Smart Kids

6509784 SWAN PYAE AUNG
6509899 KYAW WUNNA HTUN
6509769 NAN HSU THET PAING
6509419 HAN THU THU TUN

QR CODE

FOR WEBSITE

FOR MOBILE

TABLE OF CONTENTS

1.1. INTRODUCTION

In this modern age, technology is taking all aspects of the world from our daily tasks to the government's responsibilities. Thus, In this rapid and ever-changing development of technology in the education landscape, online learning systems are skyrocketing in popularity because of the surge in variety of accessible digital platforms. Our application, "Smart Kids", is also an interactive tool which would help children learn their language more conveniently and make their learning experience more fun and easily accessible.

Smart Kids is , as mentioned above, a learning platforms aimed to help children with their learning journey with colourful and easy-to-learn interfaces and is also equipped with efficient and up-do-date features such as flashcards for quick reviews and interactive quizzes to test their skill, trackers for their tracking of weekly study activity, and last but not least a reward system in which learners can exchange their coins that can be obtained from completing a quiz with stickers, emojis and even the avatar of desired choice for sake of boosting their productivity and motivation to study daily.

1.2. EXECUTIVE SUMMARY

All the user-interfaces of Smart Kids are purposely executed by using various design principles and guidelines with its main objective being bringing the best out of the experience for every user, taking the user through seamless study experience on each and every device that the user prefers to use. This report provides a compact analysis and evaluation of all the user interfaces of Smart Kids applying the guidelines and rules as well as the heuristic evaluation assessments being laid down by Jacob Nielson and Ben Schneiderman. Overall, Smart Kids offers an eye-catching, appealing, and comfortable interface for all the learners with the carefully chosen color, intentional typography choices as well as visual hierarchy that is done in purpose in order to provide a productive, motivative, as well as comfortable study environment that is universally usable and accessible to everyone inclusively.

1.3. OBJECTIVES

- Help children learn their language more effectively and efficiently.

- User Friendly as well as appealing user interface

- The accuracy and the relevancy of education materials.

- Foster latest learning methods for better understanding of materials.

- A much-needed daily productivity booster

- Promote convenient yet powerful methods for examining one's capabilities

- Easy to understand features for children of young age.

1.4. FEATURES

- Game-based Interactive lessons.

- Streak tracking features to maximize productivity.

- Pop up notification to keep on track.

- Rewards exchange systems for an essential motivation booster.

- Variety of quizzes for testing the skills.

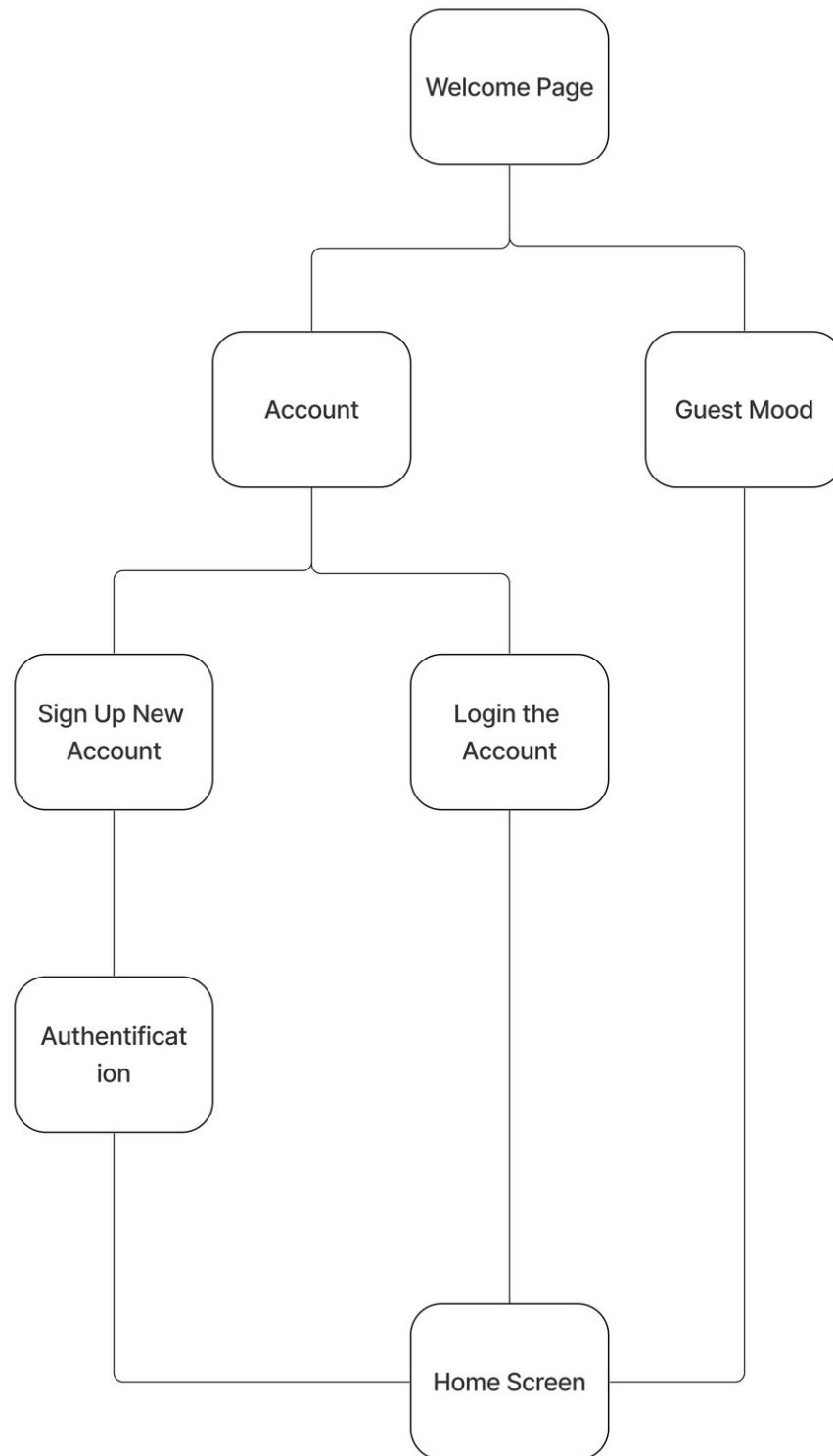- Fun, convenient yet effective exercises.

1.4. METHODOLOGY

In the process of designing "smart kids" interface design on website, mobile and VR Applications, We use Nielsen's heuristics as our guideline for designing as well as for evaluation because of the simple and easy to understand evaluation guidelines such as visibility, user control and freedom, error prevention, recognition rather than recall, flexibility and efficiency of use, aesthetic and minimalist design, help users recognize, diagnose and recover from error and others more.
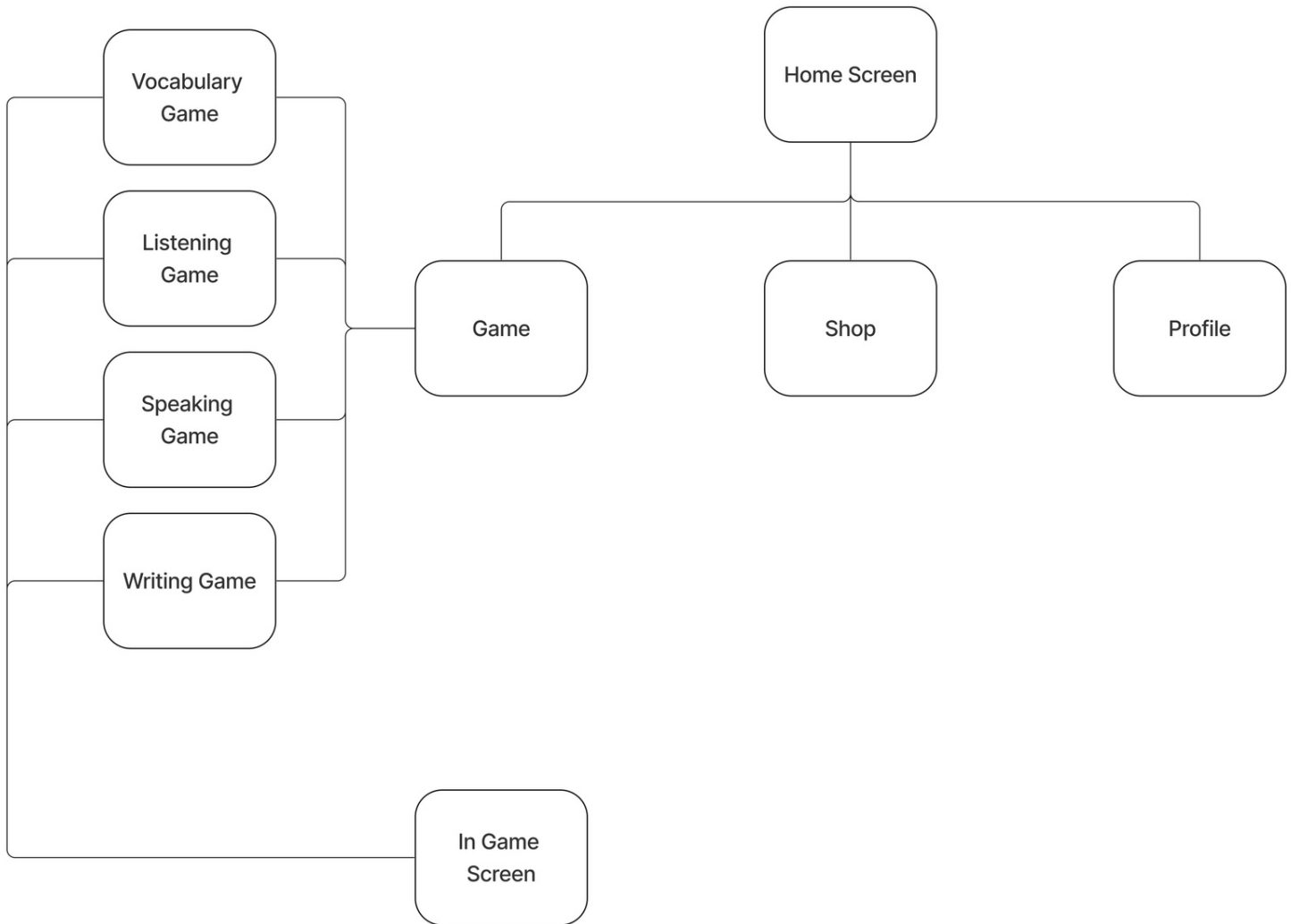
1.5. FINDINGS

- Throughout this work, I believe that the colour scheme is very essential since the design has to be eye-catching and appealing to users' and it acts like an important factor on how much time the users will spend on the screen. We design our website in a more colourful, inviting, and fun study environment for children as we used bright, heavy and pleasing color schemes and combinations.

- Another important fact to take account of is the golden rule of user experience from Nielsen Heuristic where when designing a website, one must consider the importance of UI and UX design. For instance, the display of quizzes has to be easy to understand and navigate for users' to feel engaged with the games.

DESIGNING OF SYSTEM INTERFACE (WEBFLOW)

Welcome Page

Account

Guest Mood

Sign Up New Account

Login the Account

Authentification

Home Screen

DESIGNING OF SYSTEM INTERFACE (WEBFLOW)

```
Vocabulary
Game

Listening
Game                                Home Screen

Speaking                    Game        Shop        Profile
Game

Writing Game

              In Game
              Screen
```

2

SmartKids Website Walk-thorugh

Screen 1 : SmartKids Website Welcome Screen

The "**SmartKids**" website welcomes users with a visually engaging interface featuring animation characters and our app logo. To start using our app, users have two choices.

Sign Up – to begin the registration process and access the full functionality of the app

Guest – to explore the app without signing up and land directly on the homepage.

Note: Data isn't saved, so each time the user comes back to the app, everything will start from the scratch

The selected gradient color scheme for the language learning system, transitioning from #F8FFFA to #9BE5B4, fosters a calming atmosphere, reduces eye fatigue, and evokes associations with nature. This design choice, aligned with Nielsen's Heuristic User Interface Guideline of 'Aesthetic and Minimalist Design'(Nielsen, 1994) emphasizes visually pleasing and minimalist interfaces, enhancing the effectiveness of language learning and user engagement .
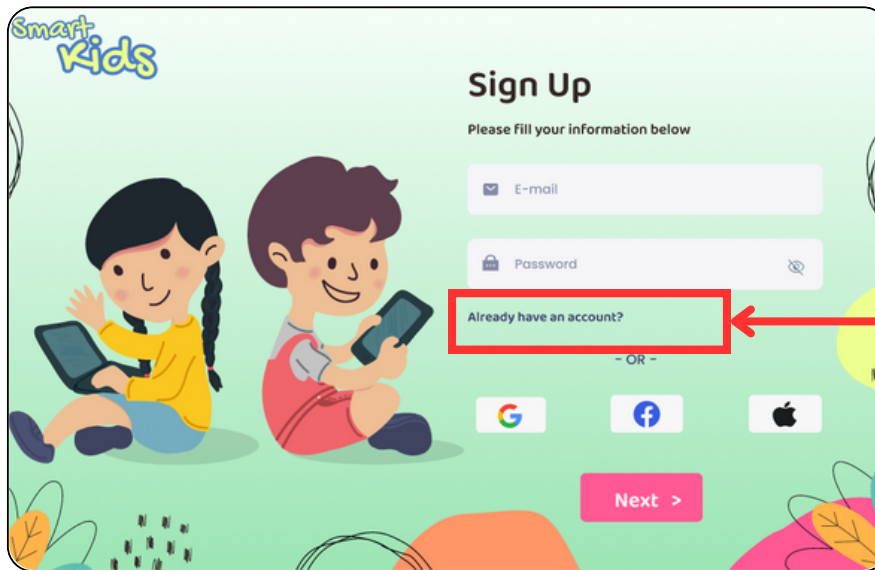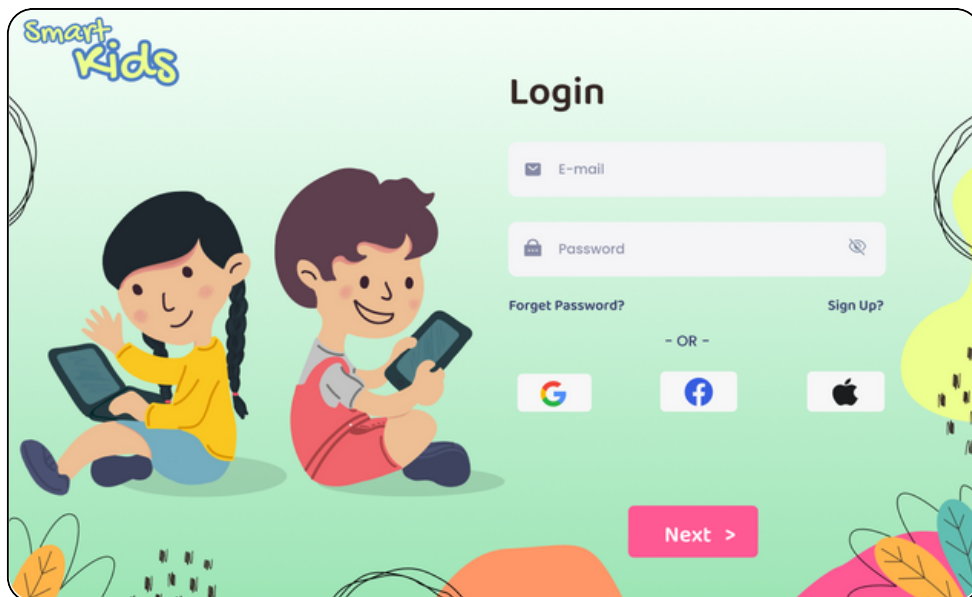
Screen 2 : Account Access

Existing User Login

Existing users can click on the "Already have an account" link and they will be brought to another page(**screen 2.1**).

Screen 2.1: **Log in**

Upon clicking the link, they will be directed to the **login page** offering various choices:

The first option allows users to access their accounts by entering the email address and password they used during account creation. If the provided information matches, they will be redirected to the home page. Alternatively, users can choose to log in using their Google, Apple, or Facebook accounts as a second option. Additionally, if users forget their password, they can create a new one by clicking "**forgot password**".

