

Building a memory game on Windows 8 Store Apps

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Abstract: In the context where commemoration and information storage are becoming increasingly important in the digital environment, this topic focuses on developing a memory game application based on the Windows 8 Store Apps platform. The objective of the research is to design and implement a system that helps users enhance their memory skills through entertaining activities. The method combines educational game theory and source code experimentation to build this application. The expected outcome of the topic is to provide a useful tool, aligned with modern trends in learning through gaming, while contributing to the field of research on game applications for educational purposes.

Keywords: Memory game, Windows 8 Store Apps, educational game, memory skills, application development