

ZETTEL

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OVERVIEW

- **App Name:** Zettel
- **App Description:** Zettel is an app that allows students to create their own cards, or per say, reviewers, to help them in their studies. These are fully customizable on the user's end.
- **Track:** Youth Team
- **Category:** Education and Research



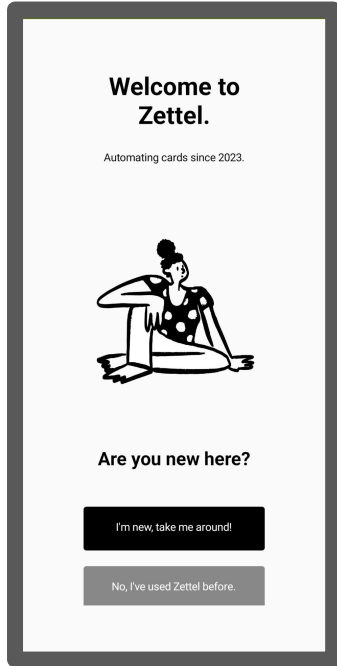
THEME

In 100 words or less, describe the problem that you chose to address, and why you were interested in solving it. Please note that this portion of your submission will be published if you are selected as a finalist or winner.

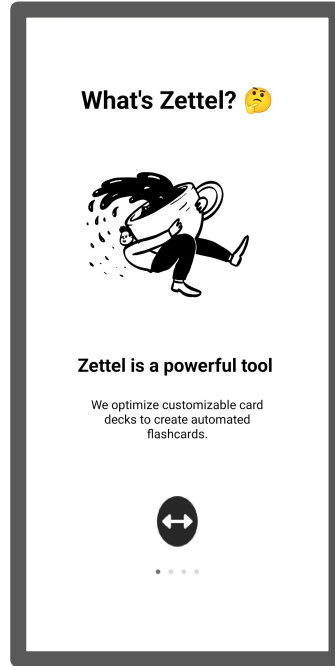
The problem we addressed with Zettel is the challenge faced by students in effective reviewing. We were passionate about solving this issue because we understand the importance of efficient learning for academic success. As students ourselves, we experienced the struggle of managing vast amounts of study material and needed a tool that streamlined the reviewing process. By creating Zettel, we aimed to empower students with a user-friendly flashcard application that enhances their studying experience. Our interest in solving this problem stems from our desire to help fellow students achieve their academic goals and foster a love for learning.



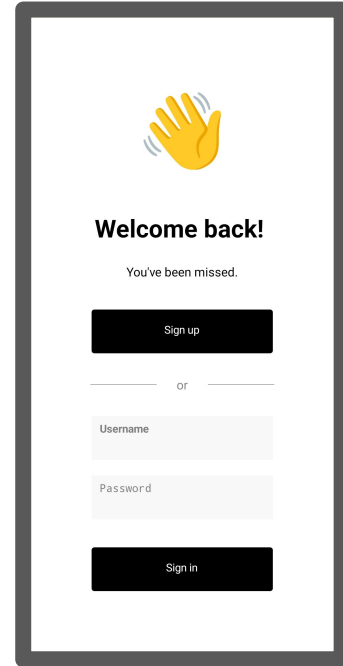
INSTRUCTIONS



Step 1: Pick which option suits you, the user, more.



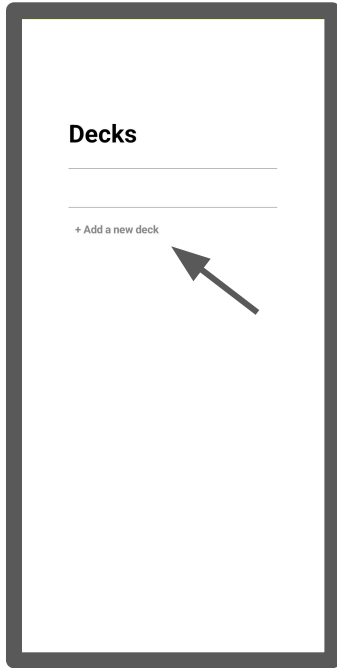
Step 2: If option 1 was chosen, an overview of Zettel will be shown, describing its uses and capabilities. Swipe right to left. Proceed to step 3 if option 2 was chosen.



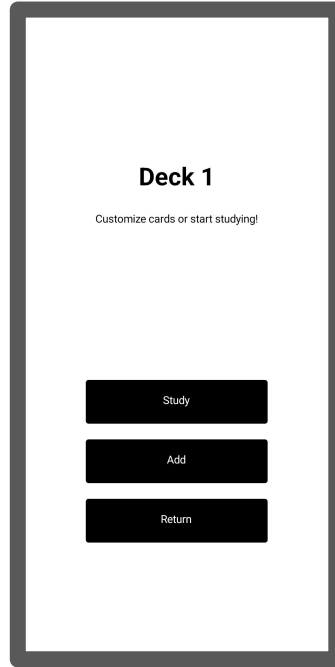
Step 3: Create your account and log-in!