This system aligns with Nielsen's Heuristic User Interface Guideline of "User Control and Freedom" (Nielsen, 1994). We provided users with multiple login options, including the ability to reset their password if forgotten, empowering them with control over their account access and enhancing usability.
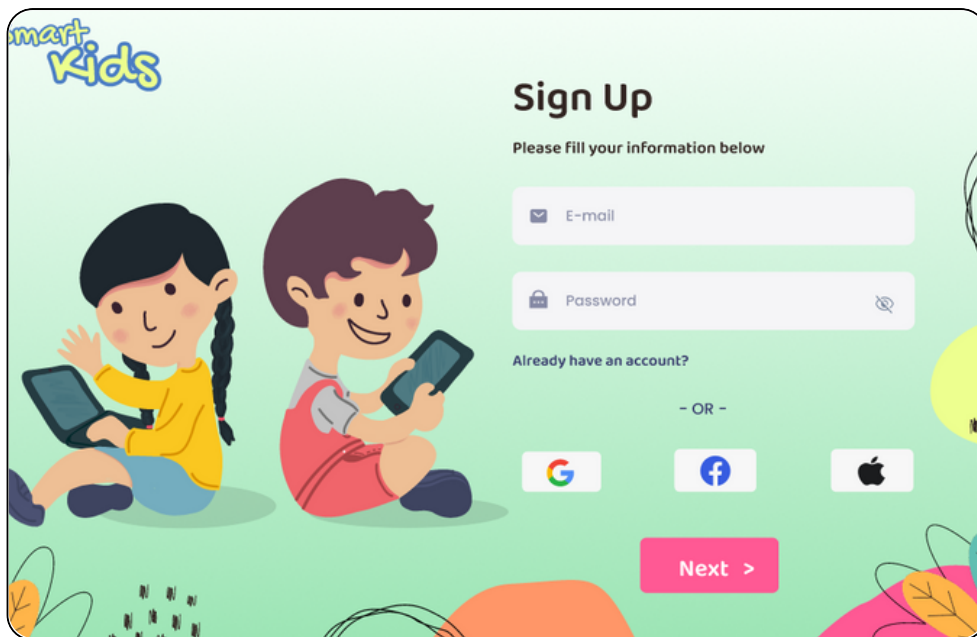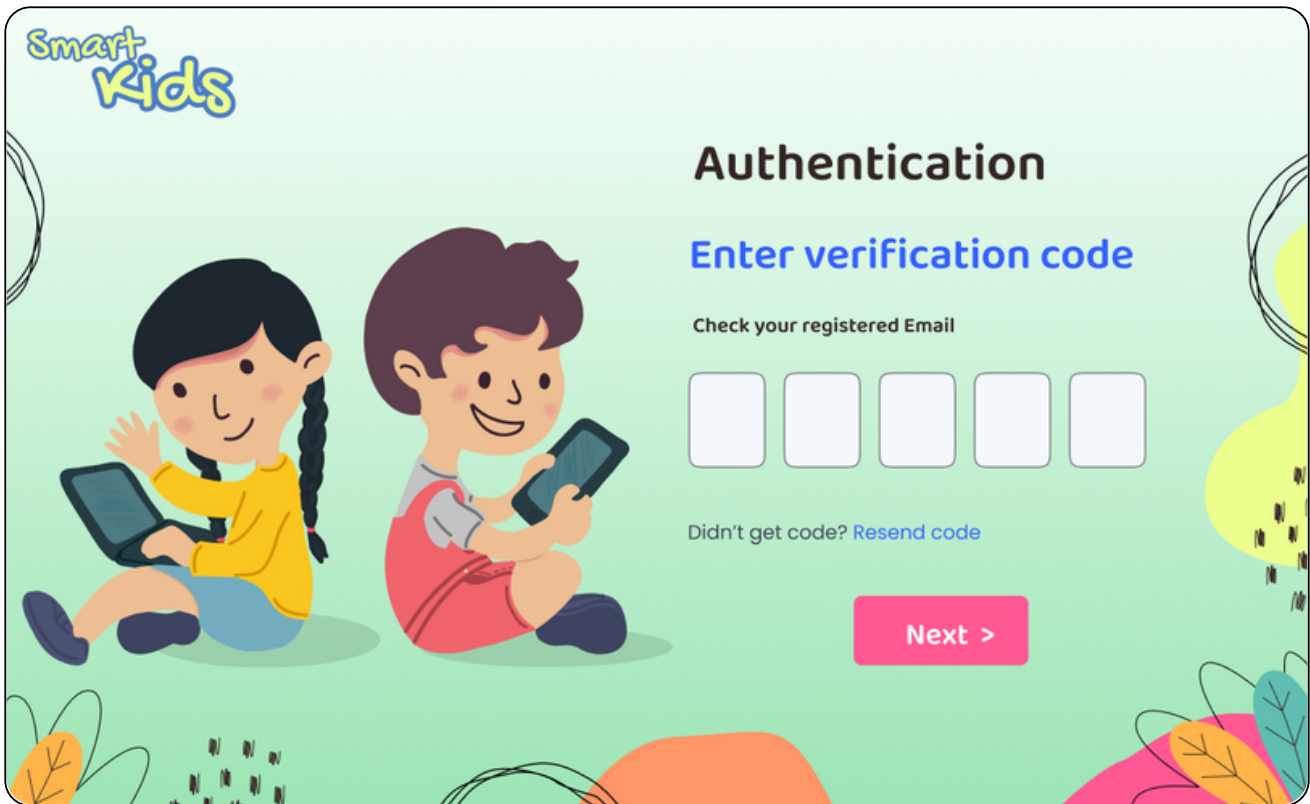

New Account creation

New users will need to create a new account first. On the screen, they can see many options to sign up. New users can create an account via email and password or use Google, Facebook, or Apple ID for quicker sign-up..

Screen 3: Verify Account

After completing the sign-up process, new users will be asked to enter a verification code. This code will be sent to the email address they provided during sign-up. To ensure users are aware of this, we display a message on the screen: "Check your registered email." Once users receive the code, they can enter it to confirm their account. Then, they can proceed by clicking the 'Next' button.

Our system adheres to Nielsen's Heuristic User Interface Guideline of "Visibility of System Status"(Nielsen, 1994) by displaying a message prompting users to check their registered email, thereby ensuring clarity regarding the verification process. Moreover, it enables users to take action, such as requesting to resend the verification code if not received, thus enhancing "user control and freedom"(Nielsen, 1994) for a smoother user experience .
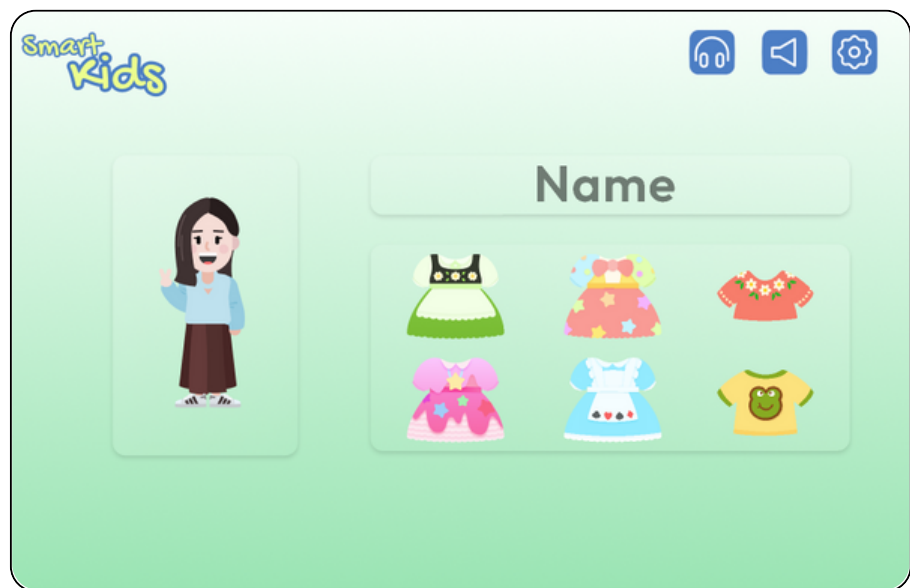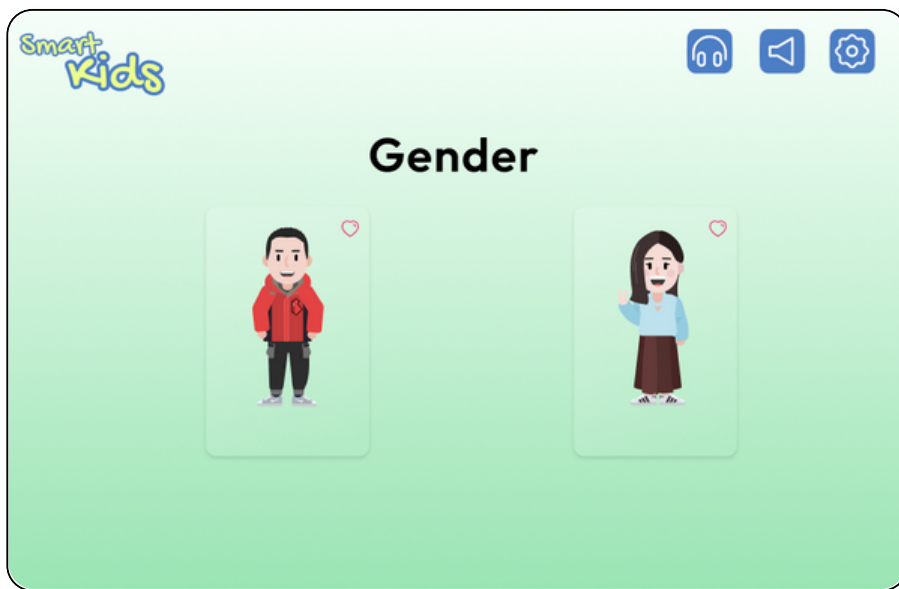
Screen 4,5: Avatar Creation

These screens offers users to personalize their experience by creating a custom avatar. Within this interface, users can:

Choose Gender: Select from options representing male or female.
Customize Appearance: Explore a range of clothing styles, hairstyles, and accessories to personalize their avatar's look.
Personalize Name: Integrate a functionality allowing users to give their avatar a distinct name, adding a personal touch to their online identity.
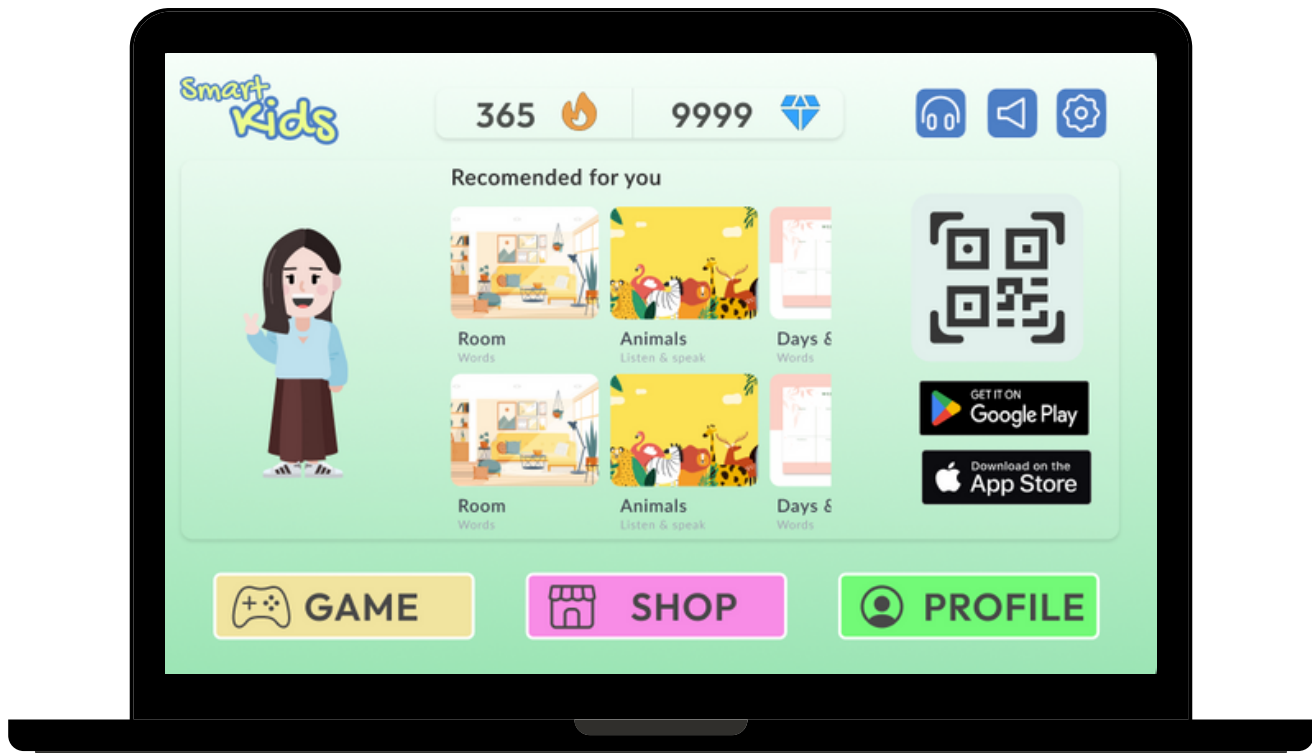
Screen 6 : Home Page

On this page, We seperate sector by sector as below:

- **Avatar Greeting:** Users are warmly greeted with their chosen avatar.
- **Navigation:** Bottom navigation bars for "Game," "Shop," "Profile" for easy app navigation.
- **Recommendations:** Curated English learning topics and categories.
- **QR Code:** Access to VR-enhanced learning via QR scan.
- **Strike and Diamonds:** Rewards for progress and motivation.
- **App Availability:** Listed on App Store and Google Play.
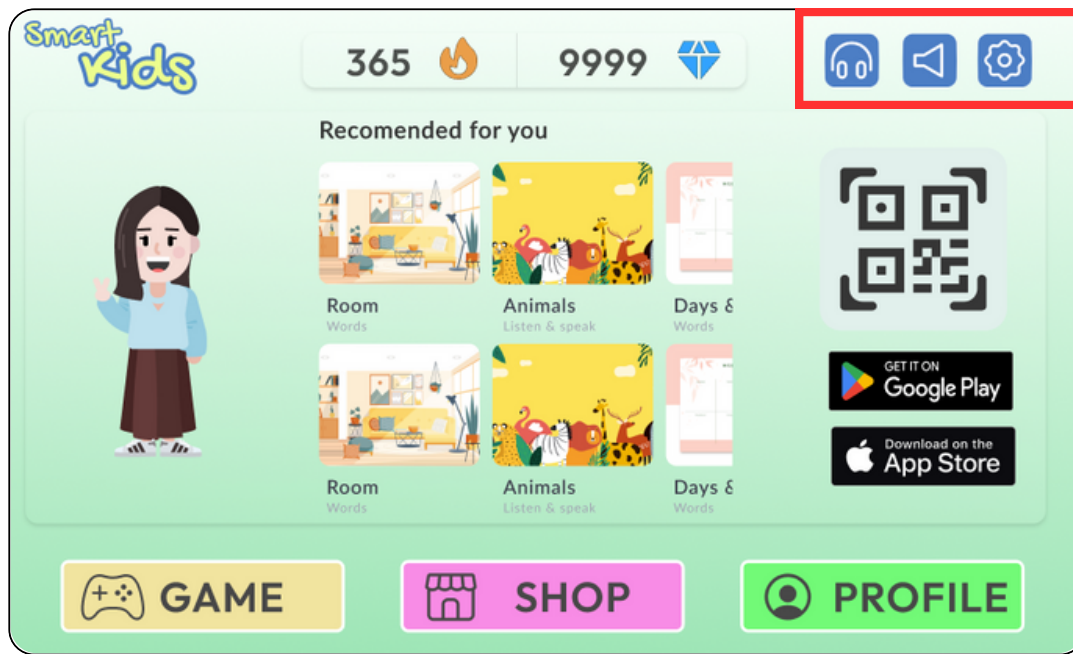
Control Buttons
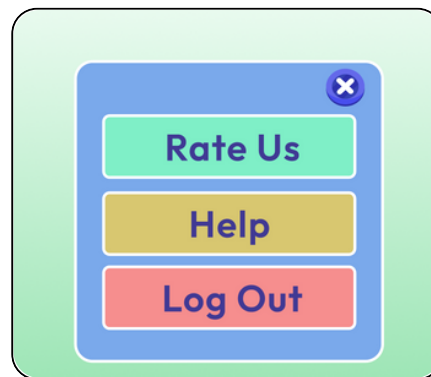
Setting menu

