

Building software to help children learn letters on the Android operating system

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Abstract: In practice, teaching children the alphabet often faces many difficulties and lacks effective methods. This topic focuses on developing a mobile application based on the Android platform to support children's alphabet learning through integrated play-and-learn activities. The objective of the topic is to design, implement, and test an interactive educational system, aiming to provide children with more enjoyable and effective learning experiences. The research method combines educational theory with experimental mobile application development. The expected outcome of this topic is not only a useful technical solution but also a contribution to improving the quality of education and teaching methods for children.

Keywords: learning software, Android, visual education, mobile application development, children's education