

## **Project's Documentation**

### **Application Name:**

HomeWonder Kids

### **Rationale:**

This application is specifically crafted to support children in the early stages of their learning journey by facilitating the recognition of common objects that they frequently encounter or use within the familiar setting of their own household.

### **Features:**

1. **Object Detection**
  - The user has the ability to utilize their camera for object detection, although the model is limited to recognizing only 10 objects.
2. **Object Description**
  - The user can view the definition, examples, and pronunciation of the detected object.
  - The app has 2 languages (English and Filipino) in object definition, examples and pronunciation of the detected object.
  - The app also provides the picture of the detected object
3. **Object Quiz**
  - The user can take the quiz about the 10 objects. The quiz provides the definition of the object and a sample picture of that object. The user will choose one answer out of the 4 choices.

### **Target Users**

The intended audience for HomeWonder Kids typically includes kids aged 5 to 12 years old. This app is carefully crafted to captivate and amuse young imaginations while fostering cognitive growth through interactive and educational features. The interface is designed to be intuitive, vibrant, and easy for children to navigate, ensuring that they can explore and enjoy the app autonomously or with minimal assistance from parents or educators.

### **Importance and Novelty of Application**

HomeWonder Kids holds significant importance as it addresses a crucial aspect of a child's early learning journey. This unique application is meticulously designed to assist children in recognizing common objects found in their everyday environment, specifically within the familiar setting of their homes. By focusing on the objects frequently encountered or used in daily life, HomeWonder Kids offers a novel approach to early childhood education. This tailored experience not only enhances object recognition skills but also creates an engaging and relevant learning environment for young minds, setting it apart as an innovative and invaluable tool for the developmental stages of children.