In the top right corner of the page, we've placed handy control buttons:

1. **Microphone Icon**: Toggle game music on or off instantly.
2. **Speaker Icon**: Easily manage game sound by toggling it on or off.
3. **Main Settings Button**:

   Within settings, we provided some following functions:
   - **Rate Us**: users can share their love for our app by giving us a 5-star rating.
   - **Help:** Reach out to us for assistance with any issues.
   - **Logout**: Conveniently log out of their account.
Also, we provided **cross button** to close the setting overlay.
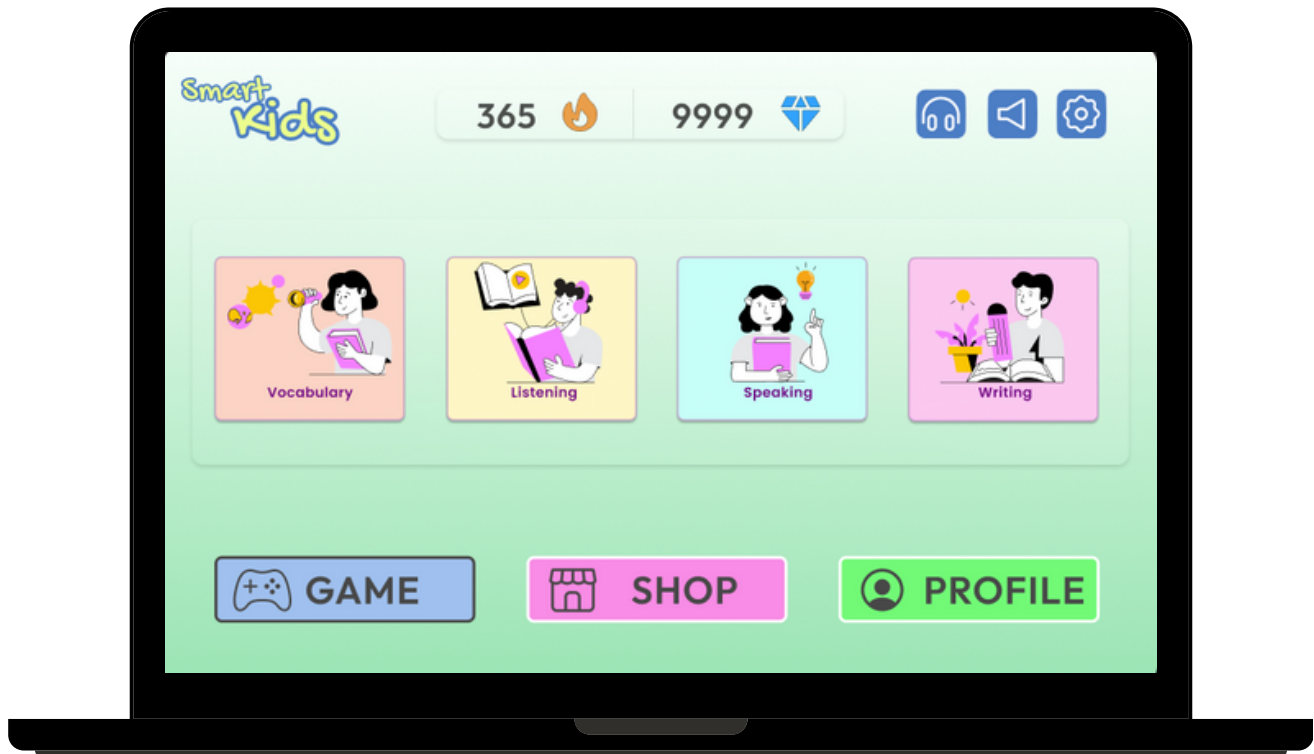
Screen 7 : Game Page

Upon clicking the **game icon**, users will see **four cards**: Vocabulary, Listening, Speaking, and Writing. They have the freedom to choose their preferred learning method and enhance their English skills in an stress-free and enjoyable way.

Initially, the background button color is **soft-yellow**. However, once users enter the game page, the background color changes to **light blue**. This color transition serves as a visual cue to indicate to users that they've entered the game section. The same color change applies to both the shop and profile buttons.
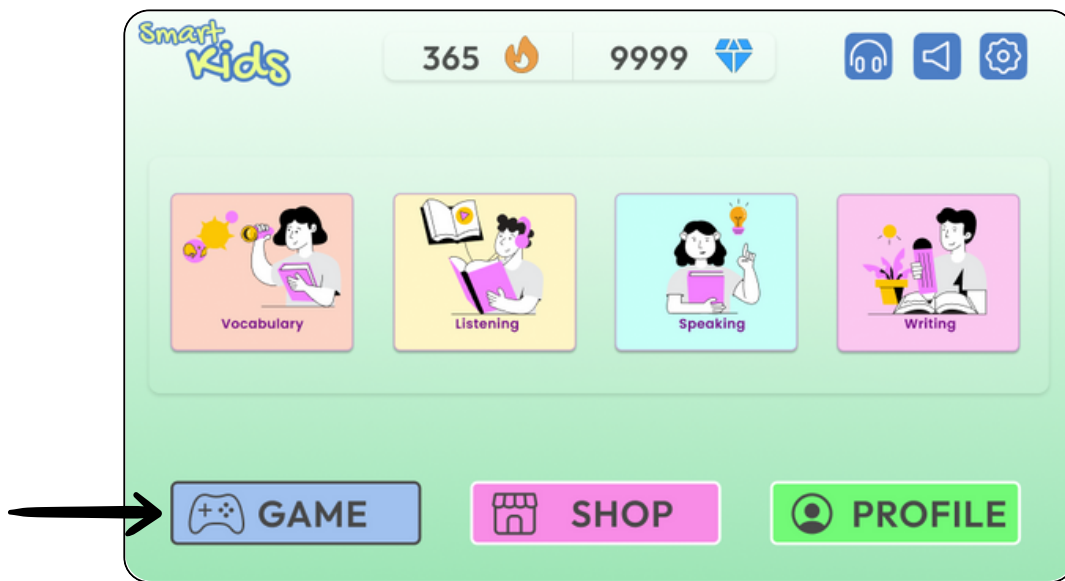
Before
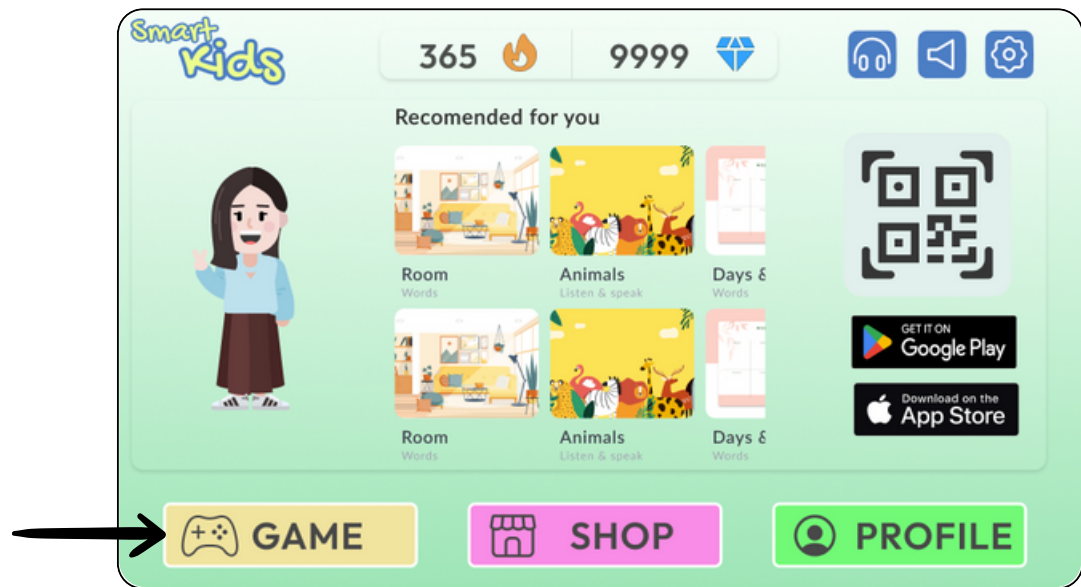
After clicking
the game icon

By employing these strategies, our app aligns with Nielsen's Heuristic User Interface Guideline of "visibility of system status"(Nielsen, 1994). Through background color changes, we effectively communicates users' current location within the app, ensuring. Moreover, it maintains a consistent color scheme across interface sections, enhancing predictability and familiarity for users, resulting in an overall improved experience.
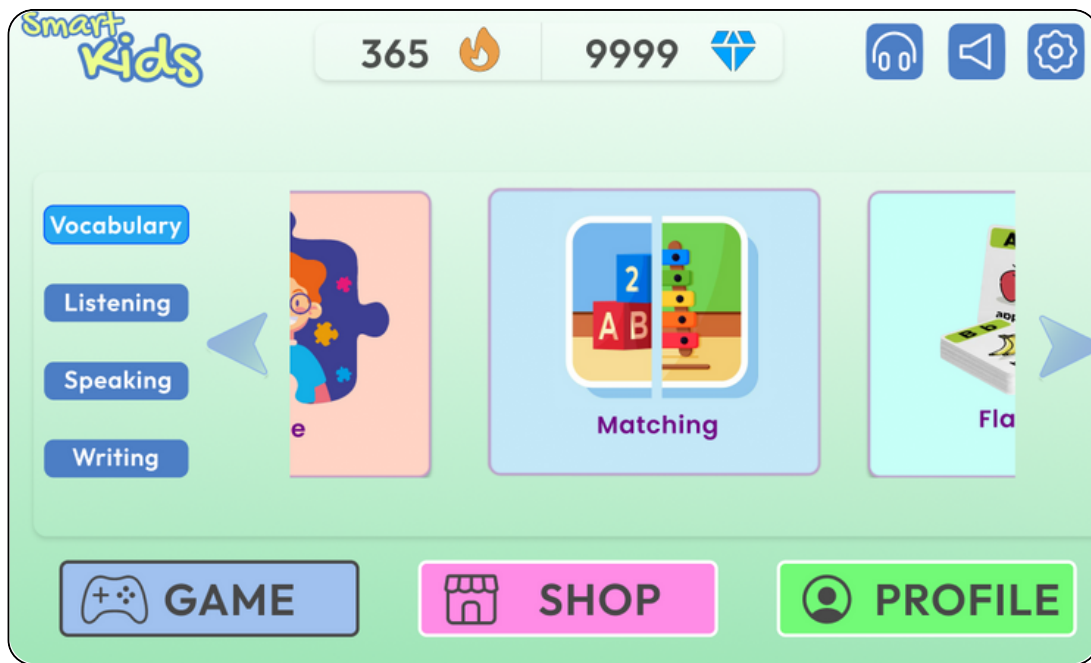
Upon clicking on vocabulary card, they will see **screen 8**.Here, they have a few options to choose:
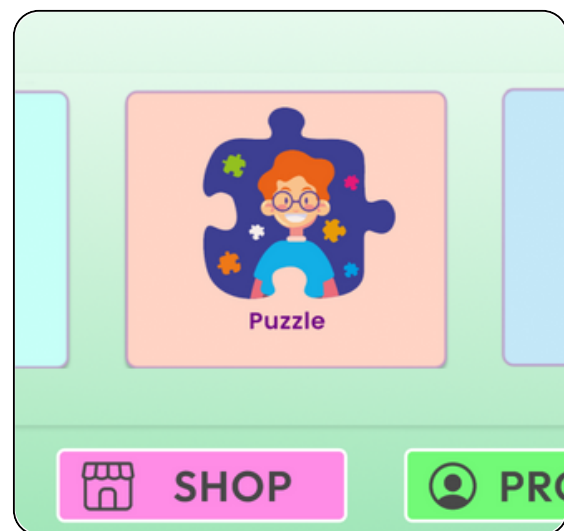

1. Users can engage in **matching games** to learn new words.
2. They can then test their knowledge with **puzzle games** to ensure comprehension.
3. Additionally, **flashcards** are available for convenient review of learned vocabulary.

Similarly, for Listening, Speaking, and Writing skills, users can select their preferred learning activities tailored to each skill. Whether it's listening to audio exercises, practicing speaking with interactive prompts, or honing writing skills through engaging tasks, our platform offers diverse and interactive learning methods to suit every user's preferences and learning style.
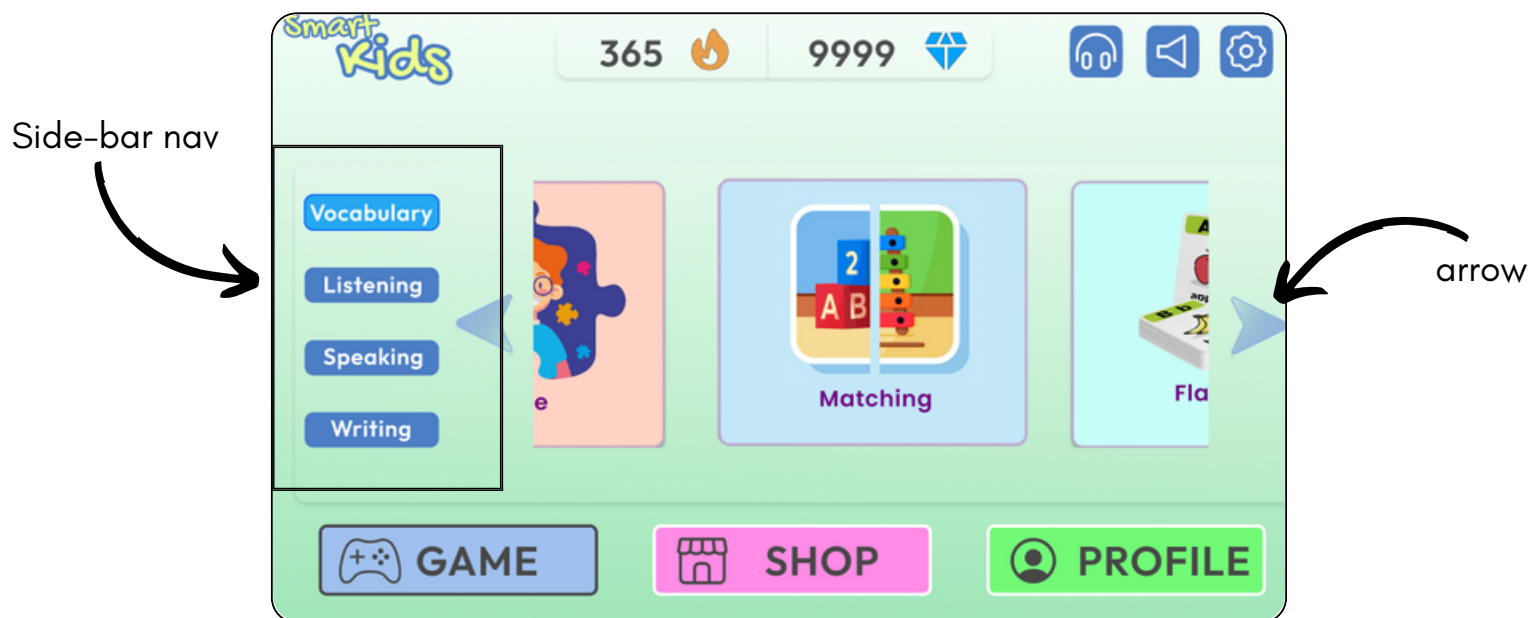
Side-bar nav

