Mobile Phone Educational Application for 3-4 Year-Old Children – Draft Version

Nowadays, the market of electronic games for children of preschool age includes many applications that can be used in teaching children to read and count, training different skills and preparing for school. But not all of these teaching aids meet the criteria of quality of software products for the kids of age group 3-4 years. Developer should take into account age characteristics while designing applications for 3-4 years old children. It is also very important to follow the requirements for the games for this age group.

For this project students must analyze the requirements and identify the criteria of quality of the software for the target group. The developer needs to separate application into some parts, in order to achieve an acceptable level of compliance of the criteria by which we can judge the quality of the game whilst making education fun. The application must provide basic english, mathematics, music, story telling and games categories.

Please make a detailed search on the topic analysing the development platform, system requirements and database structure. In order to understand the nature of the topic students are required to perform a literature review.

SAMPLE FOR LITERATURE REVIEW:

You must find the most recent research/technical articles to perform literature review for your graduation project. Some topics to cover in literature review:

1. How to develop the product: Strategies and processes used for this domain (agile/waterfall/prototyping)

2. What are the special requirements for this domain and how to adapt them? Example: What are the animation schemes normally used in the development and how are they applied.

3. How to develop and model scenarios/graphics/interfaces/sound effects for the project?

** No ready codes or frameworks are allowed in the construction phase of the project.