

03 E-LEARNING APP

The Earth and the Solar System

Project Overview

The Interactive Solar System E-Learning App is an educational platform designed for 5th-grade students to engage users in a comprehensive and interactive learning experience about the solar system.

This app offers a combination of interactive storytelling, quizzes, and games to make learning about the solar system fun and informative for young learners.

Project Duration

July 2023- October 2023

Target Audience



Students (10-12 years)



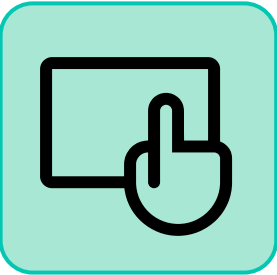


Problem Statement

The existing educational resources for teaching students lack the engaging and interactive elements necessary to foster a deep understanding and sustained interest in the subject. Conventional teaching methods often fail to capture the attention of learners, particularly in the context of young students.

Consequently, there is a pressing need for an innovative solution that combines interactive story telling, quizzes, and games to make learning more captivating and effective for school students.

Solution



Interactive Elements



Storyline Illustration



Game Design



Quizzes



Simulations

Design Process



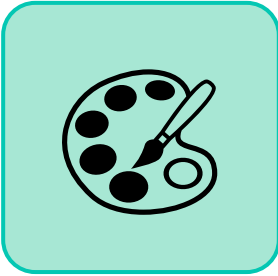
Empathize



Define



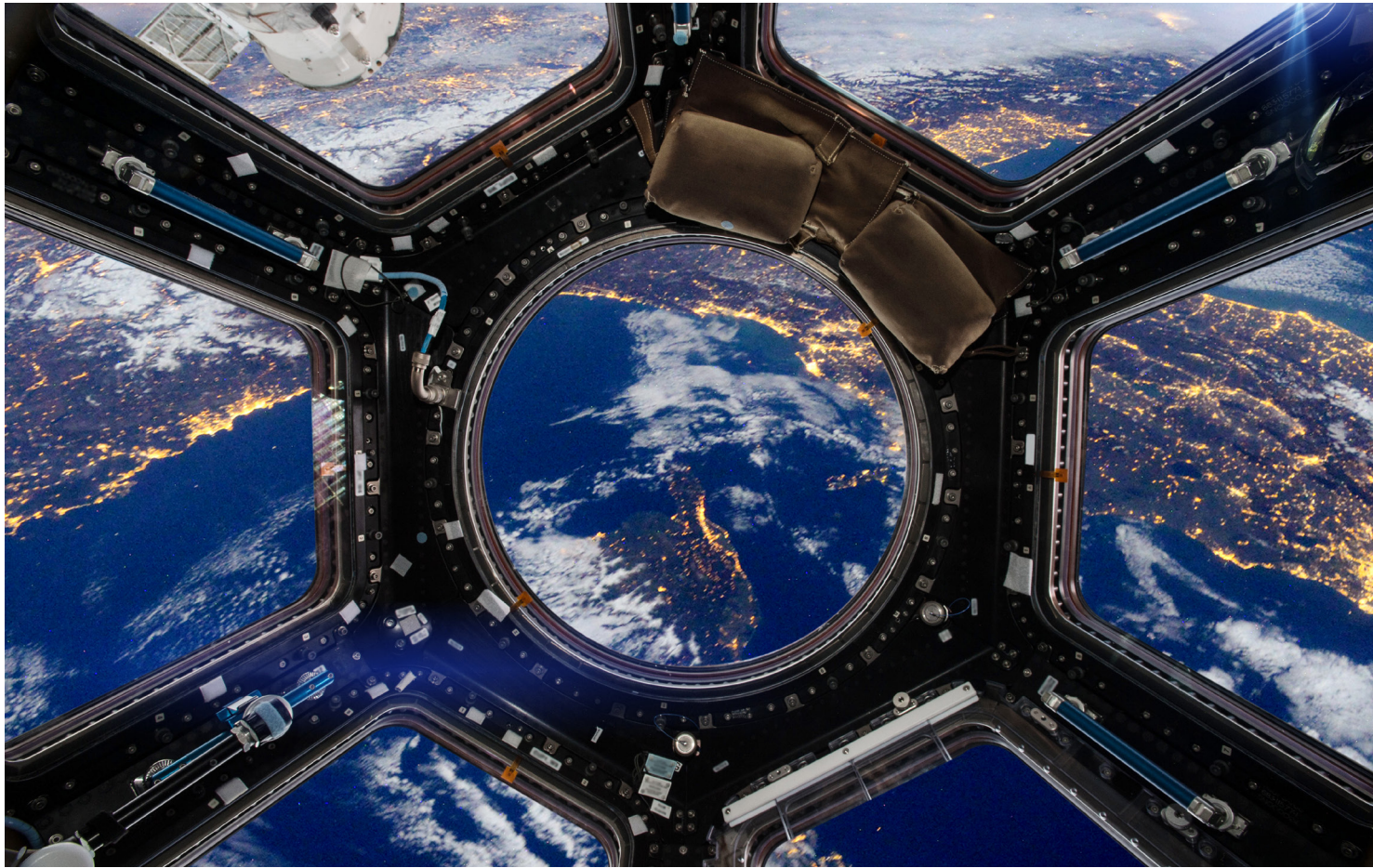
Ideate



Design



Test



User Persona

Key Features



Neeraj Naik
Persona- Student

About

Neeraj is a curious and energetic 11-year-old student who loves exploring new things and has a keen interest in various subjects. He is at an age where the conventional teaching methods often seem dull and uninteresting. He enjoys technology and spends a considerable amount of time on a tablet and computer for both entertainment and learning.

However, the existing educational resources feel monotonous and fail to keep Neeraj engaged for long periods.

Age 11
Gender Male
Occupation Student
Location Bangalore

Frustrations

- Lack of Engagement
- Limited Interactivity
- Uninspiring Content

Goals

- Engaging Learning Experience
- Interactive Storytelling
- Independence in Learning
- Fun Learning Through Games

1.

Interactive Storytelling

2.

Space Center Exploration

3.

Educational Content

4.

Interactive Challenges

5.

Virtual Space Voayge



The “Antariksh” logo is a visual testament to the vast wonders of the cosmos, encapsulating the spirit of exploration and knowledge. The word

“Antariksh” is boldly and artistically presented in the modern and sleek Audiowide font, representing the intersection of technology and education.