arrow

On Screen 8, we've implemented a **side-bar navigation** to enable users to seamlessly switch between different categories. Additionally, we've included **arrows** to indicate to users that they can click on them to explore and select other learning methods.
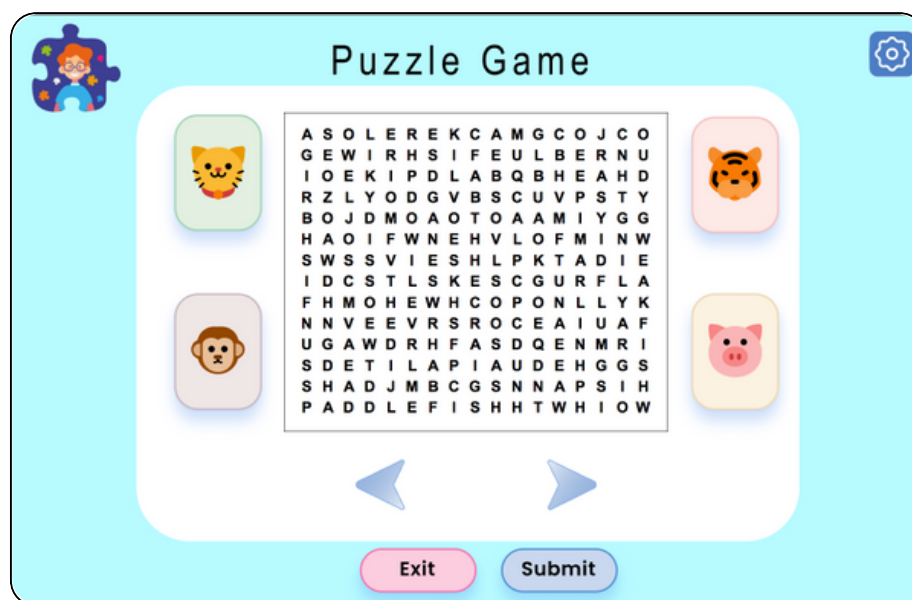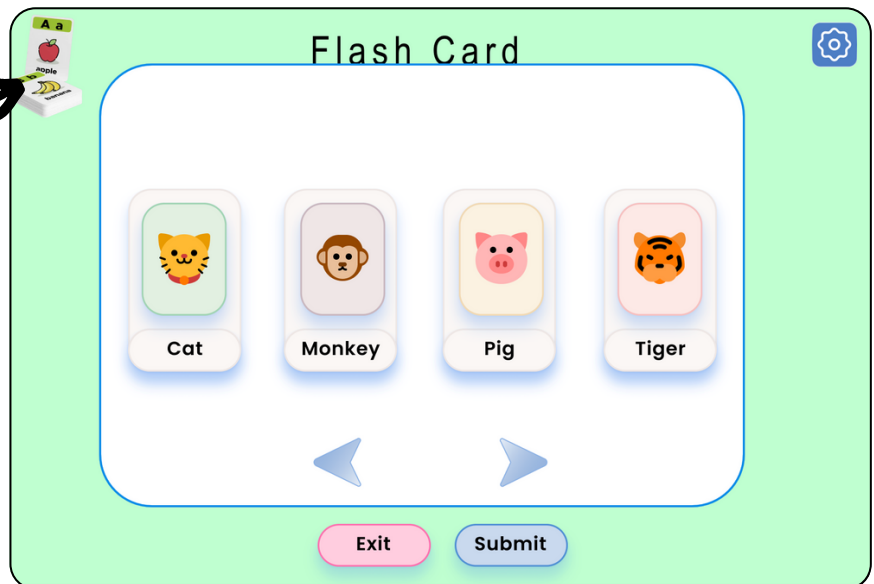
This implementation aligns with Nielsen's Heuristic User Interface Guideline of "Recognition rather than recall"(Nielsen, 1994). By providing clear visual cues, such as the side-bar navigation and arrows, users can easily recognize and understand how to navigate between different categories without needing to recall or remember specific instructions.

Matching Game

Pig

Cat

Tiger

Monkey

Exit   Submit

Flash Card

Cat   Monkey   Pig   Tiger

Exit   Submit

Puzzle Game

```
A S O L E R E K C A M G C O J C O
G E W I R H S I F E U L B E R N U
I O E K I P D L A B Q B H E A H D
R Z L Y O D G V B S C U V P S T Y
B O J D M O A O T O A A M I Y G G
H A O I F W N E H V L O F M I N W
S W S S V I E S H L P K T A D I E
I D C S T L S K E S C G U R F L A
F H M O H E W H C O P O N L L Y K
N N V E E V R S R O C E A I U A F
U G A W D R H F A S D Q E N M R I
S D E T I L A P I A U D E H G G S
S H A D J M B C G S N N A P S I H
P A D D L E F I S H H T W H I O W
```

Exit   Submit

Screen 9,10,11 : Game Interfaces

During gameplay and learning sessions, we've placed two buttons at the bottom of the screen:

Exit: Users can use this button if they wish to leave the current game and switch to another one.

Submit: This button allows users to submit their answers.

This is **in-game setting**,

During gameplay, this provides users with full control over the app. This empowers users to pause the game at any time, allowing them to manage interruptions seamlessly.

Upon clicking the Setting button during gameplay, the game automatically pauses, presenting users with several options:

Sound control icon: Toggle sound on or off.

Music control icon: Adjust music volume or mute.

Restart icon: Restart the current game.

**Cross white icon**: Close the settings overlay.

Play button: Resume the game from where it was paused.

Exit button : Leave the current game and navigate to another one

Help button: Users can ask for assistance if they encounter any problems.

These implementations align with "**User Control and Freedom**"(Nielsen's 1994) by offering users with control over the app, allowing them to pause the game, adjust settings, and seek help as needed, contributing to a positive user experience.
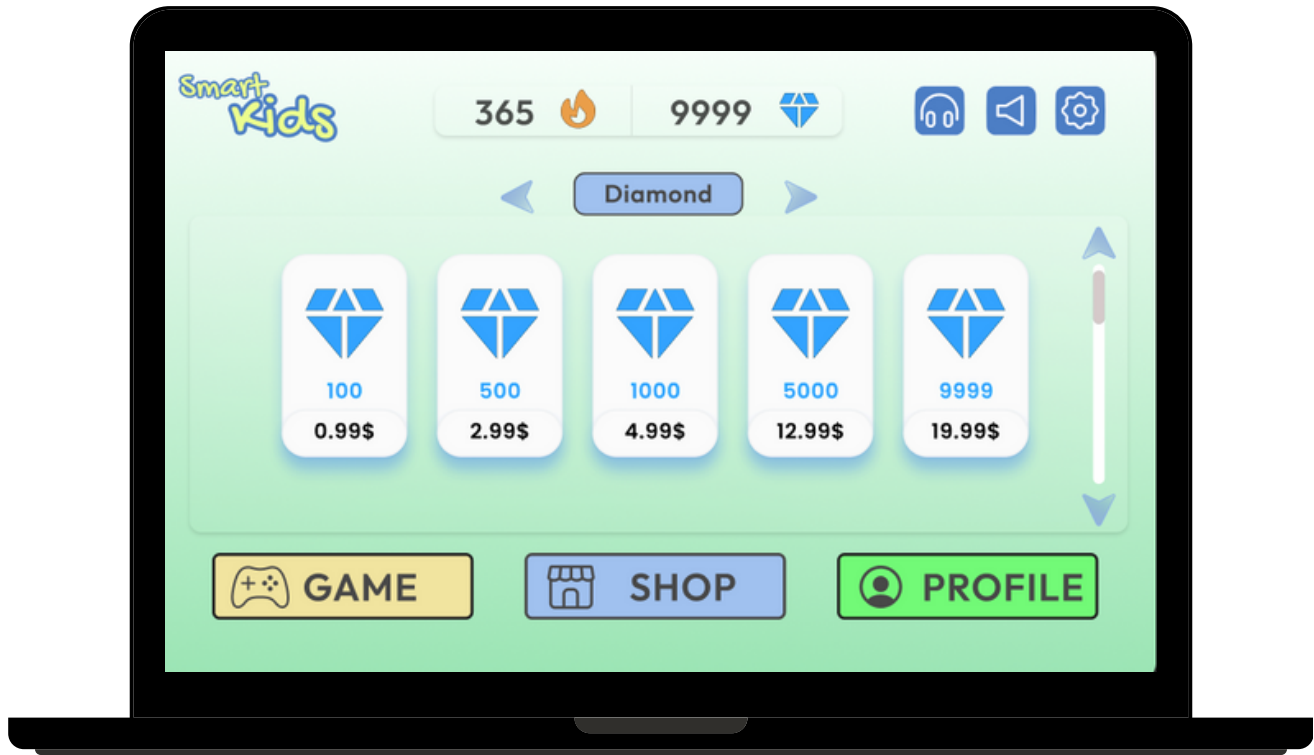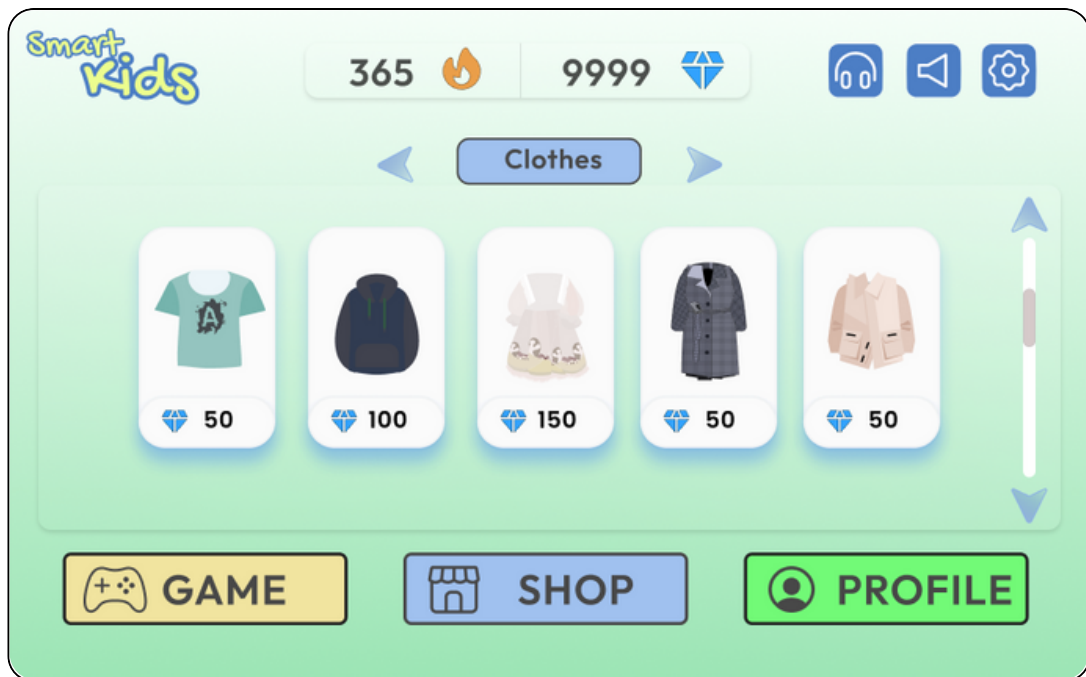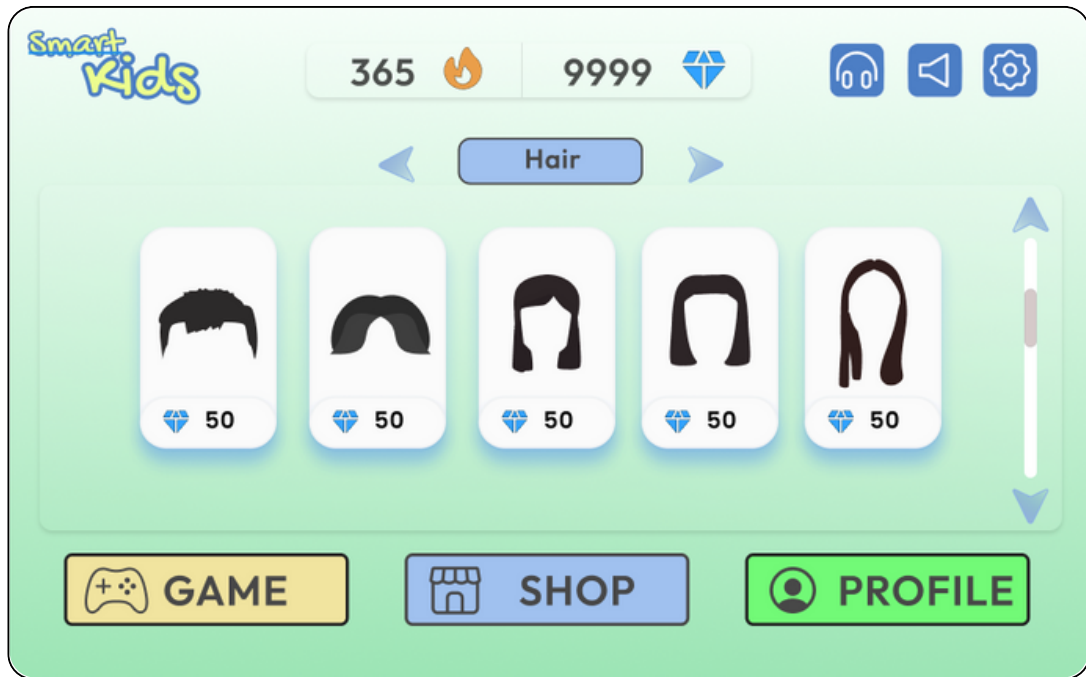
Screen 12,13,14 : Shop Screen

Children can browse the shop by clicking on the **shop icon button** and purchase beautiful hair or clothes to decorate their avatar to their liking. In addition to earning diamonds through completing app tasks, children have the option to purchase diamonds if they choose to do so.

365 🔥   9999 💎

Hair

💎 50   💎 50   💎 50   💎 50   💎 50

GAME   SHOP   PROFILE

365 🔥   9999 💎

Clothes

💎 50   💎 100   💎 150   💎 50   💎 50

GAME   SHOP   PROFILE

Screen 15 : View Profile Page

When children click on the **profile icon**, they can access their game profile details. Within this section, they have the ability to customize their avatar appearance, view owned accessories, track their learning progress, and review achievements. By incorporating these features, we provide users with **complete freedom** to pursue their preferences, aligning with "User control and freedom"(Nielsen,1994) .

MOBILE APPLICATION

Screen 1: The first screen users see upon opening the app serves as a welcome introduction. It prominently features the app's logo alongside the tagline "GAME AND LEARN," reflecting the app's focus on gamified learning. To cater to different user preferences, this screen provides two options:

- *Sign Up*: This button is aimed at new users who wish to create an account for a personalized experience.
- *Guest*: This button allows users to access the app's core features without creating an account, ideal for those who prefer a quick jump in.

The use of pink and blue for the buttons respectively suggests a welcoming and inclusive approach to users of all genders.
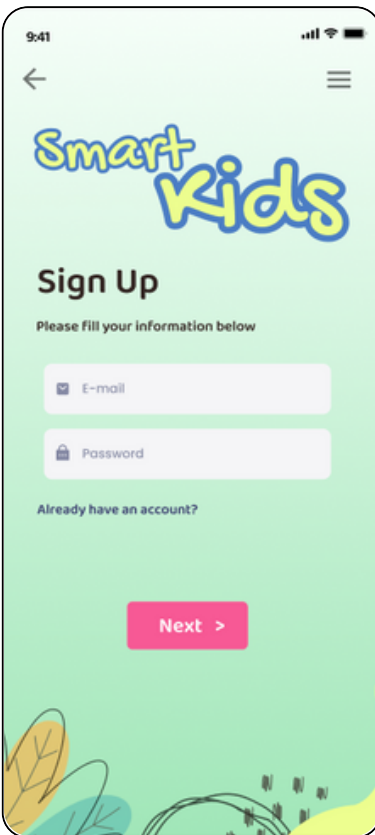
Screen 2: Clicking the "Sign Up" button from the launch screen brings users to the sign-up page. Here, a simple form allows users to create a new account by entering their email address and choosing a password. For users who already have an account, a clear link labeled "Already have an account?" is provided. Clicking this link redirects them to the login screen. Once the user enters their email and password, a clear "Next" button appears, allowing them to proceed to the next step in the registration process.
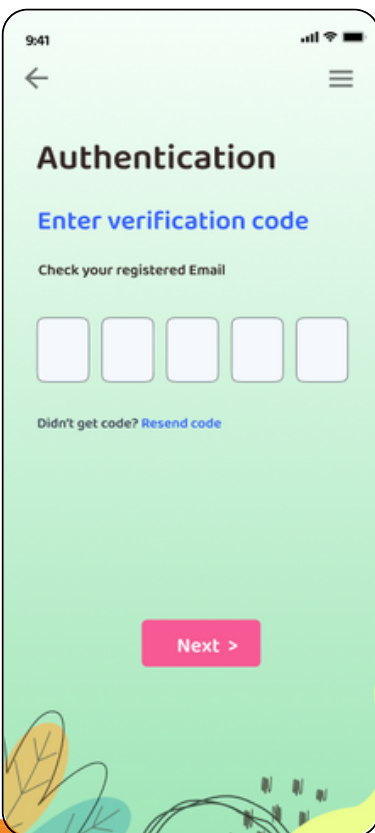
Screen 3: Upon clicking "Next" on the sign-up page, users arrive at the verification screen. This screen ensures the security of the new account by requiring users to enter a unique code sent to the email address they provided earlier. For users who haven't received the code, a helpful option labelled "Didn't get code? Resend code" is available.