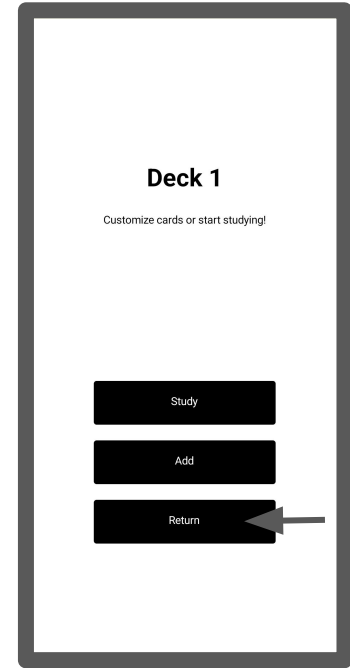
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Step 4: Upon log-in, the decks screen will be displayed. Click the "+Add a new deck" button to create your cards and start studying! You can create up to 3 decks.



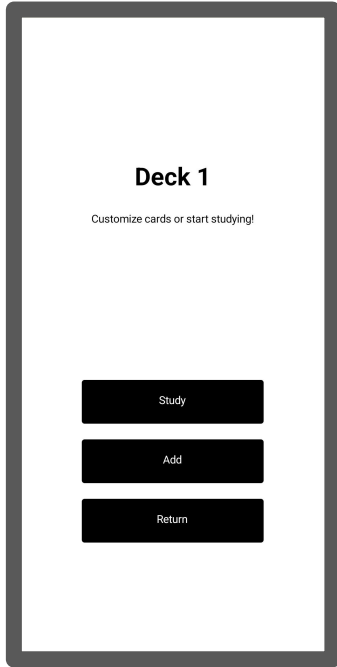
Step 5: Once a deck is created, you may click the created deck and will be given 3 options: Study, Add, or Return.



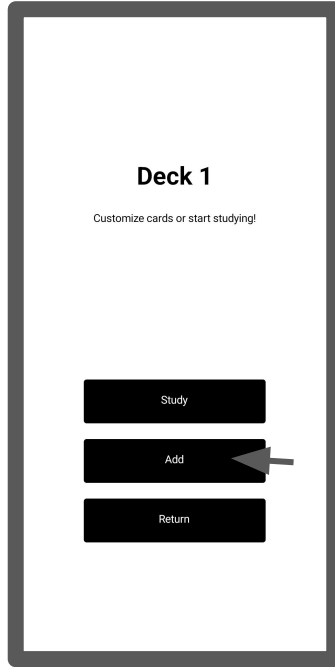
Step 6: If you misclicked the deck, you may return using the "Return" button. Otherwise, proceed with the following steps.



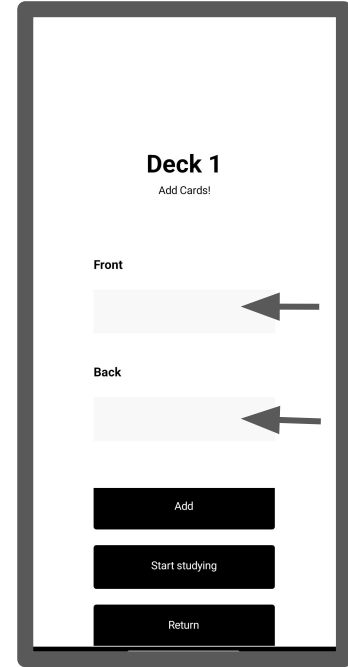
INSTRUCTIONS



Step 7: If you want to study cards added before, you may click the "Study" button. This button will be unavailable if there are no cards available. To fix this, proceed with the following steps.



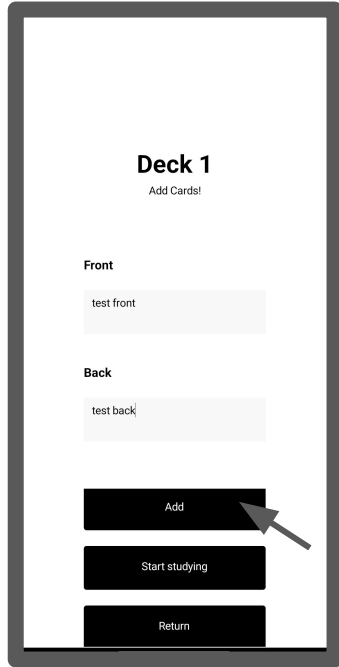
Step 8: To add a new card to your current deck, click the "Add" button which will bring you over to the editing section.



Step 9: There are 2 places of customizable input in the section: Front and Back. The creators recommend that the question be put into the "Front" portion, and the answer on the latter.

