

Building the application "Kids Learn About the World Around Them" on the Android operating system

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Abstract: In the current context, smart education and the development of self-learning skills for children are receiving significant attention. This topic focuses on building the application 'Kids Happy Learning About the World Around Us' on the Android platform, with the goal of providing an intuitive, interactive, and lively educational environment to support children's learning process. The research methodology includes both soft design (UX/UI) and mobile software application deployment. The project is expected to bring great value to the community by creating a useful educational tool, contributing to sustainable development in the field of digital education.

Keywords: Android application, visual education, self-study skills