Universal Navigation Bar

For a consistent and user-friendly experience, all screens within the app share a common navigation bar at the top. This bar provides essential controls for users:

- Back Button (Top Left): A clear back arrow icon, typically located in the top left corner, allows users to navigate back to the previous screen.
- Menu Button (Top Right): On the opposite side, a menu icon (consisting of three horizontal lines) resides in the top right corner. Clicking this button likely reveals a dropdown menu.
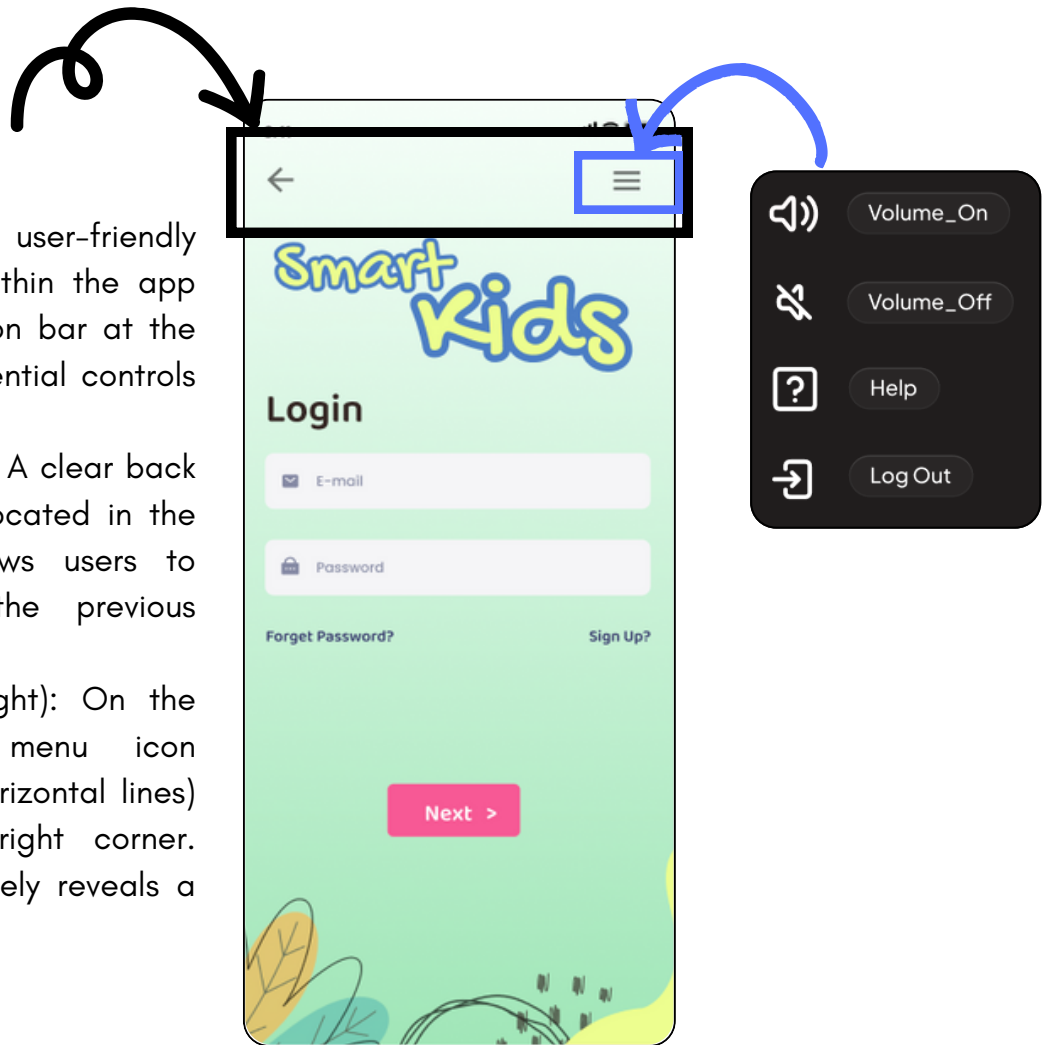
Screen 4: Users who choose "Already have an account?" on the launch screen are directed to the login screen. This screen features a login form with two input fields:

- *Email*: Here, users enter the email address associated with their existing account.
- *Password*: This field is for users to enter their registered password.

For users who encounter difficulty remembering their password, a clear and helpful link labelled "Forgot Password?" is provided.

Choose Gender

Select

Choose Gender
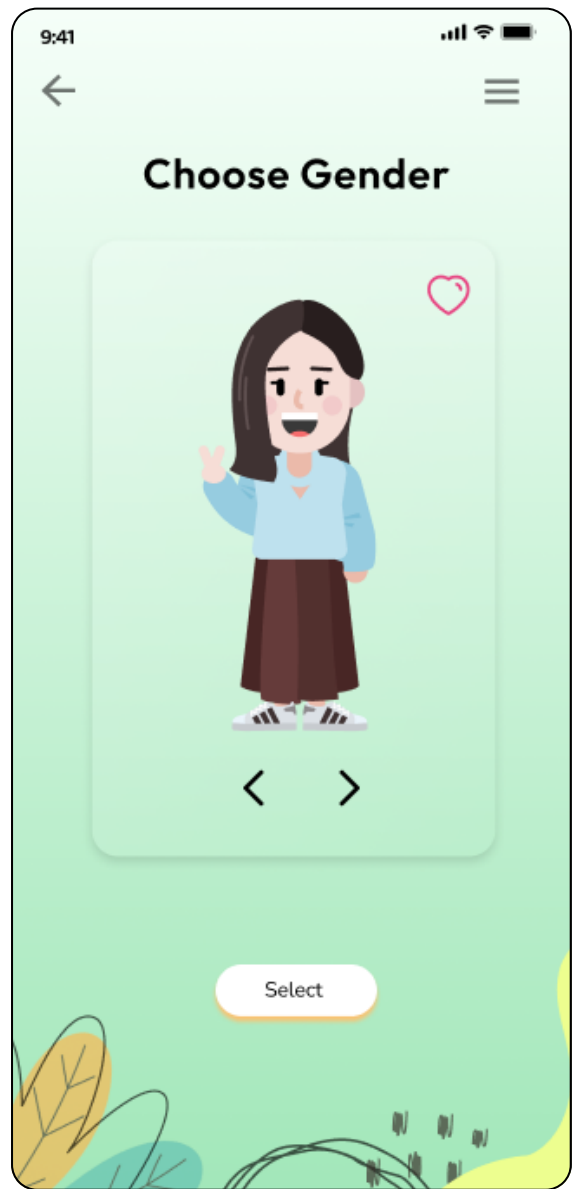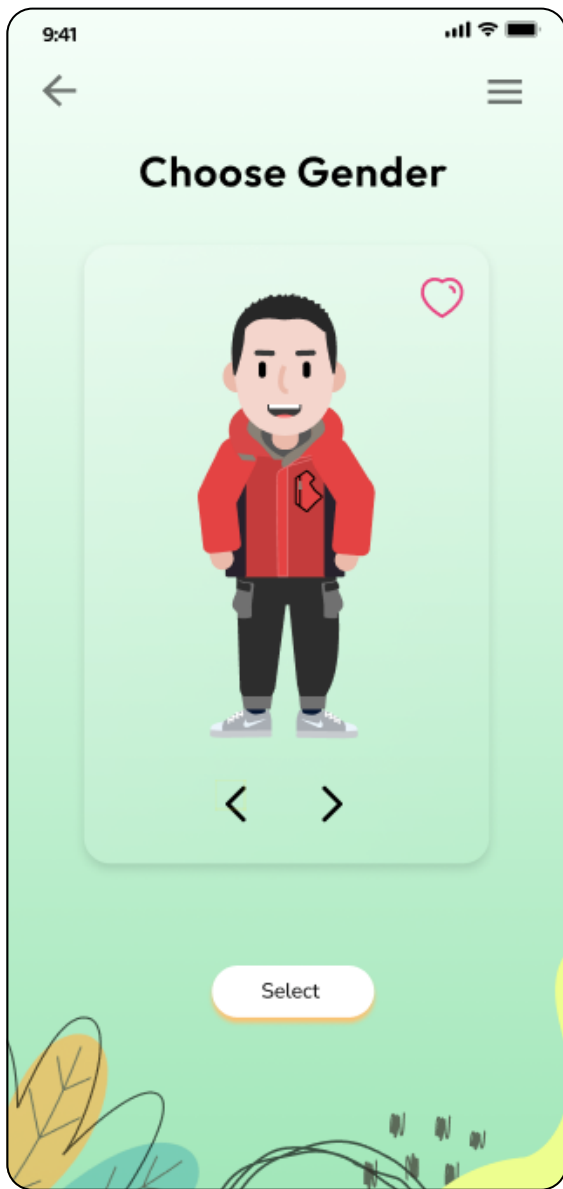
Select

Screen 5: Following successful login or sign up, users arrive at the avatar selection screen. This screen allows users to personalize their experience by choosing an avatar that best represents them. The screen likely presents avatar options, including both female and male characters. Once a user finds their ideal avatar, a clear button labeled "Select" will be available, allowing them to confirm their choice and proceed to the next screen.
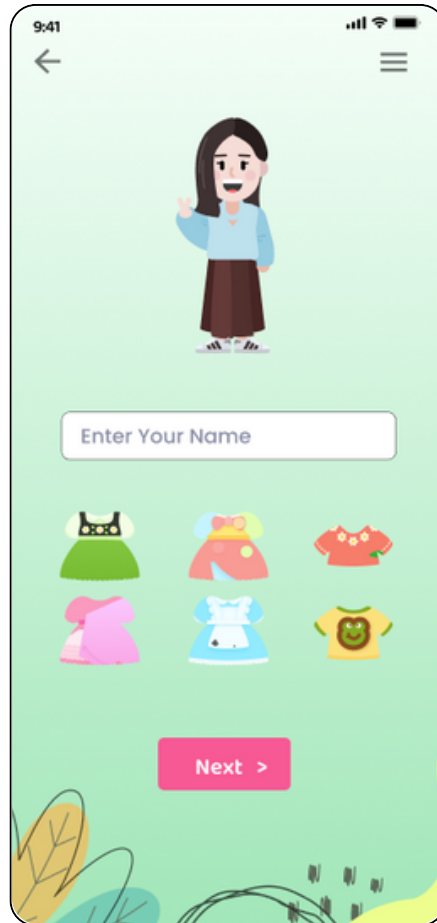
Screen 6: After choosing an avatar, users arrive at the avatar customization screen. This screen offers two key functionalities:

- *Customize Appearance*: Users can personalize their chosen avatar's look by selecting different clothing options. The specific clothing items available might be displayed on the screen as in the photo.
- *Set Username*: A text field labelled "Enter your Name" allows users to create a username or nickname for their account. This username will likely be displayed throughout the app to identify the user.
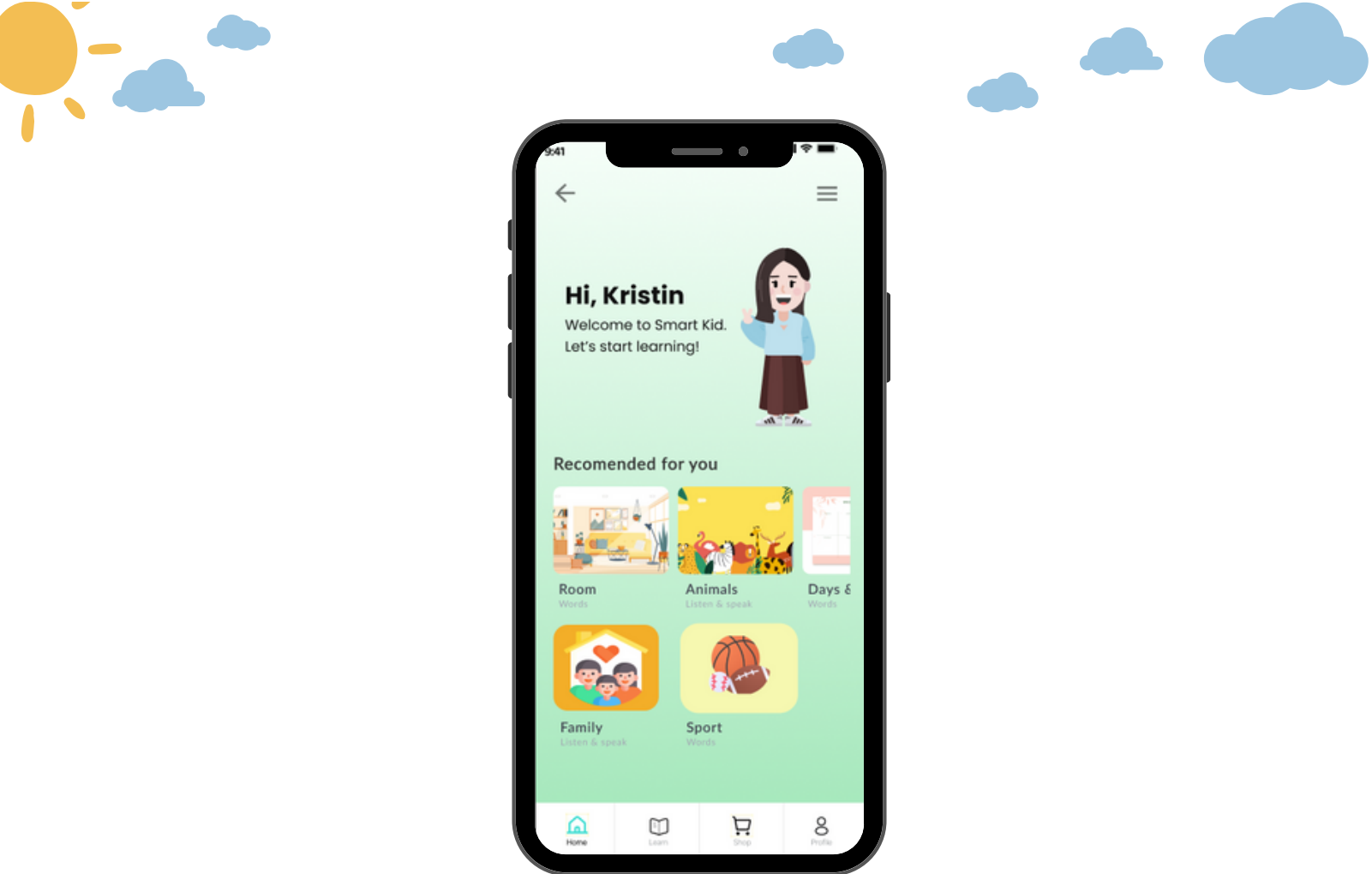
Screen 7: Smart Kid Home Page, provides a welcoming and informative user experience. At the top of the screen, a warm greeting message appears, incorporating the username the user entered earlier. The screen shows recommend categories for children. The bottom of the screen features a clear and intuitive navigation bar. This bar likely includes four icons representing key app functions:

- *Home*: This icon likely takes users back to the main home screen (Screen 7).
- *Learn*: This icon likely directs users to the core learning activities within the app.
- *Shop*: This icon might lead users to a section where they can buy additional features.
- *Profile*: This icon likely provides access to user profile settings and account information.

