

**Title: Design Mobile UI for kindergarten students to teach mathematics for the Urban Sector.**

**1) Are you keeping the color and design the same as the website? if not, why? if yes why?**

I am using the same color scheme as well as the design theme. This is because if a child wants to access both the application and website as per his wish then he gets easily adapted to both user interfaces without wasting the time in knowing where he can access a particular resource. Using the same icons and icons creates a familiarity and further motivates the child to use the app.

**2) What things have you kept in mind while designing the App.**

- Quality should be greater than the quantity of the materials provided.
- Using vivid, exciting colors
- Keeping the UI clean
- Using familiar icons
- Relate content to cartoon style characters they know.
- Provide games that educate and attract their attention

**3) Link to the App you have referred to analyse the competition?**

<https://play.google.com/store/apps/details?id=com.duckduckmoosedesign.km>

<https://play.google.com/store/apps/details?id=com.thup.MonkeyMath&hl=en>

<https://www.abcya.com/grades/k/numbers>

<https://www.education.com/>

<https://www.coolkindergarten.com/>

**4) Write down your design goals which you have thought earlier while doing the above activity.**

- Minimize the clicks and increasing the surface area for clicking should be big as kids can find it difficult.
- Making application highly visible and highly memorable
- Text should be large and easy to read
- Application navigation should be straightforward

**EXP 3 UED LAB**

**5) Do you think that having a website and having an app will make an impact on the children while using it?**

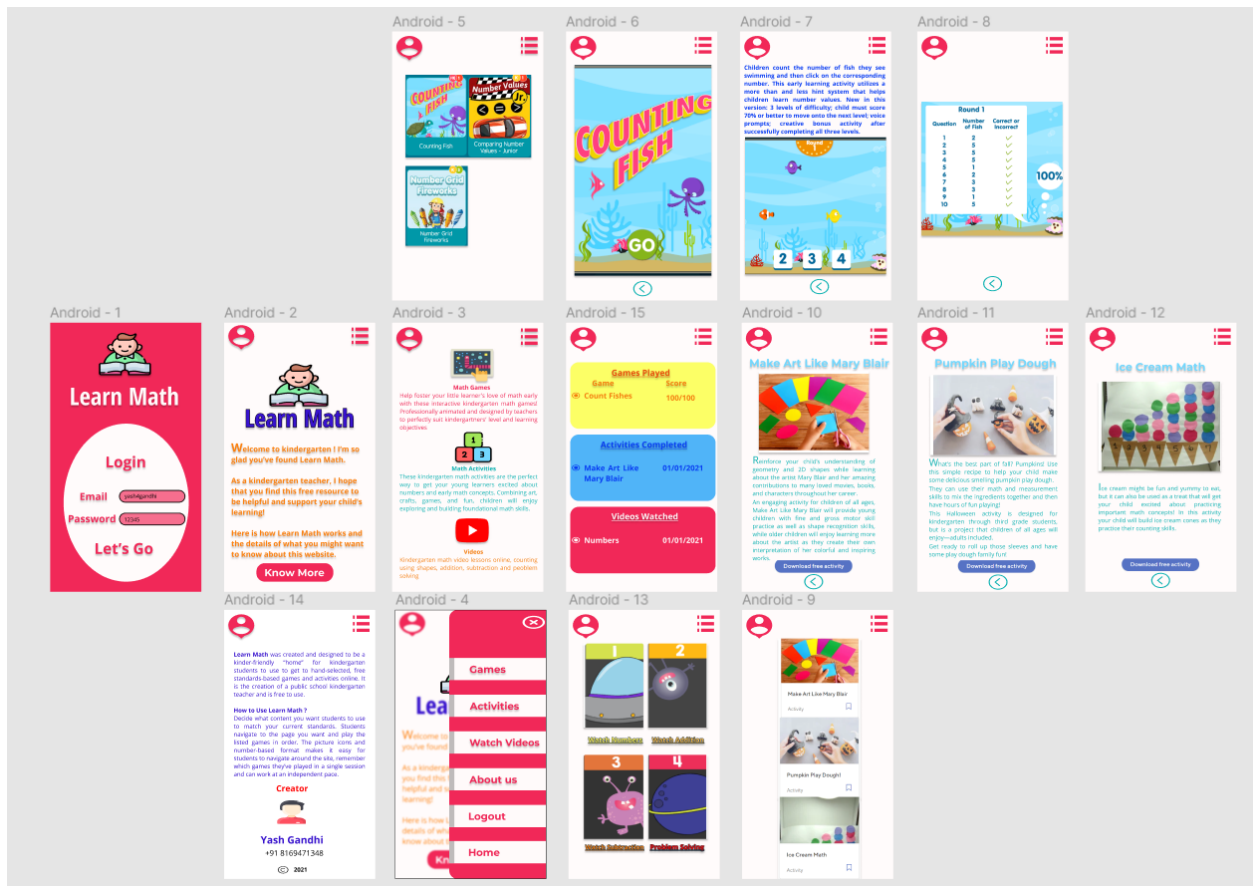
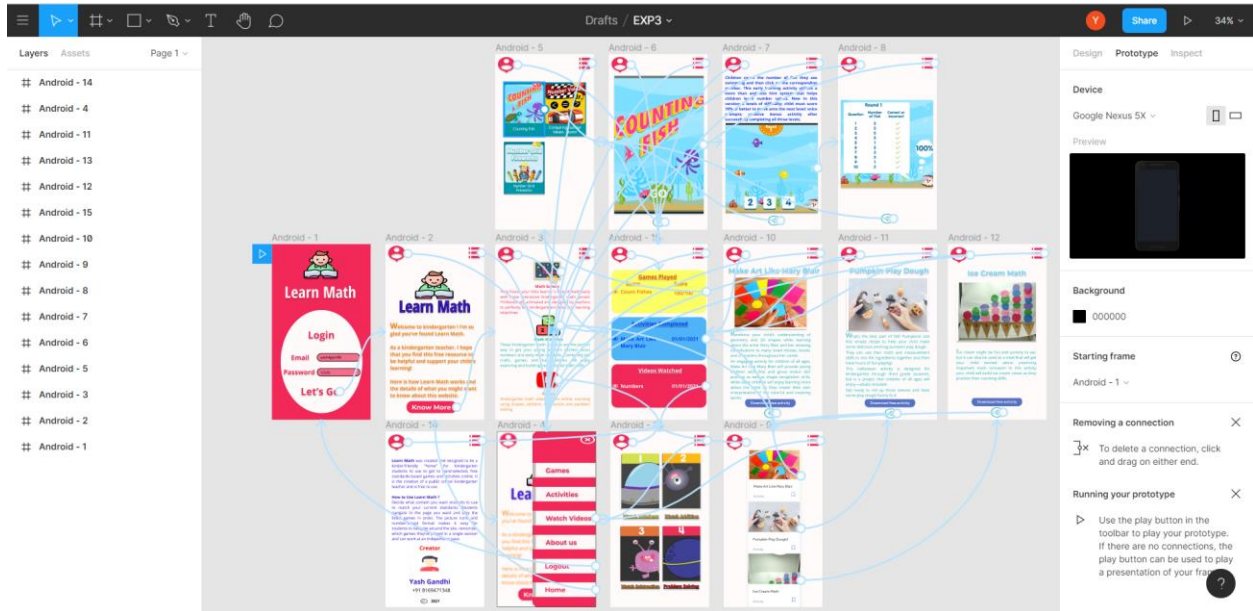
Yes, as an application can be used offline as well, children can use it in their free time and parents do not need to keep a watch on them. Having a website can lend children on dangerous pages and hence application can be a better option. However, websites have a wide and huge screen as compared to a mobile. And so kids might want to use bigger screens for games and learning.

