

Building a smart flashcard application to support teaching for preschool children on mobile platforms.

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Abstract: In the context of early childhood education increasingly focusing on the use of technology to enhance teaching quality, this topic concentrates on building a Smart Card application to support children's learning. The main objective is to design and implement a mobile-based system to improve educational effectiveness for preschool children through practical learning activities. The research method combines information technology theory and experimentation to develop an application suitable for this specific learning audience. The expected results will bring important contributions to optimizing the teaching process, thereby enhancing educational capacity for preschool children.

Keywords: Mobile application, Smart flashcards, Preschool education, Education support technology