This navigation bar at the bottom will appear on all screens and the navigation bar at the top will also change after the home page. We will provide detailed information of these icons in the other page.

Screen 8: This screen is the heart of the educational experience. At the top of the screen, a friendly greeting message welcomes the user by name. The user's chosen avatar is also displayed. The main section of the screen is divided into four clear sections, each representing a core learning skill: Vocabulary, Listening, Speaking, and Writing. These categories are likely presented with eye-catching animated pictures that make them visually appealing, especially for younger users.
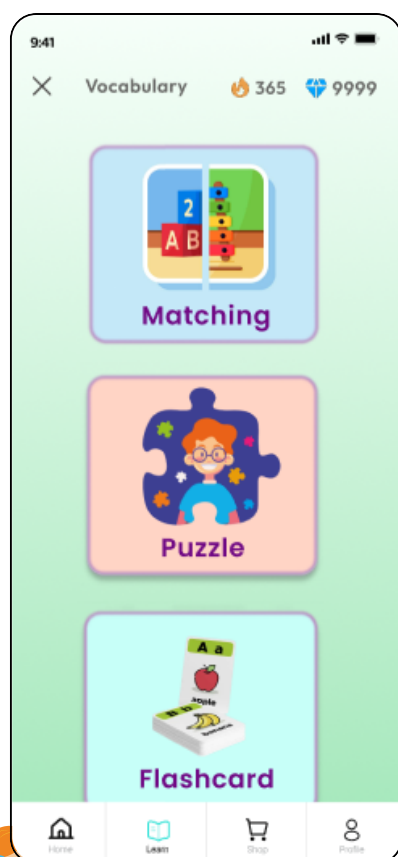
Screen 9: Following a user's selection from the Learn Page, they'll be directed to a corresponding skill-specific page. The example provided focuses on the Vocabulary page. This screen offers a variety of engaging learning activities. The screen presents users with various game types to choose from, including matching games, puzzles, Flashcards, and potentially more.

# Game-Specific Navigation Bar
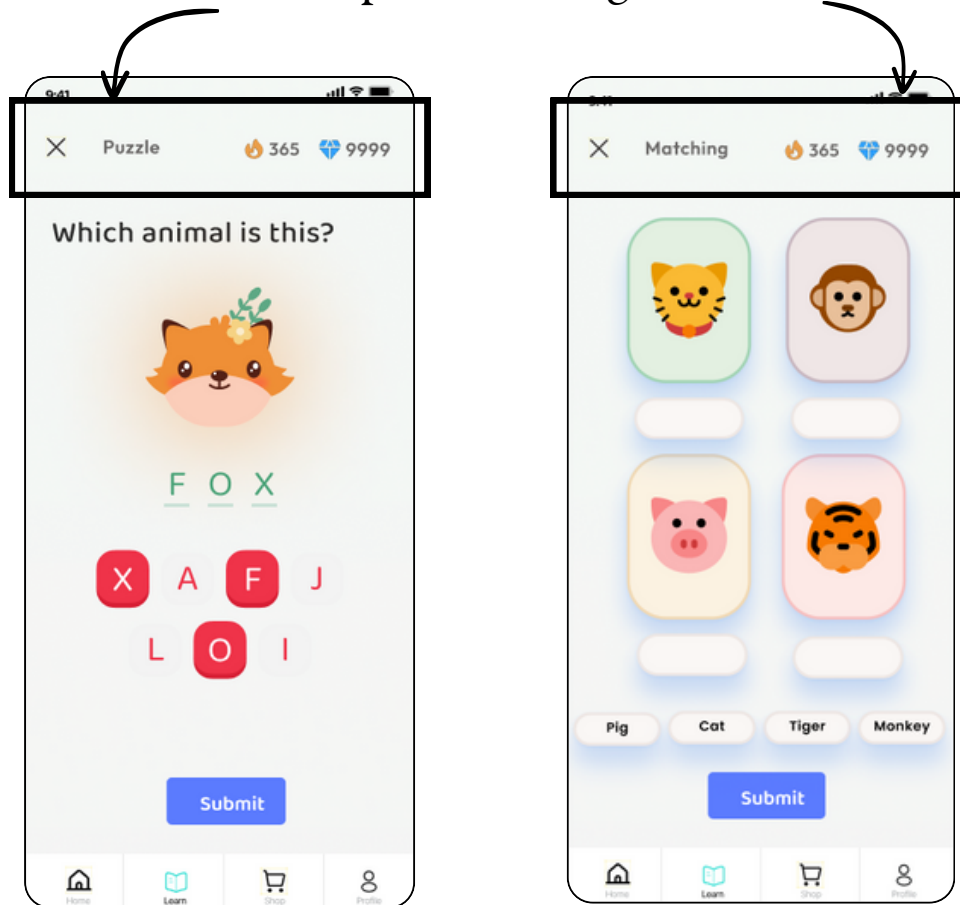
While users are engaged in learning games within the Learn section, the navigation bar adapts to provide a more streamlined experience:

- *Close Game Button (Top Left)*: A clear "X" icon in the top left corner serves as a universal close button. Clicking this button allows users to exit the current game and return to the previous screen.
- *Game Type Indicator (Top Center)*: The central area of the navigation bar displays the name of the current game the user is playing (Matching, Puzzle, Flashcard, etc.). This helps users maintain context and understand the specific learning activity they're engaged in.
- *User Currency Display (Top Right)*: The top right corner continues to show the user's in-app currency icons (strike and diamond).

This simplified navigation bar ensures users can focus on the game at hand while still providing essential information and a quick exit option. This navigation bar follows the "**visibility of system status**"(Nielsen, 1994).
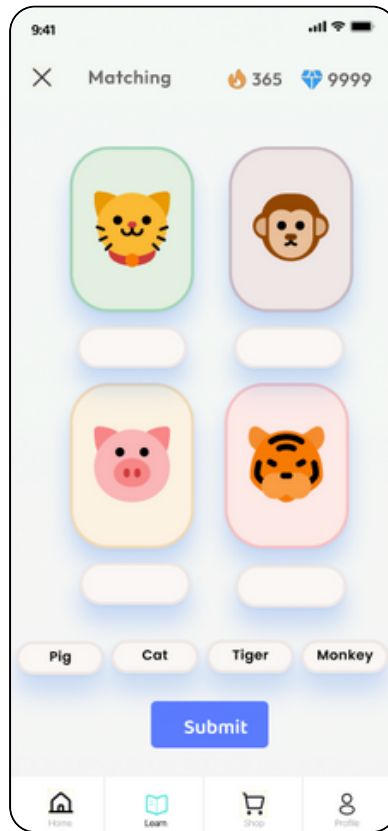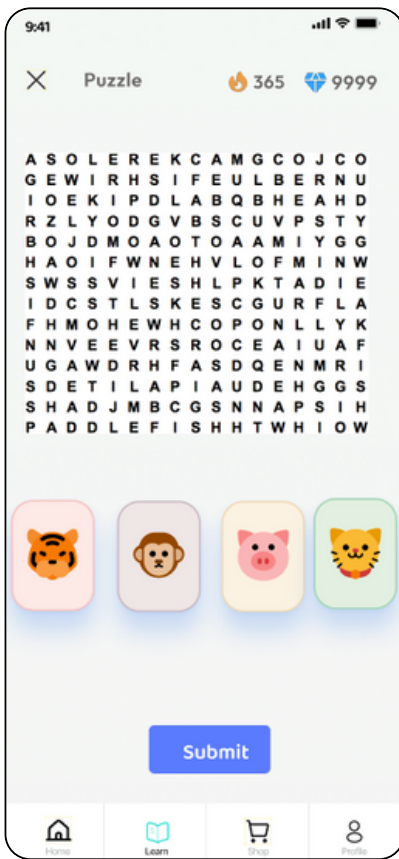
Screen 10,11,12 : These screens showcase examples of the various game types users can encounter within the Learn section. Each game is designed to be engaging and effective for learning:

- *Unique Mechanics*: Each game type (Matching, Puzzle, Flashcard) offers distinct gameplay mechanics that cater to different learning styles and keep users motivated.
- *Clear Instructions (Implicit)*: The screens likely include clear instructions or visual cues that guide users through the gameplay, ensuring they understand the game's objective.
- *Submit Button*: A consistent blue submit button appears across all game types, signifying the action to confirm or complete a game round.

This variety of interactive games provides users with a fun and engaging way to practice and improve their vocabulary skills.

1

Large and Recognizable Icons: The screens prominently feature big, clear tick (check-mark) and cross symbols to signify correct and incorrect answers respectively. These easily recognizable icons are ideal for younger users.
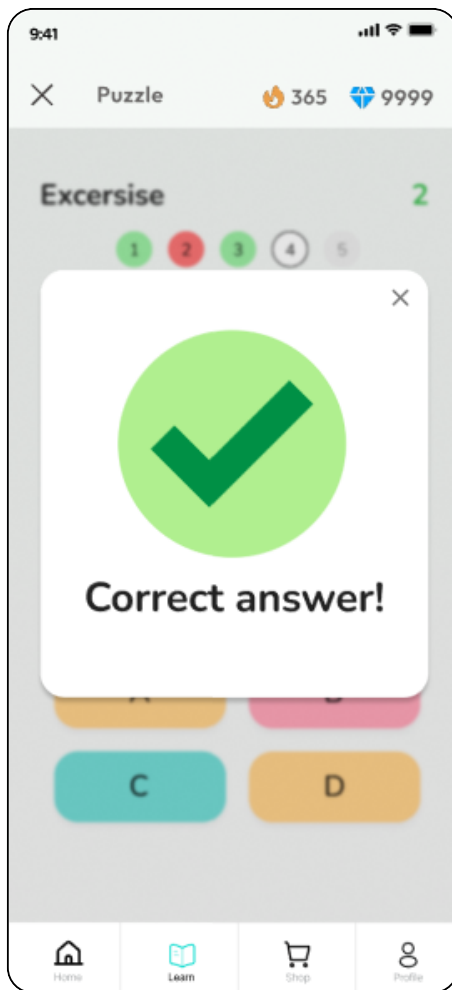
2

Color-Coded Feedback: The tick icon is presented in green, indicating a positive outcome (correct answer). Conversely, the cross icon is displayed in red, signifying an incorrect answer.
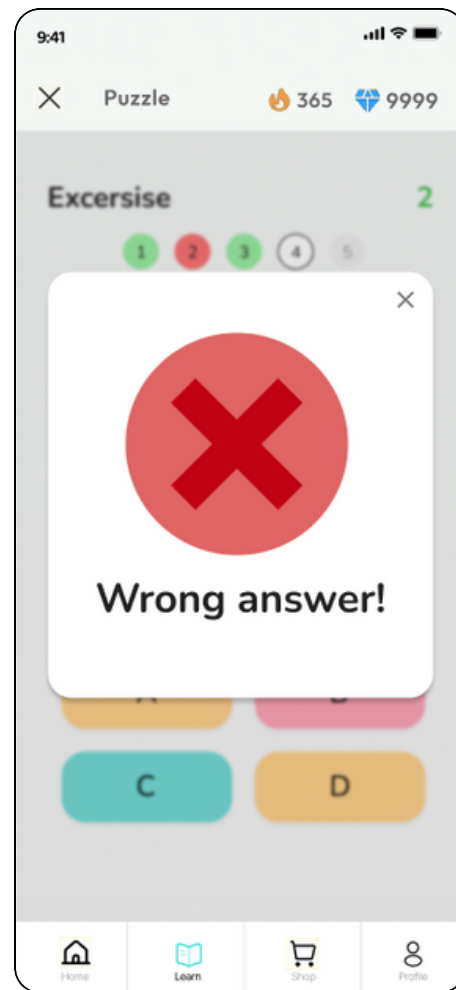

This approach provides users with a clear understanding of their performance and motivates them to continue learning and improving. The use of common color (green and red) follow the "**consistency and standards**" (Nielsen, 1994).

Screen 15: Users can browse through a variety of hair and clothing options to customize their chosen avatar's appearance. These items can likely be purchased using the app's in-game currency, diamonds. The Shop might also offer the option to purchase additional diamonds using real money. This allows users who want to acquire more customization options or in-game benefits to do so conveniently.
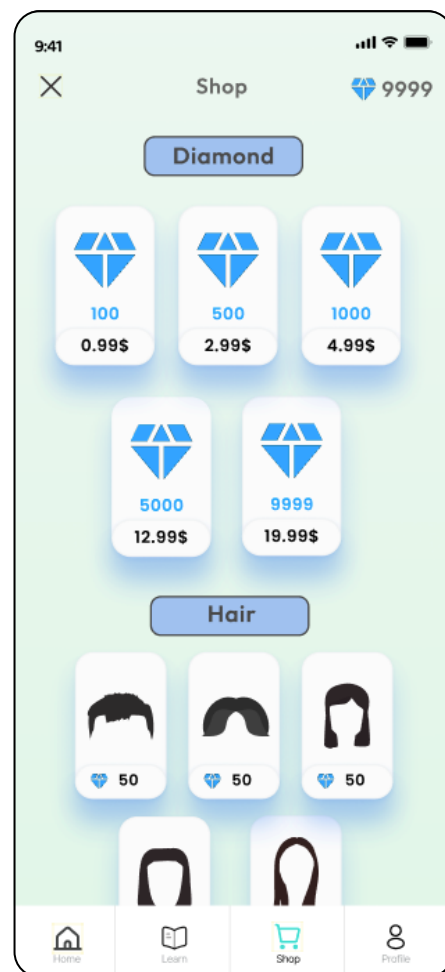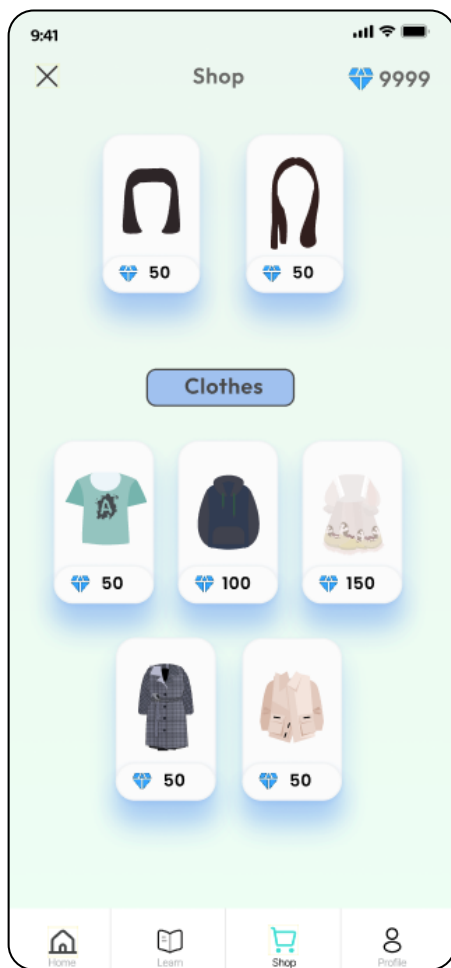
It's important to consider implementing clear and age-appropriate information within the Shop. This could include:

