Project Name: Baby’s First Learning

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**Abstract:**

The popularity of smart mobile devices is growing fast. These digital devices represent a new generation of technological tools that offer remarkable access to content as well as opportunities for creative use even by children. Most the best-selling paid apps in the education category are targeted towards children. At the same time, the educational value of those applications is difficult to be determined. Parents and educators, who are turning to those devices for the potential educational benefits they expect for their children and/or their students, have a limited number of tools with which to evaluate these apps. With regard to the literature review, we present the latest findings related to the real educational value of these ‘self-proclaimed’ educational apps. Our analysis concludes that while there are thousands of apps available today, choosing the most appropriate educational ones for children is difficult and problematic for both teachers and educators, but this app will provides proper basic education to the babies and babies can learn easily with this app by themselves .

**Keywords:** smart mobile devices; tablets; educational apps; preschool age children; early childhood education, Alphabets, Number, Color, Season, Animals, Birds, Vehicles, Months

**Introduction:**

Children are in the midst of a vast, unplanned experiment, surrounded by digital technologies that were not available but 5 years ago. Mobile touchscreen technologies also referred to as tablet technologies are revolutionising the interactive digital experiences of young children . Owing to the growing inclusion of touchscreens, Babies children explore and learn with mobile devices in ways that are natural to them. The reason is that touchscreen devices (tablets) are designed in such a way that even very baby users can use them. Early research findings show that children younger than 2 years old can play and learn using mobile devices and/or multitouch displays . Other studies revealed that children as young as two will naturally interact with a touchscreen, in the same way they will use natural instincts to play with a new toy. A study across Australia, New Zealand, the USA and Britain found more 2–5-year-olds are able to manipulate apps than tie their shoelaces or ride a bike . Preschool children do not need to develop the manual handling skills to use a separate keyboard and mouse required by general-purpose computers in order to gain access to interactive content designed specifically for them .At its best, touchscreen technology offers a mode of interactive experience that mirrors the child’s natural constructivist learning .Ideally, smart devices accompanying applications (apps) can create exciting and effective learning environments for learning and instruction in early .Developers are increasingly creating educational apps that target this age group .

**Children and smart mobile devices :**

Today’s children are increasingly using a range of touch devices like smart boards, smartphones, tablets, iPods, e-toys and more to play, learn and communicate in new ways and spend a great deal of time in front of screens . According to a Nielsen survey of adults with children under 12 in tablet-owning households in the USA, 70% of children share a tablet with family members. 77% of those surveyed said children play downloaded games on their tablets and 57% said children used tablets to access educational apps. Summary points of the study were that 3-year-olds spent the largest amount of time on smartphones, on average, 6 hours per day, while 5-year-olds spent the largest amount of time on touchscreen devices (0.6 hours daily). A key reason for the popularity of smart mobile devices among children is related to technological features of these devices .Large screen displays, high resolution, lightweight, user-friendly and ergonomic design, short start-up time, multimedia content viewing ability, are just to name a few .

Consequently, as smart mobile devices have become one of the most popular media used by young children the image of preschool and primary school children using and sharing their mobile devices with parents, siblings, or other members of family becomes more familiar a phenomenon.

**Objective:**

The main aim of our application is to provide proper education to the babies based on the ingredients already available with them. The objectives of our project are as follows:

1. To teach the babies for early education before going to school.

2. Babies that get fundamental knowledge before admission to the school.

3. Babies that reading and listening easily when they click on the images. So they can learn and memories quickly.

4. To ease the kids by providing alternative and interactive learning materials.

5.A mobile learning system where the learning can be done anywhere and anytime

**Problem Statement:**

The years before a child reaches kindergarten are among the most critical in his or her life to influence learning. Early childhood is a crucial time period for the development of the mental functions of children. Nowadays kids are very advance as they are exposed to world with high technology. However parents or guardians cannot expect them to learn

using the traditional ways as how the previous generation used to learn. So in this case I would like to propose a special learning system which could be interactive and also provide convenience and mobility to the user. Early childhood learning is significant to the emergence of the abilities and skills in areas such as language, motor skills, psychosocial cognitive and learning, is now known to be greatly influenced by exogenous factors, including the nature of the educational environment to which the child is exposed during the first 3to 6 years of life.

**Scopes:**

This system is mainly targeted:

1.Preschoolers as the primary user.

2.Normal user (Parents or guardians) as the se'condary user to guide the new primary user on how to use the courseware.

**Mobile learning can be Entertaining for Kids:**

With the multiple features of mobile devices, these devices have become very attractive to the kids. Mobile learning takes advantage of the popularity of these devices between kids and with an entertaining multimedia content. This transforms young students learning from something that they need to do, into something that they like to do. One example of entertaining multimedia content for kids would be combining animation in learning.

**Multimedia Principles for Mobile Learning:**

People adopt the technologies as a shape information access and use as well as the ways of communication. The Baby Boomer Generation is a source for trends, research, comment and discussion of and by people born from 1946 - 1964. Baby Boomers grew up with transistor radios, supercomputers, 33 and 45 rpm records, and the touchtone telephone. Gen-Xers grew up in the era of CDs, personal computers, and electronic mail. Net Generation matures with MP3s, cell phones, and PDAs.

**Child Reaction and Mobile Learning:**

According to the journal reviewed, the children enjoyed the letters and video clips and using their parent's cell phone. The participants also reported that their children's actions and behavior showed positive signs of learning to the let'ter video clips. There were also many examples of how the children sincerely enjoyed watching the letters learning and video clips. Participants noticed the children singing the, songs from the clips and requesting to watch their favorite ones repeatedly. Some participants reported that the children preferred those with animations. In addition to the children enjoying the clips and animations, mobile learning also Improves the kids' literacy. A huge different is noticed in the kids as a result of the involvement.

**Benefit:**

i.Equitable use

ii.Flexible use

iii.Simple and intuitive

iv.Perceptible information

V.Tolerance for error

**Categories:**

There are eight categories in this app. Every category have lot of contents for baby learner.

Categories 1: Alphabets

There are 26 alphabet image ,voice and example ,So that baby can easily learn by see and listening.

Categories 2: Numbers

There are have 1 to 10 decimal number images,voices and example for baby user so that they learn decimal number .

Categories 3: Animals

There are 8 animals image ,names ,voices in the viewing mood.

Categories 4: Birds

There are 10 birds name,images and sounds in the viewing mood.

Categories 5: Colors

There are 10 colors name,images and sounds in the viewing mood.

Categories 6: Months

There are 12 months name, and sounds in the viewing mood.

Categories 7: Vehicles

There are 10 vehicles names, images and sounds in the viewing mood.

Categories 8: Seasons

There are 6 seasons names, images and sounds in the viewing mood.

**Conclusion:**

All the above are discussion about the proposed system based on narrow down technique about mobile application in kids learning. Besides that, there are also comparison between three existing similar system. It given me a brief idea to make my project to be better than what available. The case studies in this chapter will help me to make decision on the following chapter based on the comparison between each aspect based on their benefits and disadvantages.