

Research on Unity 3D Cross-Platform Technology and Development of the "Em tự học ghép vần" Support Application

Hoang Quoc Bao

Abstract: This topic focuses on researching and developing a mobile application system based on Unity 3D cross-platform technology to support vocabulary learning and rhyming skills for children. The main objective of the topic is to build an effective, easy-to-use educational solution that can be widely deployed on various mobile devices. The research methodology includes assessing market needs, analyzing modern Unity 3D technology, designing a child-friendly user interface, and developing learning content suitable for the target age group. The expected outcome of the topic is to provide an innovative and flexible educational solution for parents and teachers, while contributing to promoting the development of children's language skills through technology.

Keywords: Unity 3D, Cross-platform technology, Mobile application development, Education, Vocabulary learning support