

Building a matching game on the Android operating system.

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Abstract: In the context of the growing trend of education through technology, this topic focuses on developing a mobile application that allows users to interact with similar images. The goal is to create an engaging and effective learning experience on the Android platform to enhance shape recognition skills. The research methodology includes both theoretical design and practical application implementation to ensure the product's practicality. Through this topic, it is hoped to provide a useful learning tool while also contributing to the development of multimedia educational content.

Keywords: Android game, shape recognition, mobile application