- *Price Display*: Clearly displaying the diamond cost of each customization item.
- *Parental Controls*: For younger users, consider incorporating parental controls or confirmation steps before real-money purchases can be made.
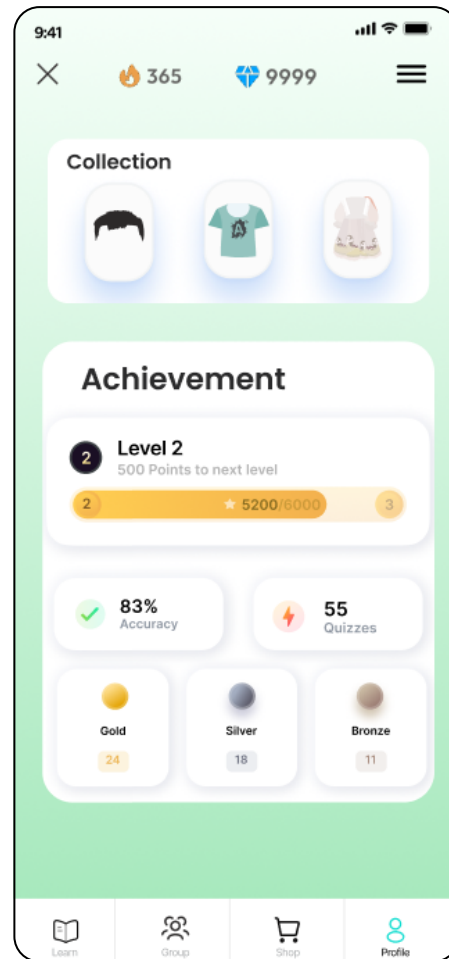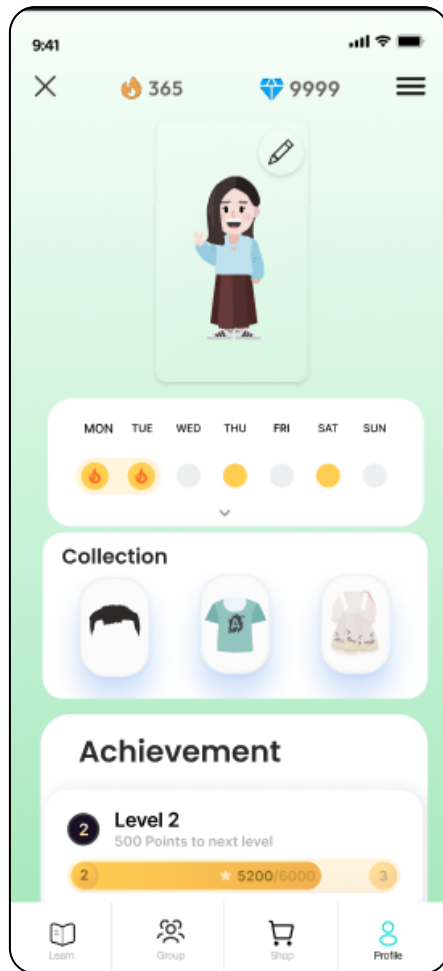
Screen 16: This screen serves as a central hub for users to view their progress and achievements:

- *Profile Picture*: The user's chosen avatar is prominently displayed at the top of the screen. A small pencil icon beside the avatar might indicate the option to edit or customize their appearance.
- *Weekly Learning Tracker*: A "Week" section showcases which days of the week the user has actively engaged in learning activities within the app.
- *Collections & Achievements*: This section highlights the user's accomplishments within the app. It could showcase collections of items earned through gameplay and display achievements unlocked by completing specific learning goals. This feature provides a sense of accomplishment and encourages continued learning.

Revolutionize Learning: Apple Vision Pro

"Step into the
New World of Learning"

Cutting edge platform of modern technology landscape : VR
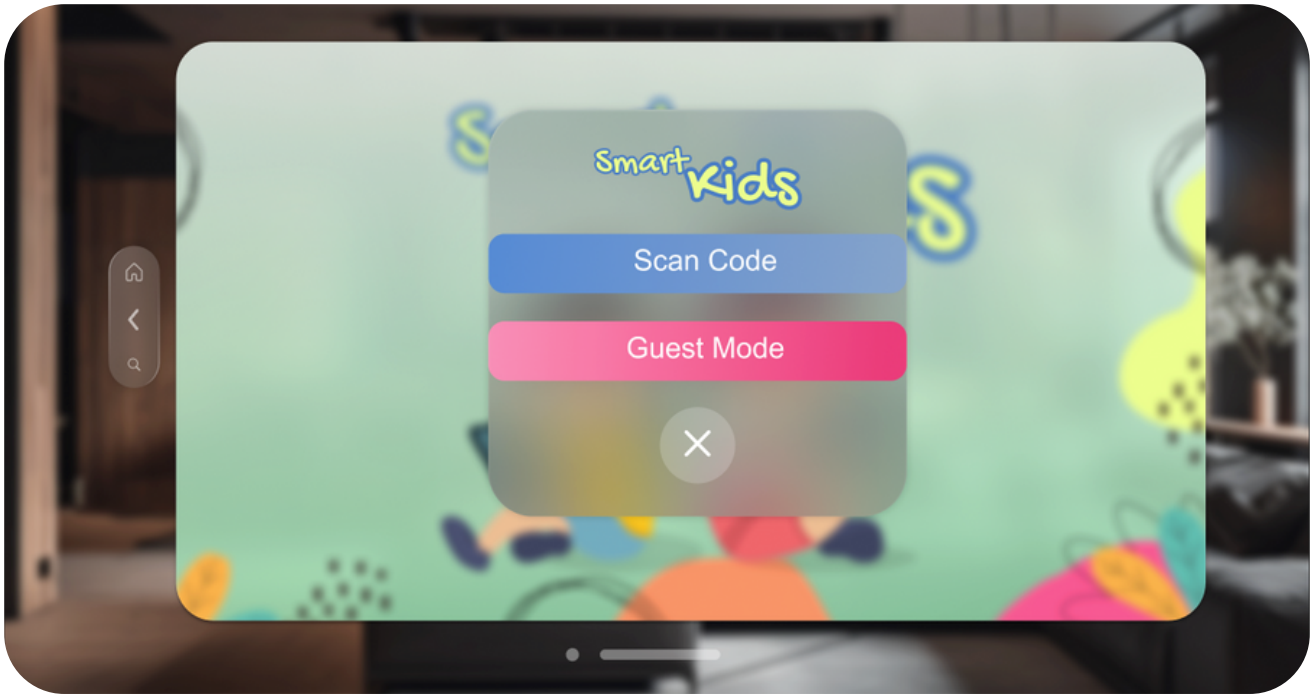

The layout of the Screen

The icon of our application for VR is designed by using a full-bleed, non-transparent image for the background layer of the icon as using transparent areas in non-background layers lets visual information from underlying layers show through according to apple's official documentation of design guidelines for vision pro.(App Icons, n.d.)
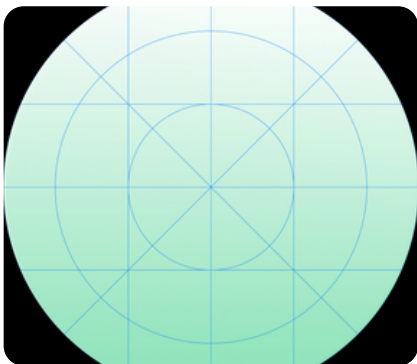
Login

**Screen 1** : If user click the logo of the application, the first thing that is appearing on the VR screen is the login screen where the user can conveniently double blink to open the camera and then scan the QR code from other devices to log in user's existing account without typing. Under the QR code button, the guest button can let the user access the application without the need to create an account.
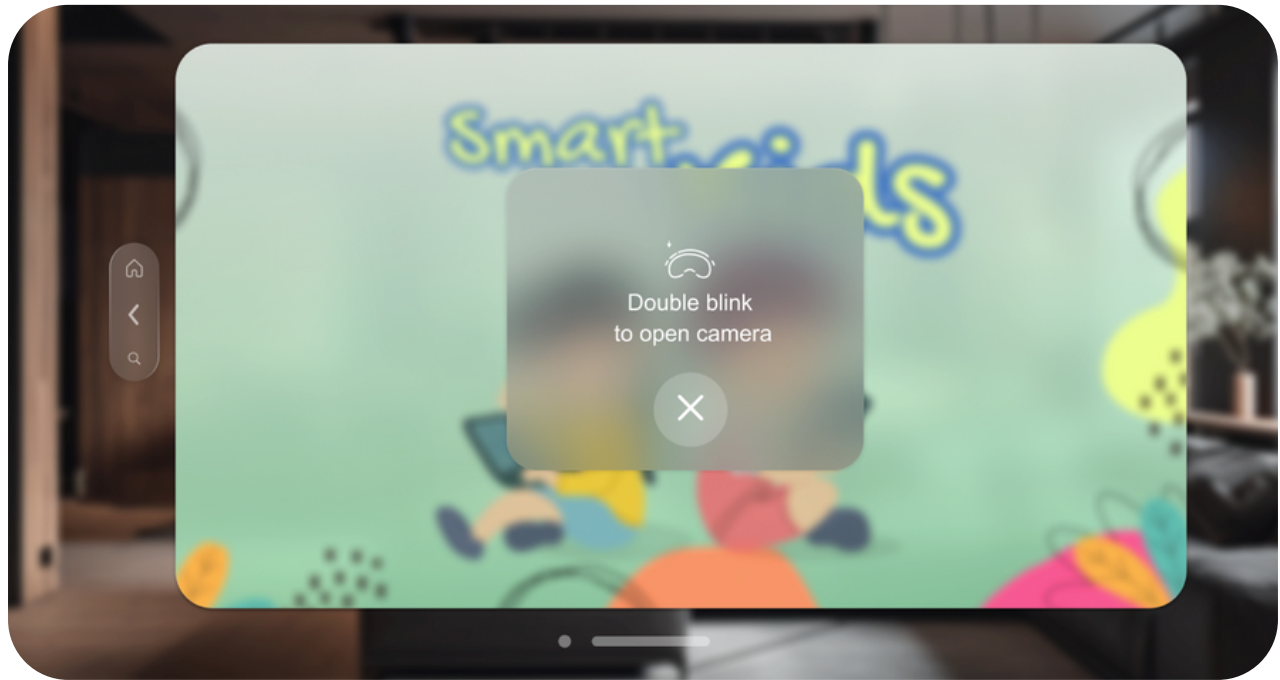
Confirmation

Screen 2: If the user decide to log in to existing account and click the QR code button, the next screen which is the instruction on how to open the camera for the scanning process where the user can just blink and access the camera.
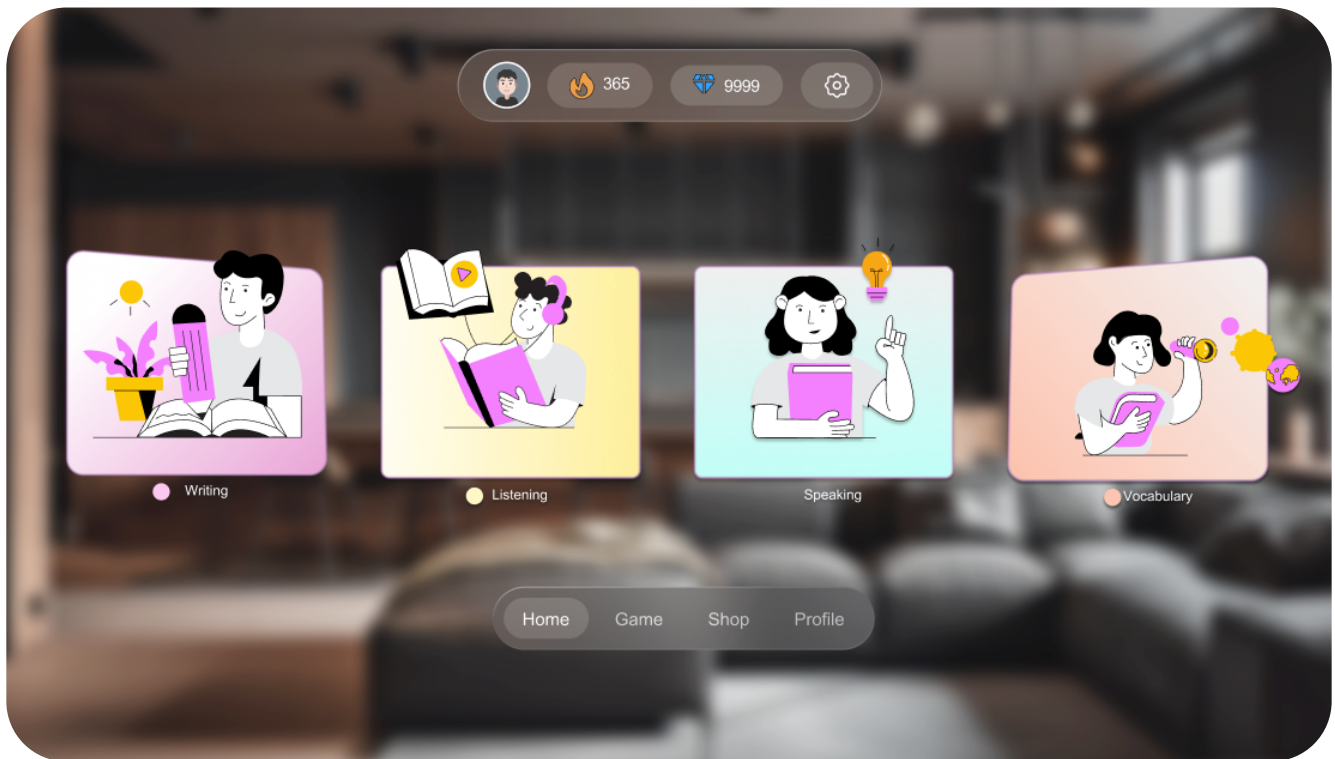
Welcome to Home UI

Home Screen

Screen 3: Regardless of choosing to log in with QR or guest mode, the user will be directed to the Home Screen where only if you login with your existing account, the available lessons and study methods will be greeting the user.

Let's Play Game

All Photos in this page are from internet

Complementing Apple Vision, Virtual Reality (VR) technology transports learners into simulated worlds, offering immersive experiences that transcend traditional classroom boundaries. In education, VR enables students to travel through ancient civilizations, conduct virtual science experiments, or collaborate with peers in virtual environments, fostering active engagement and deep understanding.

By integrating Apple Vision with VR technology, educational applications can achieve unprecedented levels of interactivity and realism.

In essence, the convergence of Apple Vision and VR technology heralds a new era of educational innovation, where the boundaries between imagination and reality blur, and learning becomes an enchanting journey of discovery.
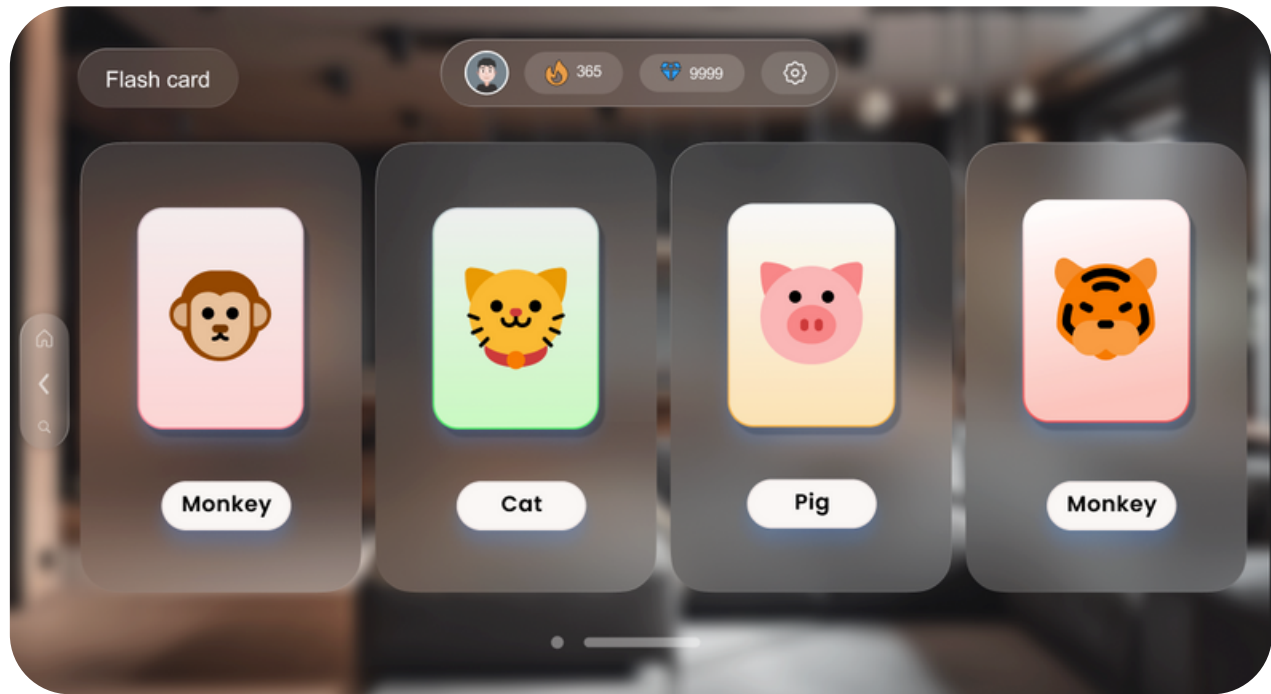
Mystic, Move, Match

Screen 4 : When you tap onto the Learn button of the bottom navigation bar, the users will be redirected to our game-based learning screen. The right side of the screen is your avatar and customization button where users can customize the look of their avatar as they please but this feature is for logined users only and is exclusive to VR.

