The Jungle: An Educational App For Kids

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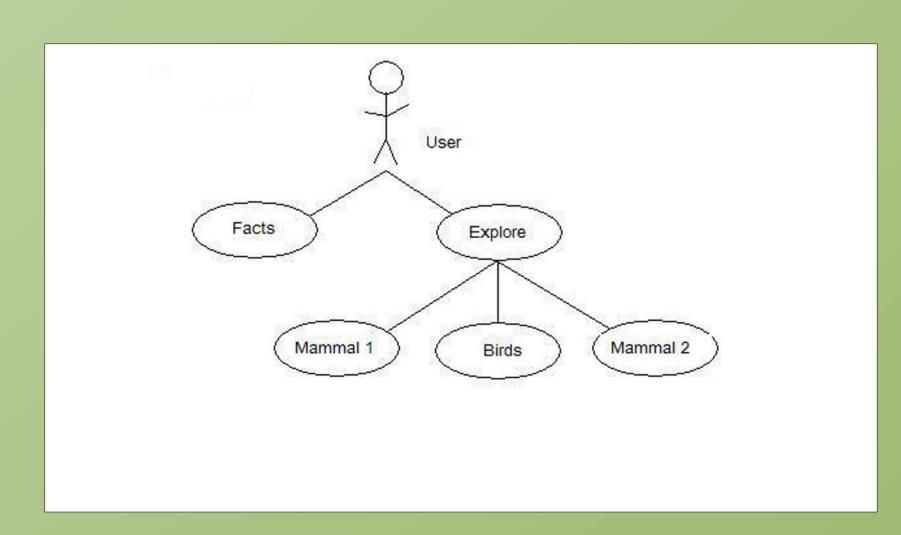


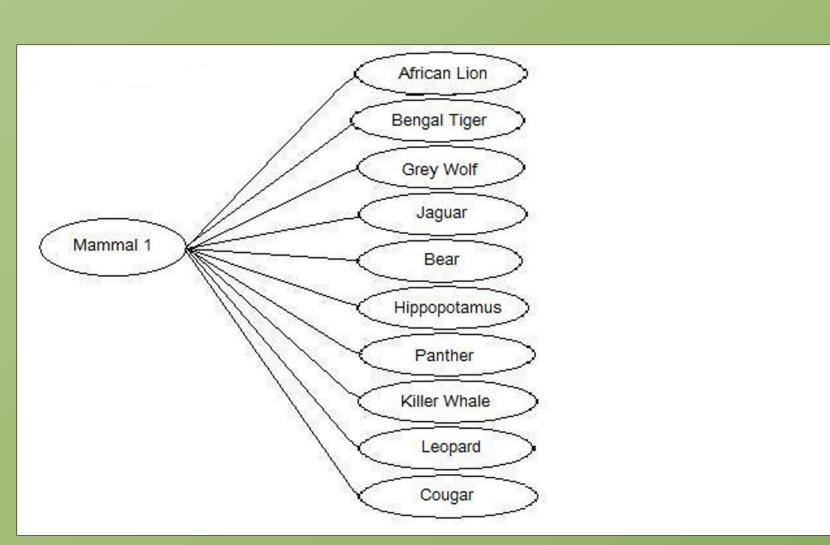
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Motivation & Objectives

- 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

Results

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



Conclusion

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





