1. The Pet Plant app aims to cultivate children’s environmental awareness by supporting them the process of taking care of a plant with a micro:bit monitoring the plant’s conditions.
2. Since plants don’t talk, we understand that children might not know about how their plant is feeling.
3. The Pet Plant app, in collaboration with a mirco:bit, displays the conditions of their plant.
4. From our user research, children expressed their desire of a pet, so we let children to choose a pet as the avatar of their plant, in the hope of building children’s emotional attachment towards the plant.
5. To achieve the educational goals, there is a brief introduction under each plant in the plant selection interface.