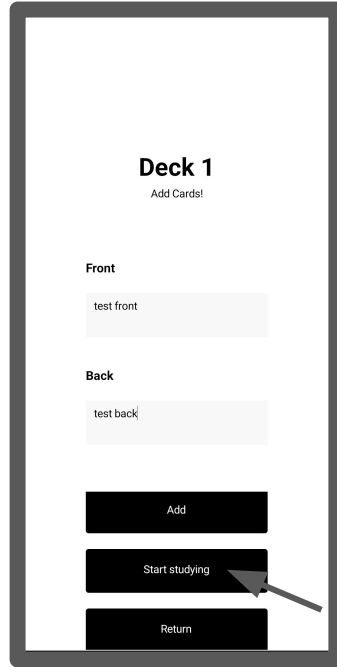


INSTRUCTIONS



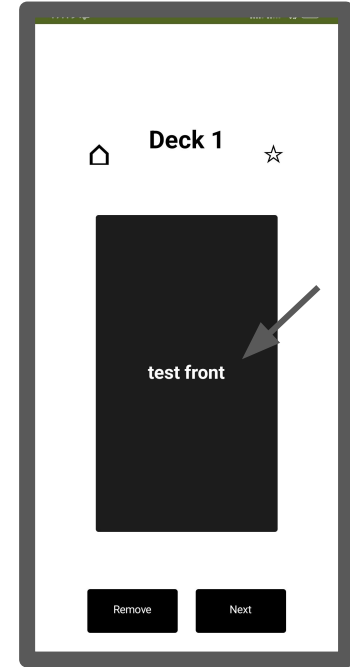
The screenshot shows a mobile application interface for creating a card. At the top, it says "Deck 1" and "Add Cards!". Below this, there are two text input fields: "Front" containing "test front" and "Back" containing "test back". At the bottom, there are three buttons: "Add", "Start studying", and "Return". A grey arrow points to the "Add" button.

Step 10: Upon typing in the "Front" and "Back" textboxes, click the "Add" button to add these inputs into the database, thus creating your card/s.



This screenshot is identical to the previous one, but a grey arrow now points to the "Start studying" button.

Step 11: Upon adding the card/s, the user may click the "Start Study" button to immediately start reviewing, or they may click the "Return" button to go back to the decks display.



The screenshot shows the study interface. At the top, it says "Deck 1" with a home icon on the left and a star icon on the right. In the center, a large black card displays "test front" in white text, with a grey arrow pointing to it from the right. At the bottom, there are two buttons: "Remove" and "Next".

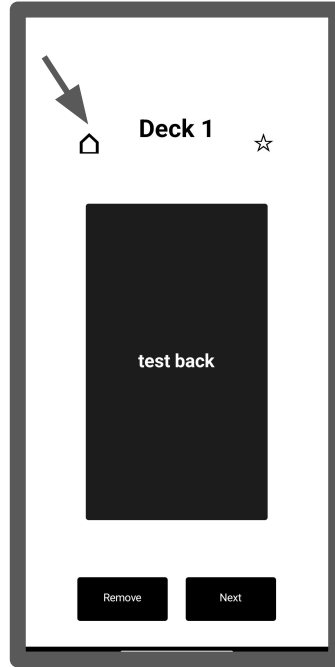
Step 12: Upon starting the study, a card will be displayed at the center of the screen, with only the text inputted from the "Front" visible. Click the card to reveal another line of text, this time from the "Back", thus completing a portion of your review.



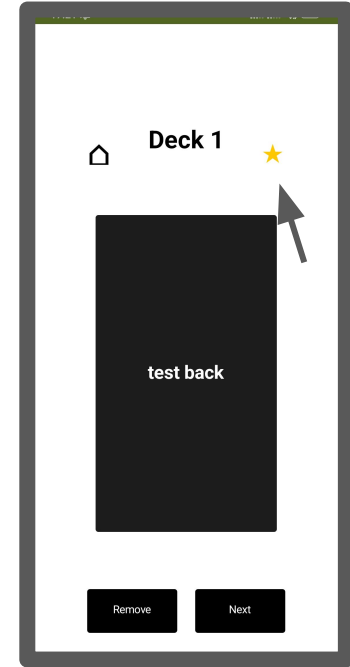
INSTRUCTIONS



Step 13: Users may click the “Remove” button to remove the current card from the deck. They may also click “Next” to proceed with other cards, if available. Otherwise, a prompt will appear indicating that there are no more cards.



Step 14: If you wish to go back to the decks display, click the icon shaped like a house.



Step 15: Users may favorite their decks through clicking the star icon. This reminds the user that the current deck being used is vital.



LIMITATIONS

In 100 words or less, describe the limitations of your app and what people should carefully consider when using it.

While Zettel is a valuable studying tool, it does have some limitations. Firstly, the app's offline functionality depends on the user's device capabilities. Additionally, the maximum of three decks per user may be restrictive for some. People should carefully consider the importance of consistent internet access and the number of decks they require. Moreover, as Zettel relies on self-created flashcards, users need to invest time in crafting quality content. Regular backups of decks are essential to prevent data loss. It's vital for users to evaluate their specific needs and commitment to maximize Zettel's benefits effectively.



ACKNOWLEDGEMENTS

Please list the names of anyone who helped you with developing your app, and describe what type of help they provided.

- **Mr. Mark Renzel Basilio:** Assisted through guiding and motivating the students for their participation in the Appathon, representing their alma mater.
- **Mr. Jodel Ret:** Assisted through teaching and training us about MIT's functions during class sessions.
- **The Coding Bus:** Assisted through their video uploads in YouTube, thus allowing the students to learn more of MIT's functions.