At the same time having both an app and website can be advantageous as a kid can use it as per his wish and time and does not require to access the system through only one particular device.

**Design:**

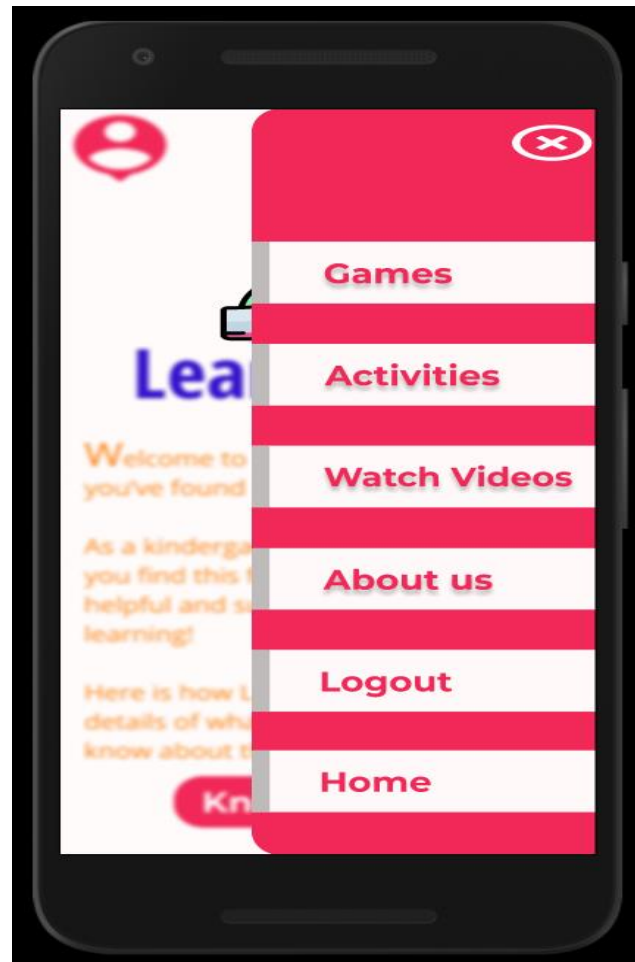
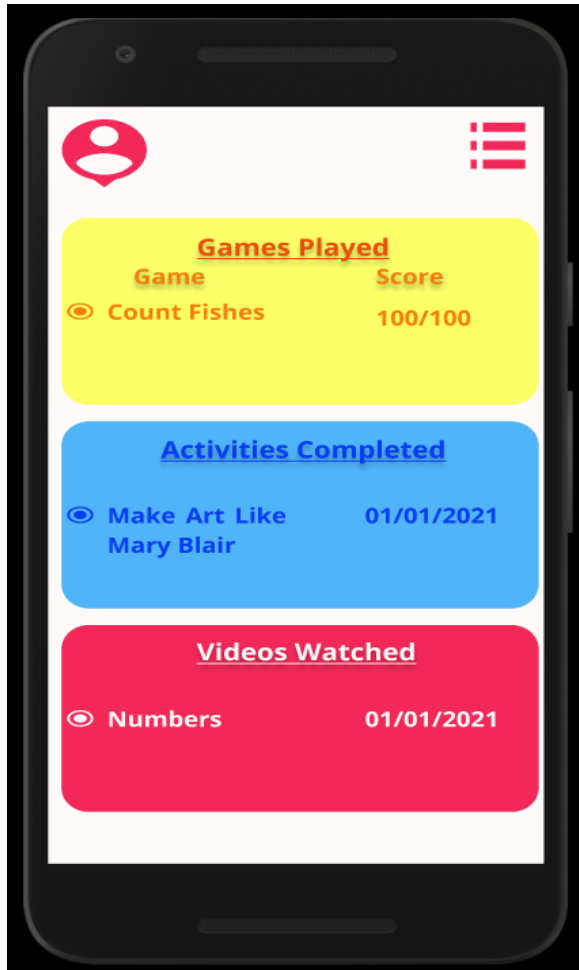
## 6) Screenshots of UI made

