

Design of an English vocabulary learning game on the Android operating system

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Abstract: In the context of an increasing number of people interested in learning foreign languages through mobile applications, this topic focuses on designing an educational game to support English vocabulary learning on the Android operating system. The goal is to create an engaging interactive system that enhances learning effectiveness while meeting the needs of modern users. The research methodology includes analyzing existing educational applications, designing the user interface (UI), and deploying the application on Android. The expected result is a useful solution that makes the process of learning English vocabulary more enjoyable and effective.

Keywords: Vocabulary learning game, Android operating system, educational application