

Primary Mathletes – Primary School Mathematics Teaching Aid Application

Final Project Report

DT282

BSc in Computer Science International

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Abstract



Declaration

I hereby declare that the work described in this dissertation is, except where otherwise stated, entirely my own work and has not been submitted as an exercise for a degree at this or any other university.

Signed:

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Paul Davis

\*\*\*DATE\*\*\*

Acknowledgements

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# 1. Introduction

## Project Background

## Project Description

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## Project Aims and Objectives

Overall aim and some milestones along the way to achieve the aim

## Project Scope

Project scope, what the project isn’t about

## Thesis Roadmap

One sentence summary of the following chapters

# 2. Literature Review

## 2.1. Introduction

## 2.2. Research Topic 1

## 2.3. Research Topic 2

## 2.4. Existing Final Year Projects

## 2.5. Conclusions

# 3. Experiment Design

## 3.1 Introduction

## 3.2. Software Design

## 3.3. Software Test plan

## 3.4. Front-End

## 3.5. Middle-Tier

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# 4. Experiment Development

## 4.1. Introduction

## 4.2. Software Development

## 4.3. Front-End

## 4.4. Middle-Tier

## 4.5. Back-End

## 4.6. Conclusions

# 5. Evaluation

## 5.1. Introduction

## 5.2. Software Evaluation

## 5.3. Specific Evaluation

## 5.4. Questionnaires and Interviews Evaluation

## 5.5. Conclusions

# 6. Conclusions and Future Work

## 6.1. Introduction

## 6.2. Conclusions

## 6.3. Future Work

As seen in section ***\*find section with airtable in it \****Airtable was used to document any bugs that were found while testing and there are still a number of low to normal level bugs that were found too late in the testing phase to be fixed. The application still runs with these issues present but they are quality of life fixes that would be beneficial to implement. When providing an application to younger students it would be especially important to integrate aspects such as having the minigame wait a second after each correct or incorrect answer to guard the user from miss-clicking the next answer straight away, which is a possibility in the current state of the application so this would be one of the first things to be fixed in the future.

In the future it would also be necessary to come up with a different system for storing the users data. The firebase database that is used currently in this project works but as seen in the ***\*section where the fact that the app doesn’t compile because of firebase is mentioned\**** section, it was not possible to compile this project into a useable APK for android or IPA for iOS due to the inclusion of the Firebase library which is not supported by Buildozer for some reason. Due to this, turning the application into a web application and developing a Django database using MySQL or Oracle might not be a bad idea in the future because even if this project did compile with the Firebase library, their pricing plans are pretty expensive when scaling up with more and more users using the application.

Creating more minigames would be vital to the future success of this project as only having a single type of question that can be asked gets repetitive quite quickly. The addition of more minigames alongside additional educational content from the curriculum outside of basic operators would not only benefit the users currently targeted by this project (3rd class primary students) but could also be scaled up and down to include the entire curriculum needed to teach all primary school students from 1st to 6th class.

With more time and effort, I think that this application could be put out into the world and be used by teachers, parents and students to improve retention of mathematical information. With the recent outbreak of Covid-19, it has become apparent that an application like the one developed for this project could actually be very useful in times where students are unable to attend a physical classroom for whatever reason they might have, whether that be an illness or even a nationwide quarantine. With further input from actual primary school teachers to ensure the implementation of proper educational information is being presented to the students, as well as more development on the minigames to include different aspects of the curriculum, it would be very possible for the application to be used as an alternative to reading numbers from a book and instead turning it into an interactive and fun learning experience that could result in further knowledge being gained overall.

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