

Building a fast math learning application for elementary school students on the Windows Phone operating system.

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Abstract: In the current era of rapidly developing information technology, integrating educational applications into the learning process of elementary school students has become extremely necessary. This project aims to develop a fast math learning application on the Windows Phone operating system with support from various teaching methods. Through the research and development process, we combine educational theory with experimentation to build a system suitable for the needs of students and teachers. The expected results will contribute to improving the mathematics learning performance of elementary school children, while providing them with a modern and engaging learning environment.

Keywords: Educational application, Windows Phone, Quick math learning, Primary school, Educational technology