MIT APP INVENTOR

YOUR APP NAME

Team Member Name 1, Team Member Name 2, Team Member Name 3...etc.

Please upload a high-quality, well-lit headshot against a plain background for each of your team members.

SUMMER APPATHON

OVERVIEW

- App Name: Knowledge Kings
- App Description: An unparalleled app with user-friendliness, providing unique benefits that set it apart from other apps.
- Track: Youth Individual
- Category: Education

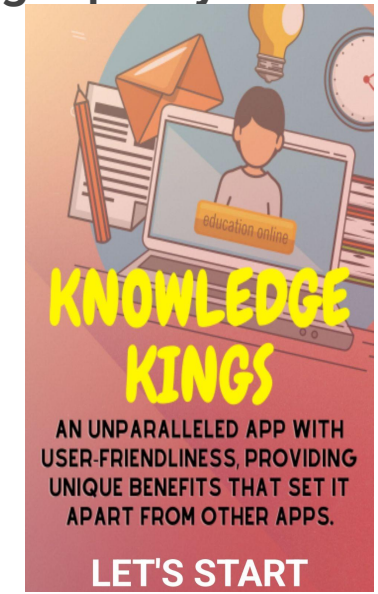
THEME

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.

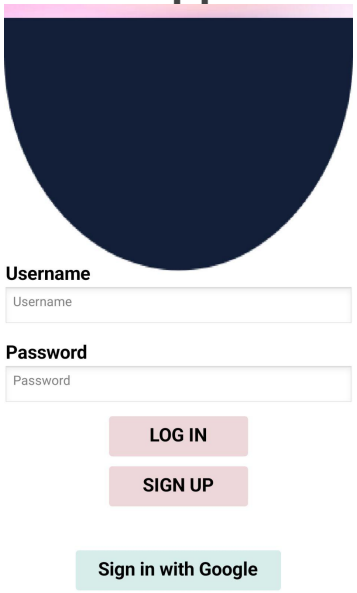
My Knowledge Kings education app can address innumerable difficulties encountered by an education system:-
1) Access to Education: Access to quality education is limited in many parts of the world. My education app can bridge this gap by providing online education resources.
2) Special Needs: My app can accommodate students with hearing or learning disabilities by offering adaptive technologies.
3) Cost-Effectiveness: My app education is more affordable and available to a broader population.
4) Supplementing Classroom Teaching: Students can fortify their understanding through engaging exercises.
5)Personalized Learning: My app helps students comprehend concepts at their pace and style
6) Parental Involvement: My Education app can bridge the gap between parents and their children's education.
7) Global Learning Exchange: My app can facilitate cross-cultural education.

INSTRUCTIONS

Please provide step-by-step instructions for using your app, along with high-quality screenshots of the app. Feel free to add as many slides as needed.



