

# The Jungle: An Educational App For Kids

Mohamed Fadlalla, Michael Henenber, and Drew Mather

Computing Technology, UNH Manchester  
University of New Hampshire

Faculty Advisor: **Mihaela Sabin**



## Motivation & Objectives

- ❑ Creation of an engaging and education animal guide application for children
- ❑ Use a variety of learning styles to better help the children learn
- ❑ An interactive species and animal selection pages
- ❑ An animal fact generator that will display random animal facts
- ❑ A quiz that will test on the animal facts

## Approach & Methods

- ❑ Divided tasks of designer, documenter, and implementer between group
- ❑ MIT App Inventor used for development and creation
- ❑ Collaboration and sharing between group using Google documents

## Conclusion

- ❑ The application has all the desired functions
- ❑ The application is designed in a way that is easy for children to understand

## Results

- ❑ The application is fully working with all the wanted functions
- ❑ The fact generator will generate a random fact and the quiz functions correctly

