

Build a flip card game

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Abstract: Flip card games are a fun and highly educational genre of games. This topic aims to research and develop a flip card game system with the goal of enhancing logical thinking and problem-solving skills for learners from elementary to secondary school. Through the process of designing and implementing the application, we apply a theoretical approach combined with experimentation to ensure high interactivity and suitability for user needs. The project results not only provide a creative entertainment solution but also contribute to the field of education by integrating academic elements into the game content.

Keywords: Flip card game, thinking skills, educational application