

Building an English learning software for high school students on the Android operating system.

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Abstract: In the context of modern education, accessing digital tools has become an inevitable trend. This topic focuses on building a mobile application to support English learning for high school students on the Android operating system. The project aims to create a multimedia learning system that integrates functions such as vocabulary practice, grammar, and communication skills via the network. The research method is based on a combination of educational theory and software development experimentation. The significance of the topic lies in providing an effective learning solution for young people, while also contributing to the field of digital education science.

Keywords: Android application, Digital education, English learning software