

Building an English learning software for children on Android

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Abstract: This topic addresses the necessity of developing mobile technology-based learning applications to serve modern educational needs. The objective is to build an English learning software system for children, aiming to provide an interactive and entertaining learning environment on the Android platform. The research methodology includes synthesizing theories on education and mobile application development, along with the process of design and practical implementation. The expected result is a product with positive features in supporting children's English learning process, while contributing to the field of digital education.

Keywords: Learning software, Android, Digital education, Children, English