

Kindergarten Math Learning (KML) Application

Presented by:

- Ajit Pariyar
- Prashantreddy
Keshireddy
- Ariel Nounawon

APA Programmers

Kindergarten Math Learning Application

About the game:

- Web based application
- Users
- Learn numbers and basic math

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Motivation/Purpose

- Personal experience
- Learn a programming language
- The project serves both goals

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Research

- Online
- Interaction with teachers
- Interaction with children

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Environment

- JavaScript
 - Cross platform
- Html5
- CSS

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Challenges

- Time conflict
- Quintus
- Flash
- Graphic design

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Solutions

- Google hangout
- JavaScript
- html5
- Gimp 2

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Demo

- Count
- Addition
- Subtraction

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Future:

- Maintain the current application
- Add to the current library
- Extend the application to mobile devices

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Conclusion:

- Goals achieved
- Learning experience

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Questions