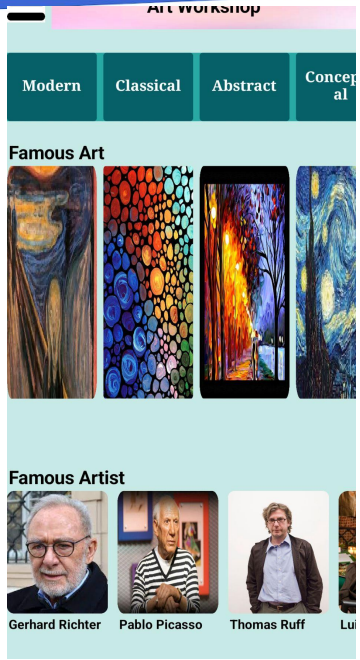
Step 1: **Welcome Screen**



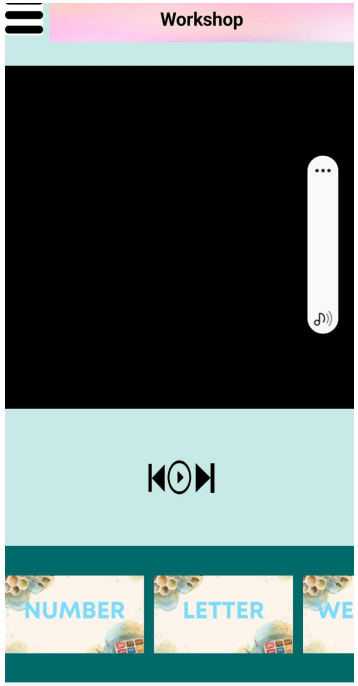
Step 2: **Login or Sign up Screen**

Step 3: **Home Screen**

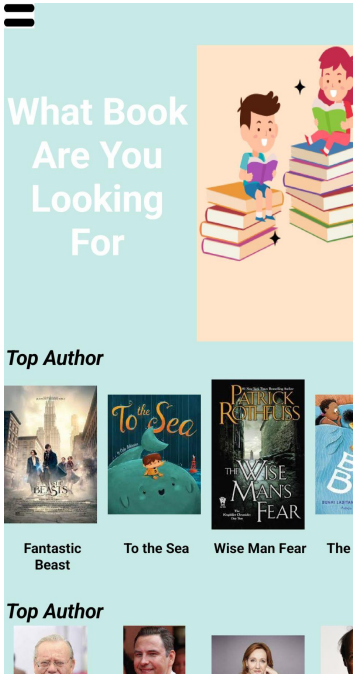
INSTRUCTIONS



Step 4: **Art Workshop**

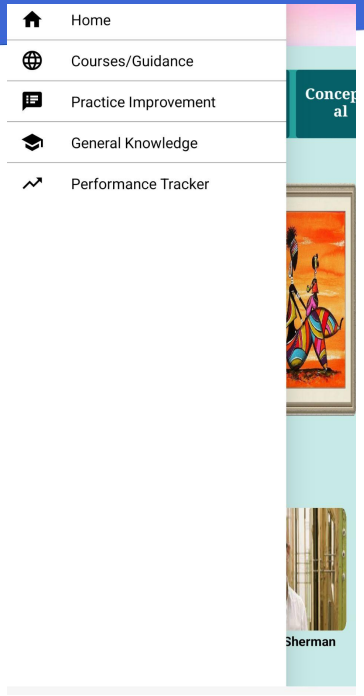


Step 5: **Writing Workshop**

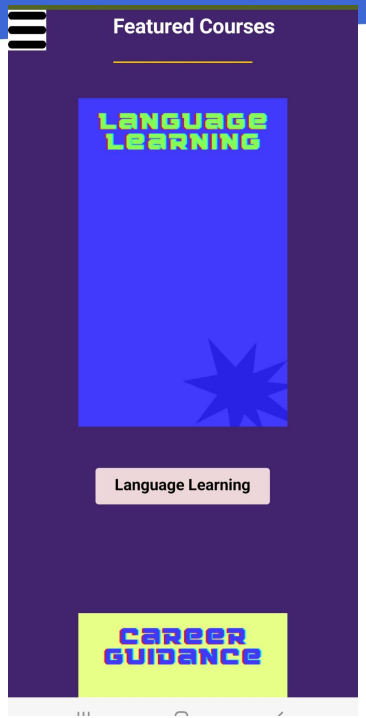


Step 6: **Reading Workshop**

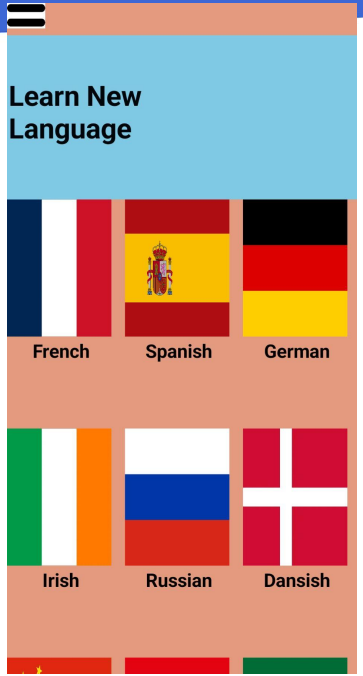
INSTRUCTIONS



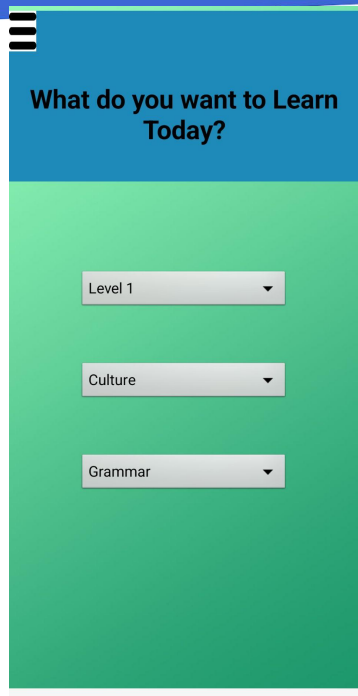
Step 7: **SideBar Menu**



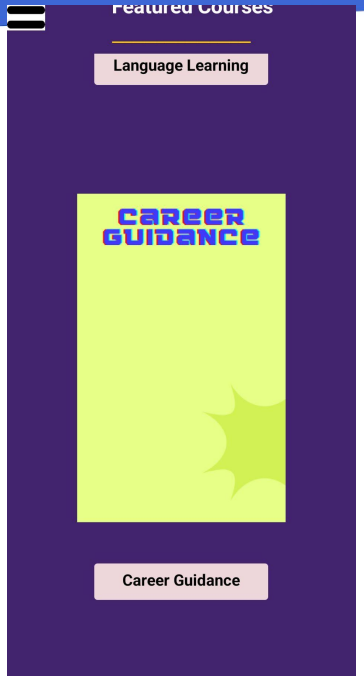
Step 8: **Language Learning**



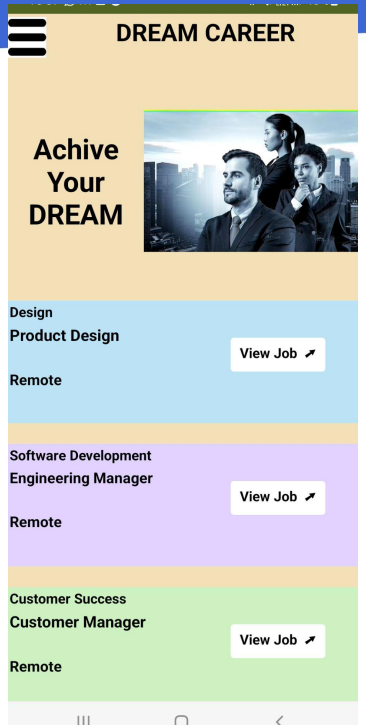
