E2E Mobile App

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INTRODUCTION

Generally, there is a significant difference between the skills of students addicted to computer games and normal students. In addition, the results indicate that normal students had a higher level knowledge in comparison with students addicted to computer games.

Many concerns about these games are due to two main factors: first, the amount of time students spend and second, the nature of these games, Particularly, When students spend their time playing to compensate for ignoring other educational –social activities and leisure time .They are potentially harmful, because computer games occupy the regular activities such as homework, free reading or exercising. It has been observed that children addicted to computer games tend to play more and try to avoid their education, work, social relationships.

OBJECTIVE

Gaming is an addiction with the younger generation who feels happy and satisfied with rewards as they go on level by level. It gives us the idea of creating computer software for curriculum subject like games. It is like gaming software; the students are made to get into the object and will be rewarded with points in each level. It will surely evoke the interest towards the subject make them learning fun.

METHODOLOGY

The proposal will be developed as a E2E (Easy way to Education)Mobile App. It is a App to Educate the Fundamentals of computers in a interesting way. It opens with the categories of

- ❖ Login Student Entry
- ❖ E2E
- ❖ Practice for Beginners-Level I
- ❖ Practice for Advanced Learners-Level II
- ❖ Final Level

LOGIN STUDENT ENTRY

This mainly focuses to get the detail of student name age , subject of interest.

E2E

It is the main part of the mobile app to teach the subject in playing mode. It includes the various colorful graphics and animation to teach them. It is the biggest challenge for a project when he/she has to teach students who do not like the course.

Students motivation in learning can be boosted if the new learning is linked with their knowledge. When learners existing knowledge is activated and they see the relevance of it with new learning. They can organize and grasp the new knowledge more easily.

PRACTICE FOR BEGINNERS_LEVEL I

After Knowing the fundamental concepts about their subject they will test in this round with interactive environment like graphical games. In this round the questions will be raised to check their knowledge. If the player complete this level successfully they can enter into the next level with rewards. If the player does not complete the level with minimum rewards means they intimated to play the same level again.

PRACTICE FOR ADVANCED LEARNERS –LEVEL II

Advanced learners need to be clear about the reason of their learning, and that would increase their interest since they see the relevance of what they are asked to do with what they expect to achieve after completing their levels.

FINAL LEVEL

This module focuses on finding the levels of the student and gives suggestions on area to improve.

CONCLUSION:

This proposal mainly focus to motivate the students to know the fundamental concepts with their playing attitude, and focus to give a clear knowledge about particular thing.

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