

Building the "Good Memory" game application on mobile devices using the Android operating system.

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Abstract: In the context of the strong development of information technology, the demand for entertainment and memory skill training through mobile applications is increasing. This topic focuses on building a 'Good Memory' game application on the Android operating system to provide an engaging gaming experience while enhancing users' memory abilities. Through theoretical and experimental research, the project will develop and test the main features of the application. The expected result is an effective application product that provides entertainment while supporting the learning process and improving memory skills.

Keywords: Mobile application, Good Memory, Android, Memory training skills