Step 9: **French Language**



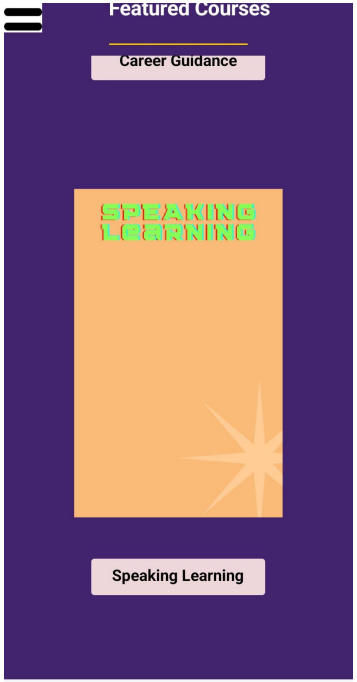
INSTRUCTIONS



Step 10: **Career Guidance**

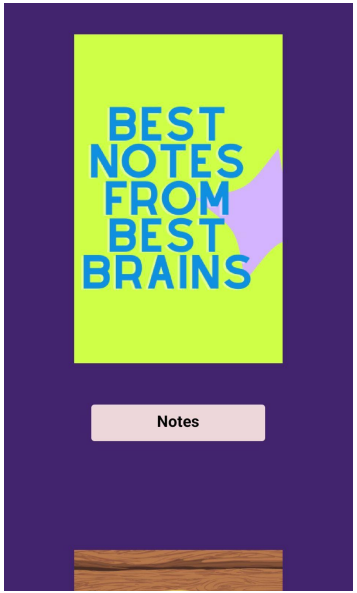


Step 11: **Career**

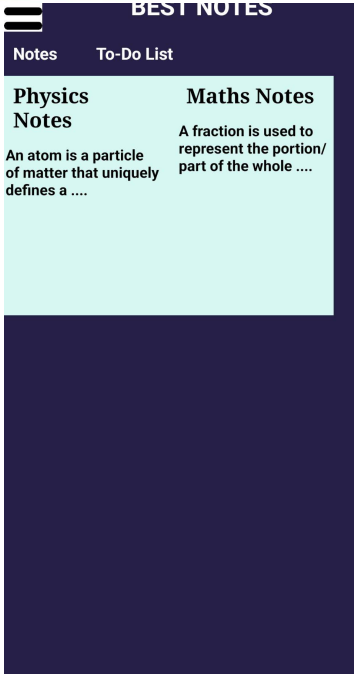


Step 12: **Speaking**

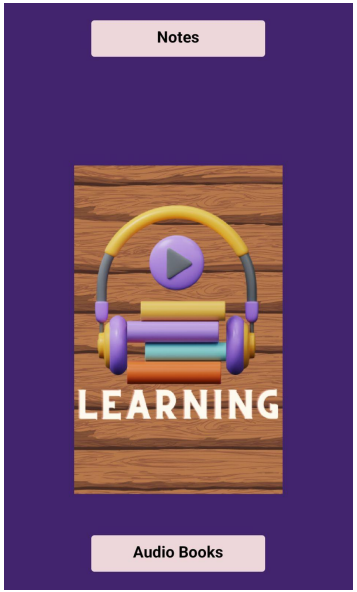
INSTRUCTIONS



Step 13: **Personal Knowledge**

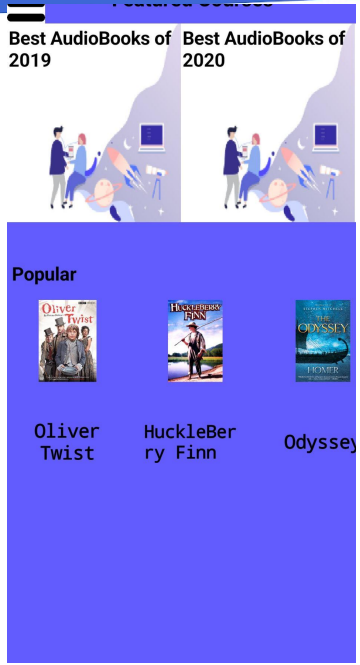


Step 14: **notes**

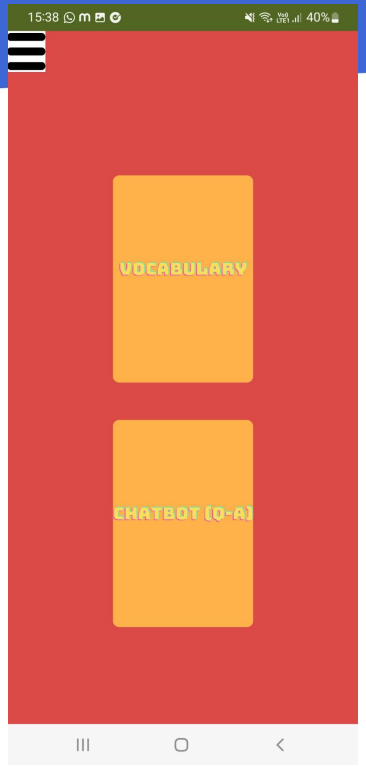


Step 15: **audio book**

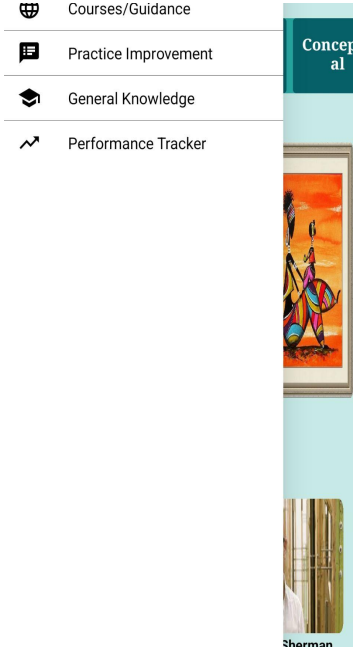
INSTRUCTIONS



Step 16: **audio books page**



Step 6: **general knowledge**



Step 18: **Performance Tracker**

LIMITATIONS

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

Education apps have the potential to enhance learning experiences, but it comes with certain limitations.

1) Limited Interaction: My education app can facilitate self-paced learning, but lack the level of human interaction that classrooms offer.

2) Subject Complexity: Some subjects involve practical learning and may not be effectively taught through my app alone.

ACKNOWLEDGEMENTS

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

- Person #1: James Sir and Payal Ma’am, They helped in reviewing and giving feedback for the UI and logic in app
- Person #2: My parents, they helped me not get distracted

THANK YOU