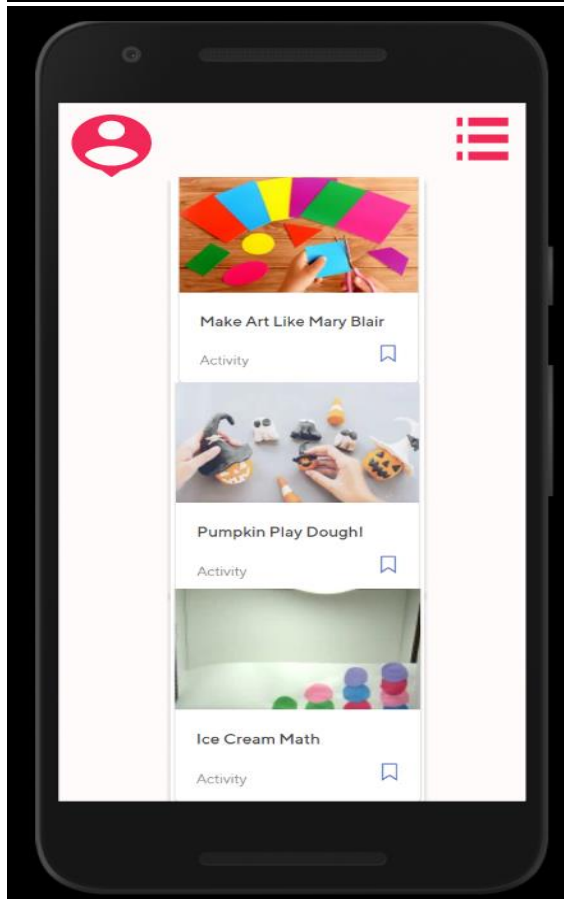
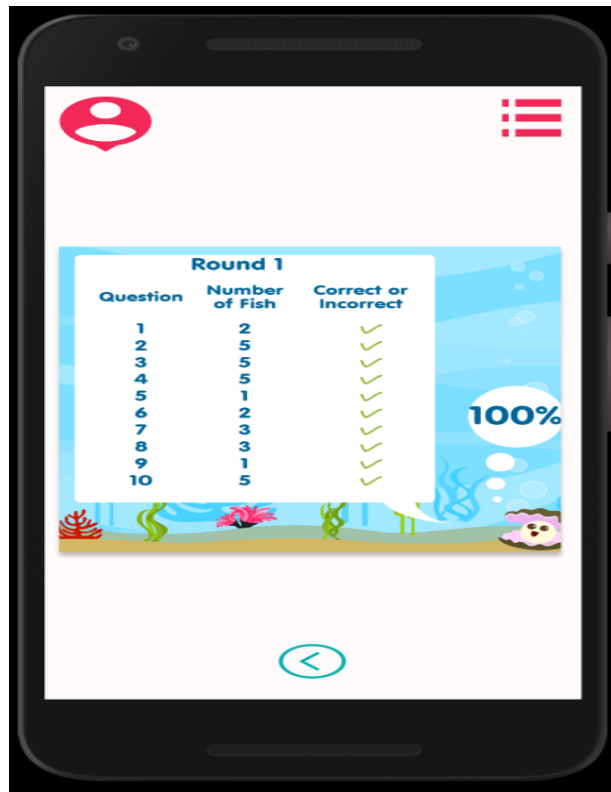
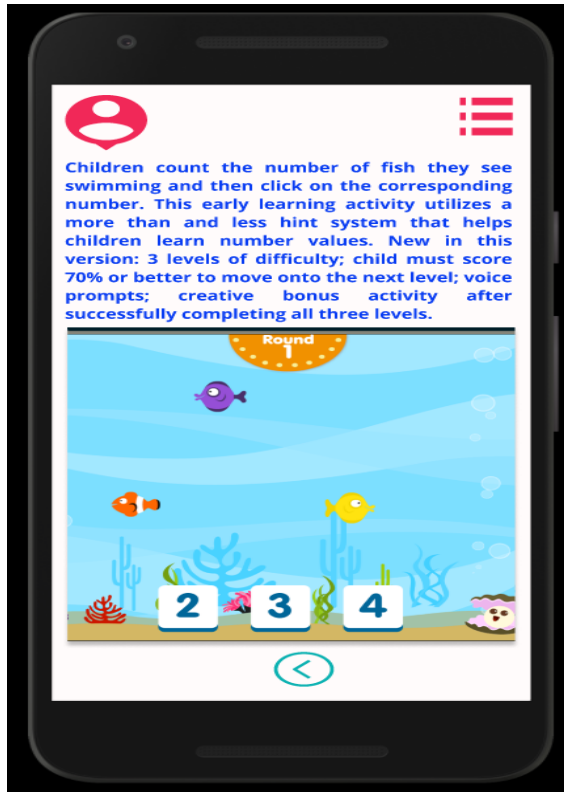
### Prototype:



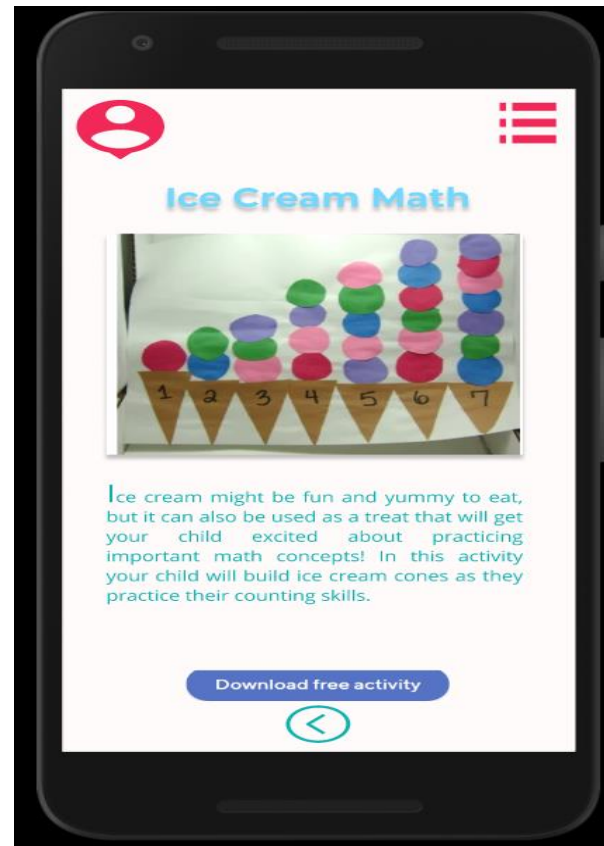
Pages:











**7) Link of Figma file.**

**<https://www.figma.com/file/oa9xklH9WPIQMgQgegUVI2/EXP3?node-id=0%3A1>**

**8) List the Good and Bad Designs which you have found in the activity analyses.**

Based on the application I mentioned before I found the following good design features across the 3 applications:

1. Big Click surface Area
2. Responsive design
3. Instant action on click
4. Color combination and using cartoon characters

Based on the application I mentioned before I found the following bad design features across the 3 applications:

1. Cluttered content
2. User Interface learning curve can be high