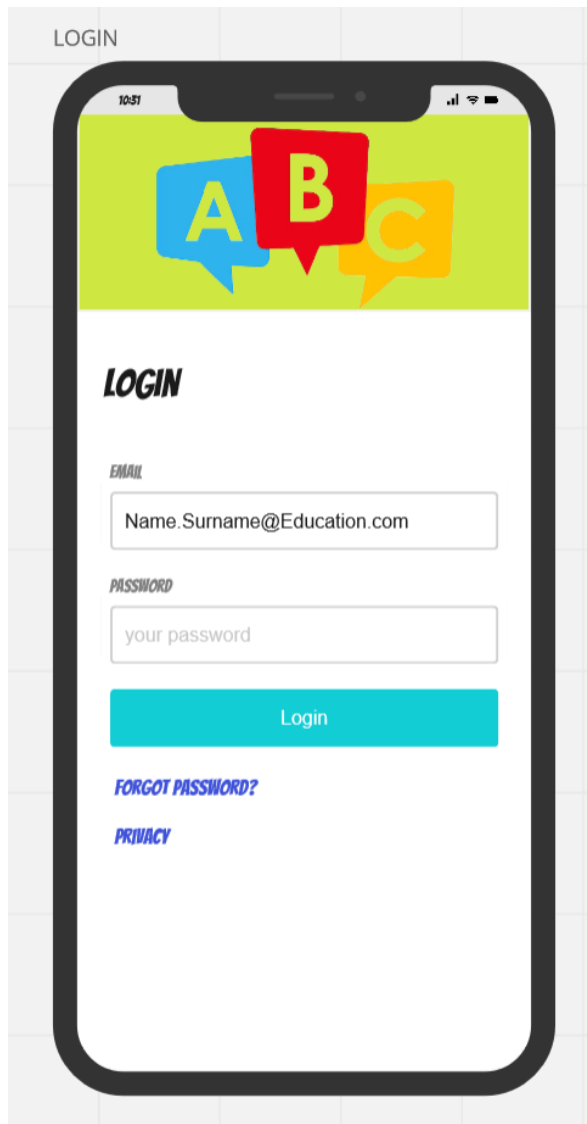
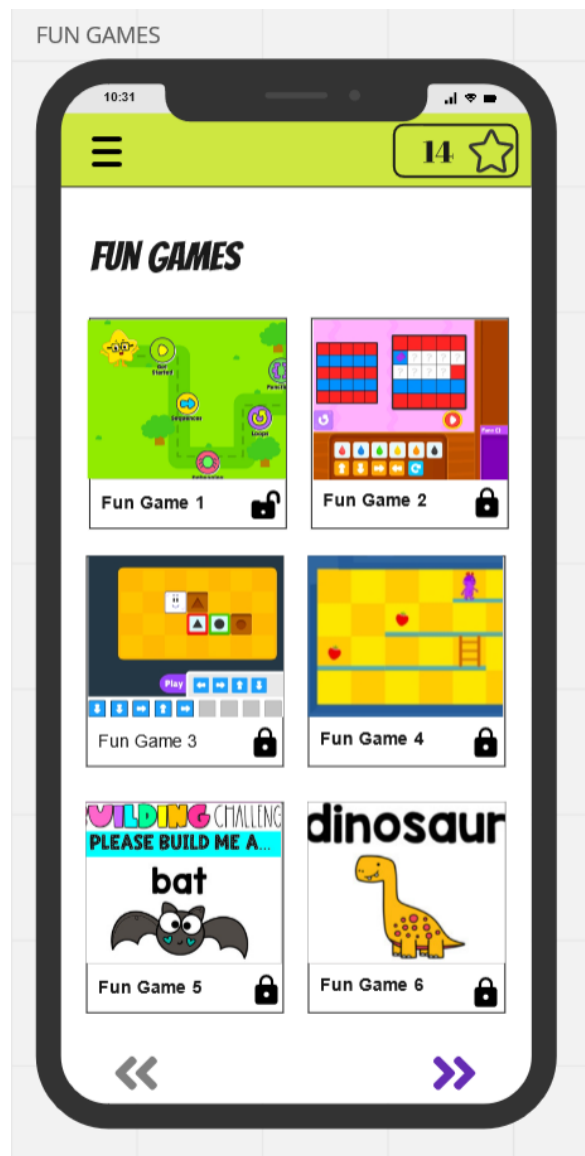
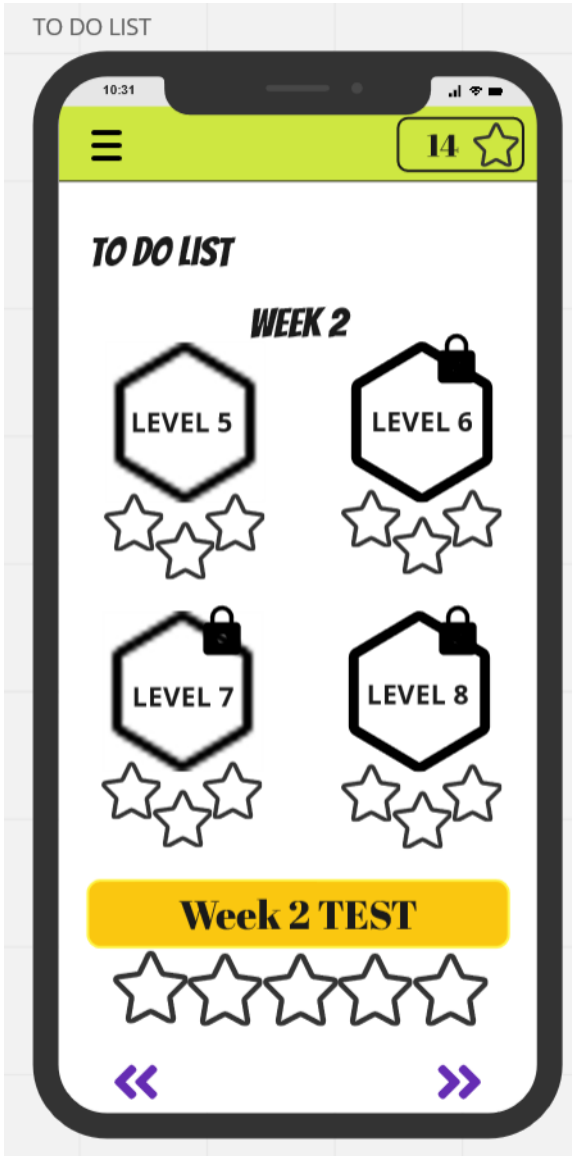
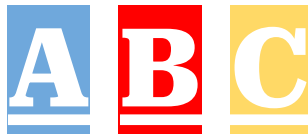
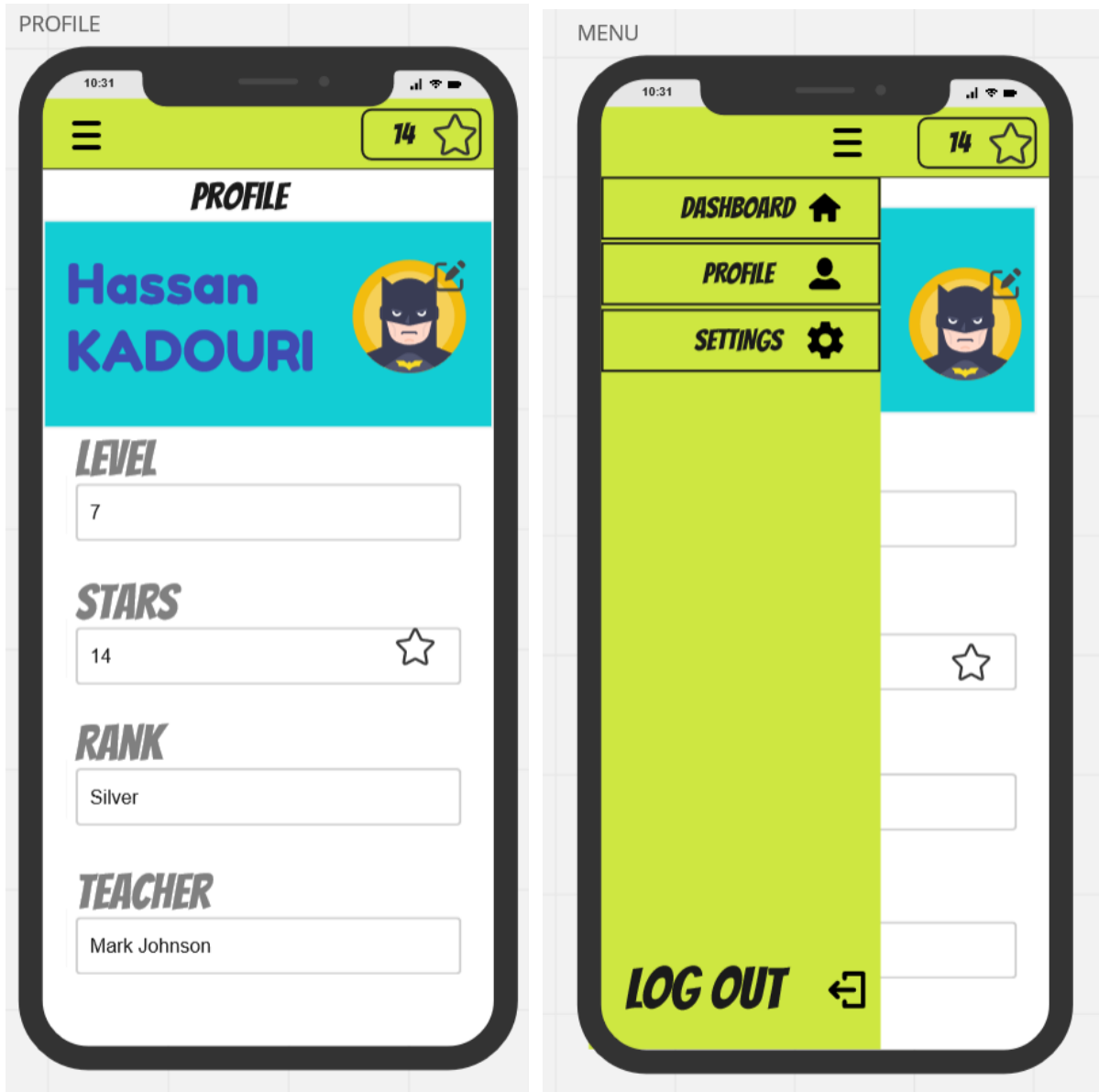
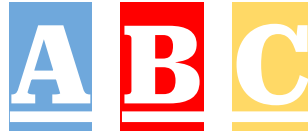


Showcase of the frameware

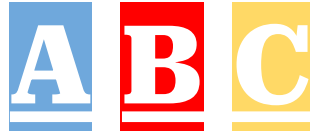






A word from us

Our team's process of creating wireframes for a friendly educational app involved multiple stages. We began by defining the app's goals and target audience which is primary school students, followed by conducting knowledge on user preferences. Using this information, we sketched and iterated on wireframe designs, focusing on intuitive navigation and clear information hierarchy. The most challenging aspect was balancing the educational content and games while maintaining a user-friendly interface. Through this process, we learned the importance of feedback after we showed our wireframe to others and we got some interesting insights to make some different adjustments.



The feedbacks that we got were about :

- Including a logo for the project.
- Modifying the colors.
- Setting up some related content between games and education.
- Limiting the time for fun games access.
- Complementing our design.
- They said it is a creative idea that could be useful.