Flash Card

Screen 5 (Game UI): Depending on the choices the users choose, each of which are tailored to each essential skill in the language learning process, the screen will be a 3 part wide display with the game body content in the middle. A medium-sized navigation bar on the right side of the screen acts as an essential control centre as it plays multiple key roles such as
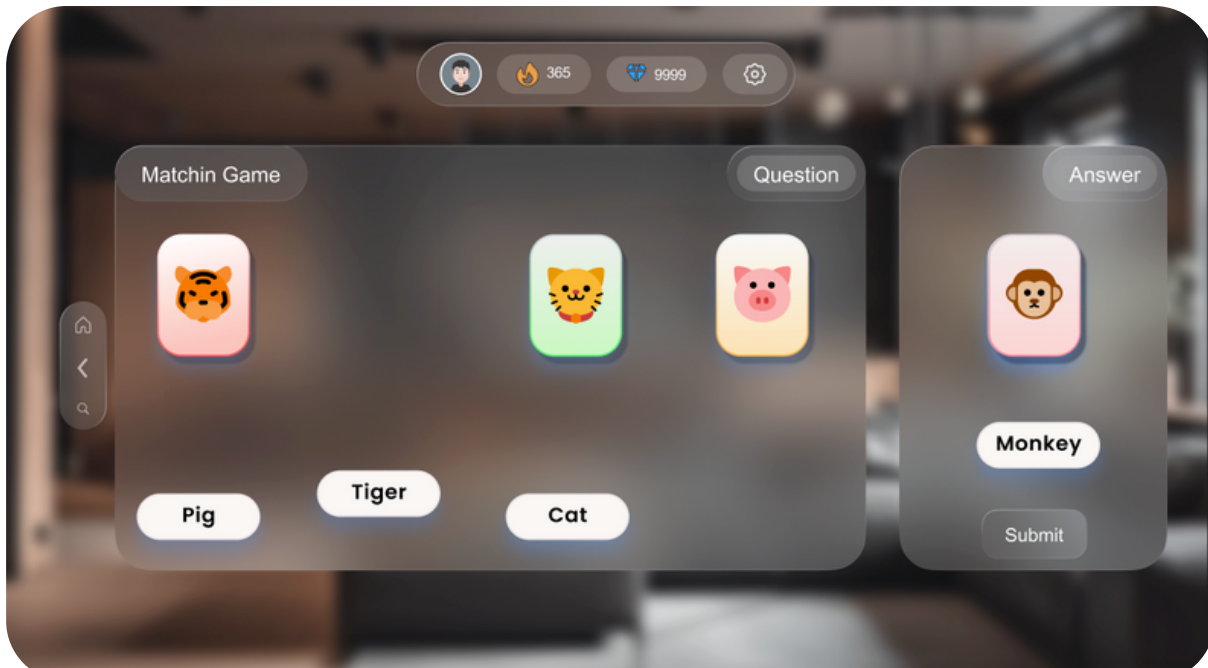
Back Button : A clear back arrow icon, typically located in the top left corner, allows users to navigate back to the previous screen. This intuitive design element helps users retrace their steps and avoid getting lost within the app.

Home Button : When clicked, the user will be redirected back to the home screen (Screen 3).
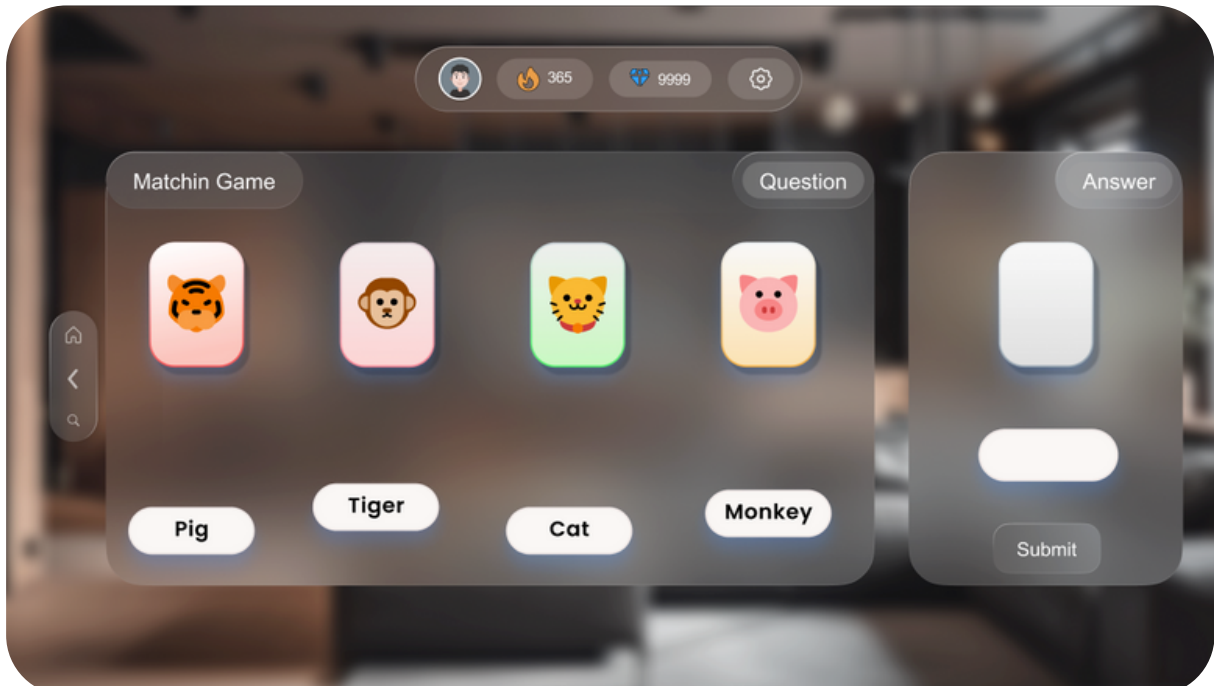
Matchin Game: Game Play

Matchin Game: Game Play

SHOP UI

Shop with Blur Background

Screen 6(Shop): When you click the shop button, you will see a menu bar on the left side with each category where you can reward yourself with accessories of your choice or new haircuts as well as new outfit for your avatar.
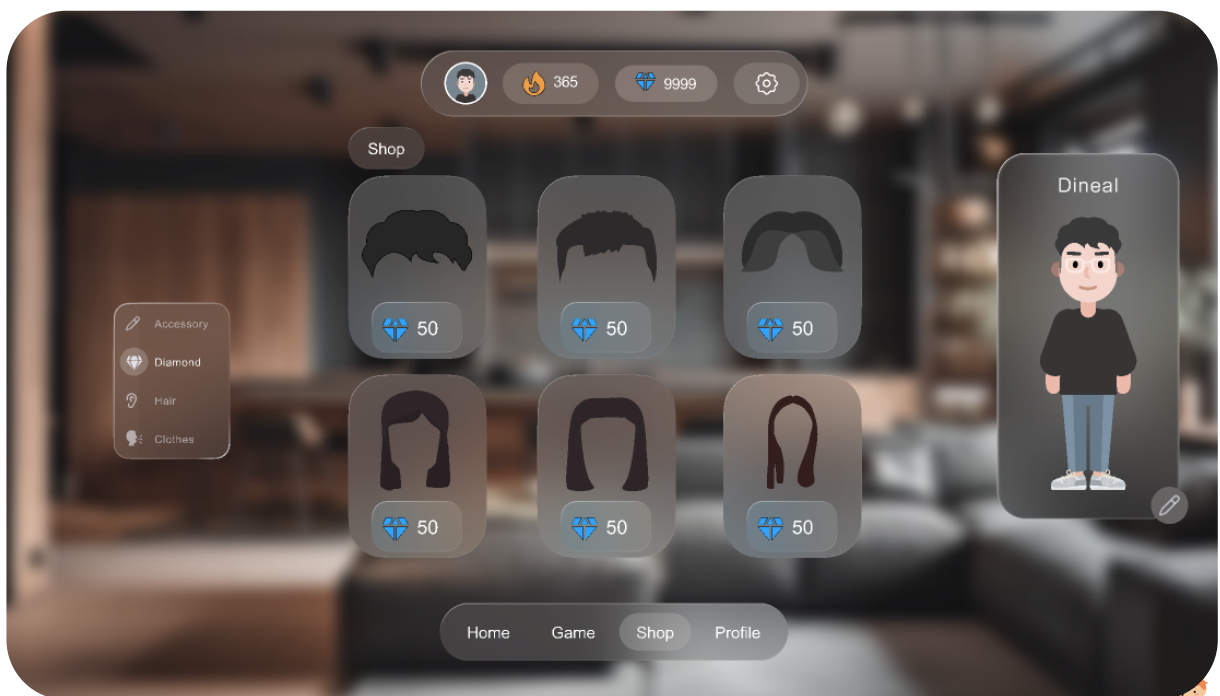
Shop with Transparent Background

Customize Profile
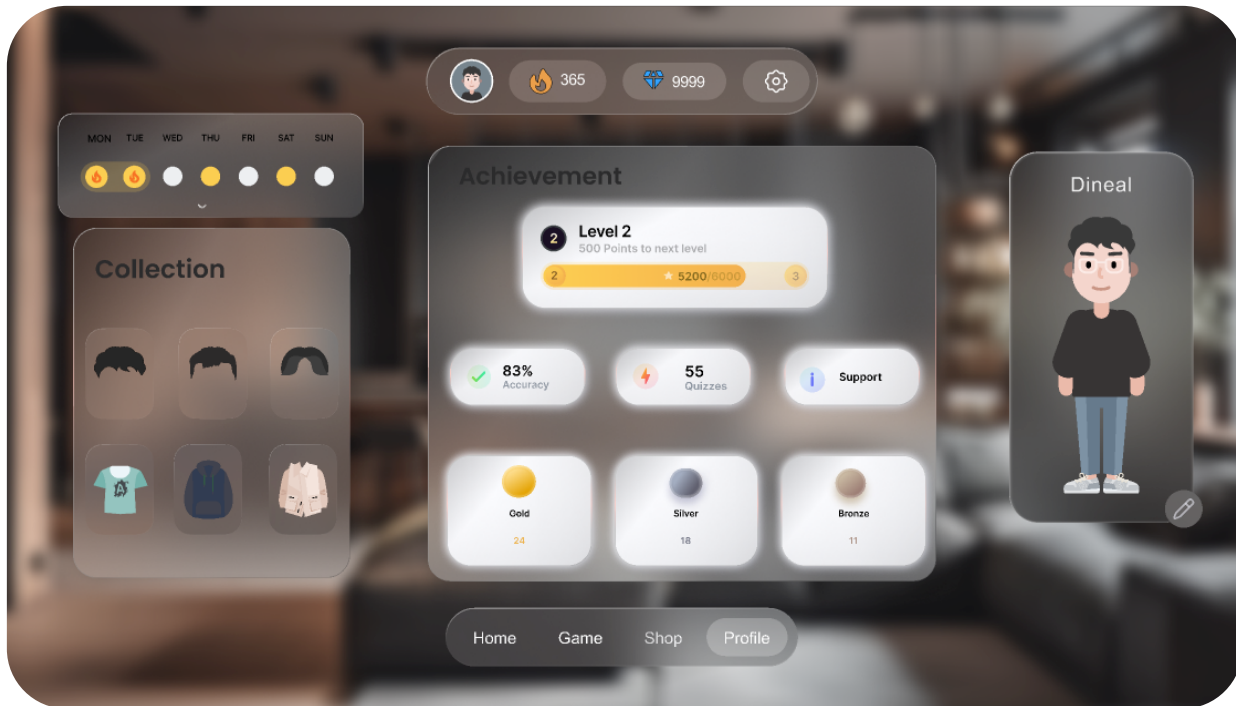
Profile UI and Dashboard

Screen 7: When you are feeling to check how far you have learnt and how your learning journey is going, you can tap Profile icon in which residing are the collection shelf on the left side, your streak tracker above it and your much-needed achievement screen in the middle with your avatar on its right side.

2.6.JUSTIFICATION AND APPROPRIATENESS OF OUR DESIGN

By applying Jacob Nielson and Ben Schneiderman's Eight Golden Rule of Design and going through every step of the guidelines, this section of the report will give a compact view of justification and appropriateness of our Smart Kids user interface design. (Nielsen, 2024)

Visibility of System Status: Smart Kids UI clearly indicates to users what is happening at any given time. For example, it shows the progress bars for lessons or quizzes to indicate completion status as well as keeps track of their weekly as well as annual streaks for learning motivations.

Match between System and Real World: The interface offers language, concepts, and materials that are suitable as well as familiar to the target audience, which in this case would be children with clear, straightforward instructions along with age-appropriate language and visuals.

User Control and Freedom: The Smart Kids provide all the users with a complete and convenient control over their learning experiences with seamless interfaces, clear and concise navigation between lessons, activities, and quizzes, with simple options for returning to previous screens if necessary.

Consistency and Standards: The user interfaces of Smart Kids also follow consistent design patterns throughout every platform available, such as using the same color scheme, layout, and navigation menu across all pages.

Error Prevention: The Smart Kids UI also offers features to prevent errors, including confirmation dialogs before important actions, and clear instructions to guide you through common mistakes.

Recognition Rather Than Recall: The instructions and icons are provided only when they are needed, rather than relying on users to remember previous information. According to Norman and Draper(1986), for novice users, the recognition could reduce a lot of beginner mistakes and errors than recall.

Flexibility and Efficiency of Use: All the interfaces of Smart Kids are designed to cater to both new and experienced users with shortcuts for experienced users to navigate quickly, while still providing guidance for newcomers.

Aesthetic and Minimalist Design: Smart Kids fosters visually appealing and free from clutter interface designs especially for the young age of the audiences with engaging visuals and animations to enhance the study experience.

2.6.1. JUSTIFICATION AND APPROPRIATENESS OF OUR DESIGN (PART II)

By applying Jacob Nielson and Ben Schneiderman's Eight Golden Rule of Design and going through every step of the guidelines, this section of the report will give a compact view of justification and appropriateness of our Smart Kids user interface design. (Nielsen, 2024) Visibility of System Status: Smart Kids UI clearly indicates to users what is happening at any given time. For example, it shows the progress bars for lessons or quizzes to indicate completion status as well as keeps track of their weekly as well as annual streaks for learning motivations. Match between System and Real World: The interface offers language, concepts, and materials that are suitable as well as familiar to the target audience, which in this case would be children with clear, straightforward instructions along with age-appropriate language and visuals. User Control and Freedom: The Smart Kids provide all the users with a complete and convenient control over their learning experiences with seamless interfaces, clear and concise navigation between lessons, activities, and quizzes, with simple options for returning to previous screens if necessary.

2.7 CONCLUSION

The overall design of our Smart Kids centres around our target audiences and designs in alignment with the users' needs by using simple yet consistent, easy yet convenient design choices and patterns with aesthetically pleasing and eye-catching color schemes that will reflect the dedication of our brand which will help to create a sense of trust among users.(Wang and Yang, 2021).

To conclude our report, the overall UI and UX designs of our Smart Kids Online Learning are cautiously calculated and crafted with a sole purpose of offering a convenient, effortless and visually stunning user experience applied to the latest form of technological platforms. Along with the alignments with the heuristic principles and guidelines, those interfaces would bring the application's identity to users' attention and thus create an image of its own in this modern technology landscape.

2.8 REFERENCES

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PROTOTYPE

Discover Our High-Quality Prototype!

https://www.figma.com/file/CKtRffMs9YrUP8zKxfY143/AJ-Goke?

type=design&node-id=238%3A6503&mode=design&t=VQVfVE7R3jhlBJ95-1