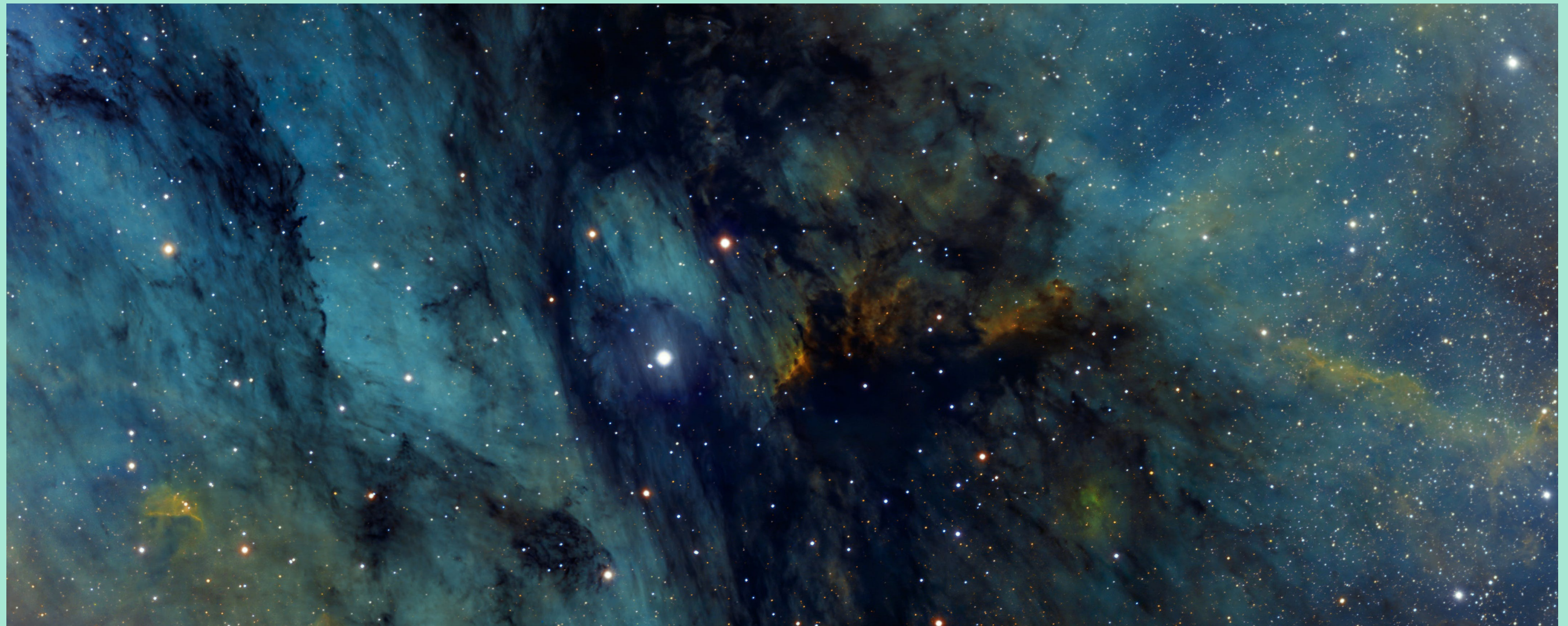
A Voyage Through the Cosmos

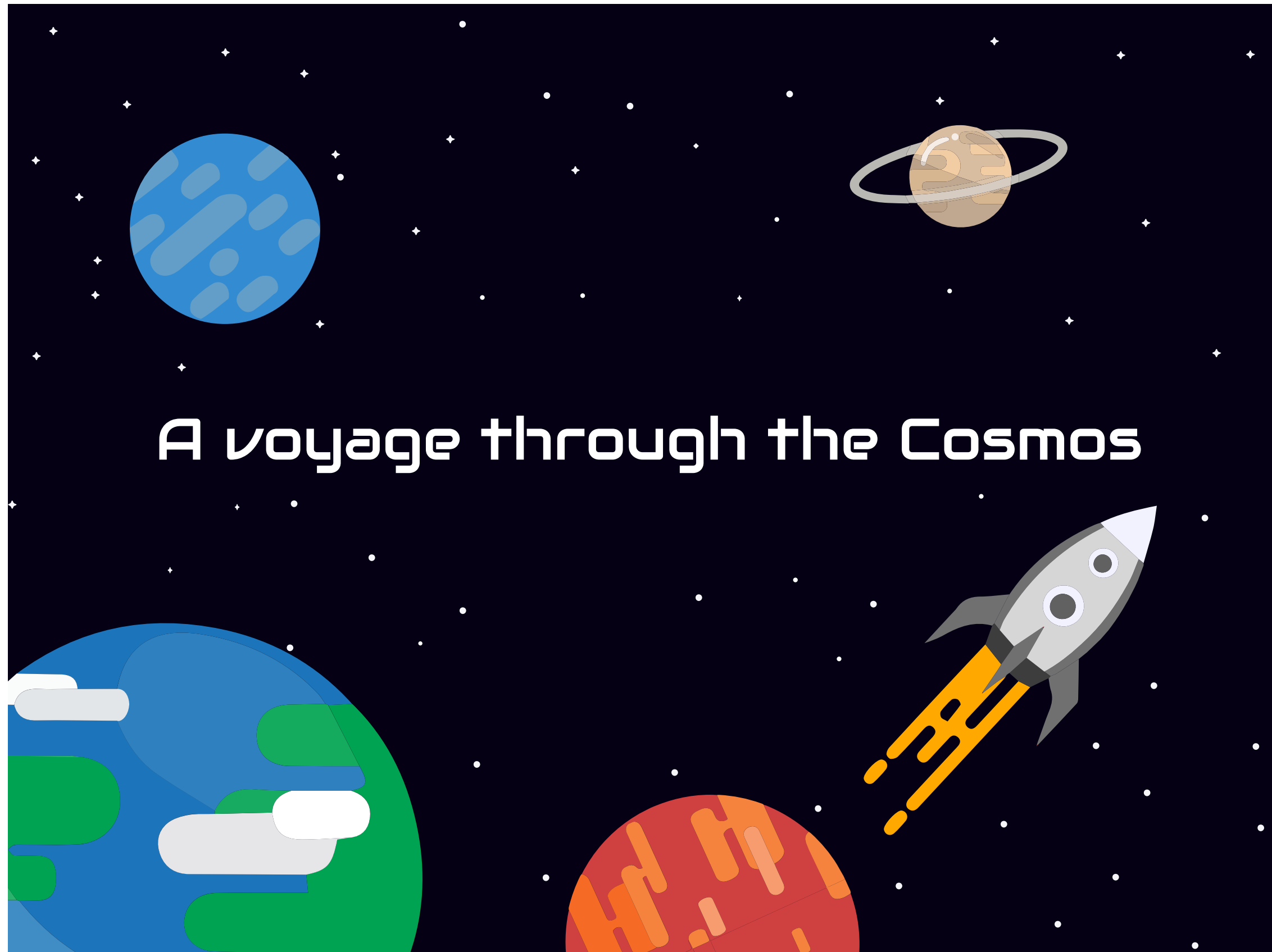
Embark on an educational odyssey with “A Voyage Through the Cosmos,” an interactive e-learning app that catapults students into the heart of space exploration. Beginning at a space center, learners are given exclusive access to behind-the-scenes wonders, from towering rockets

to command centers buzzing with technology. The adventure unfolds as students transition from observers to active participants, undergoing astronaut training before boarding a sleek rocket for a captivating journey through the cosmos.

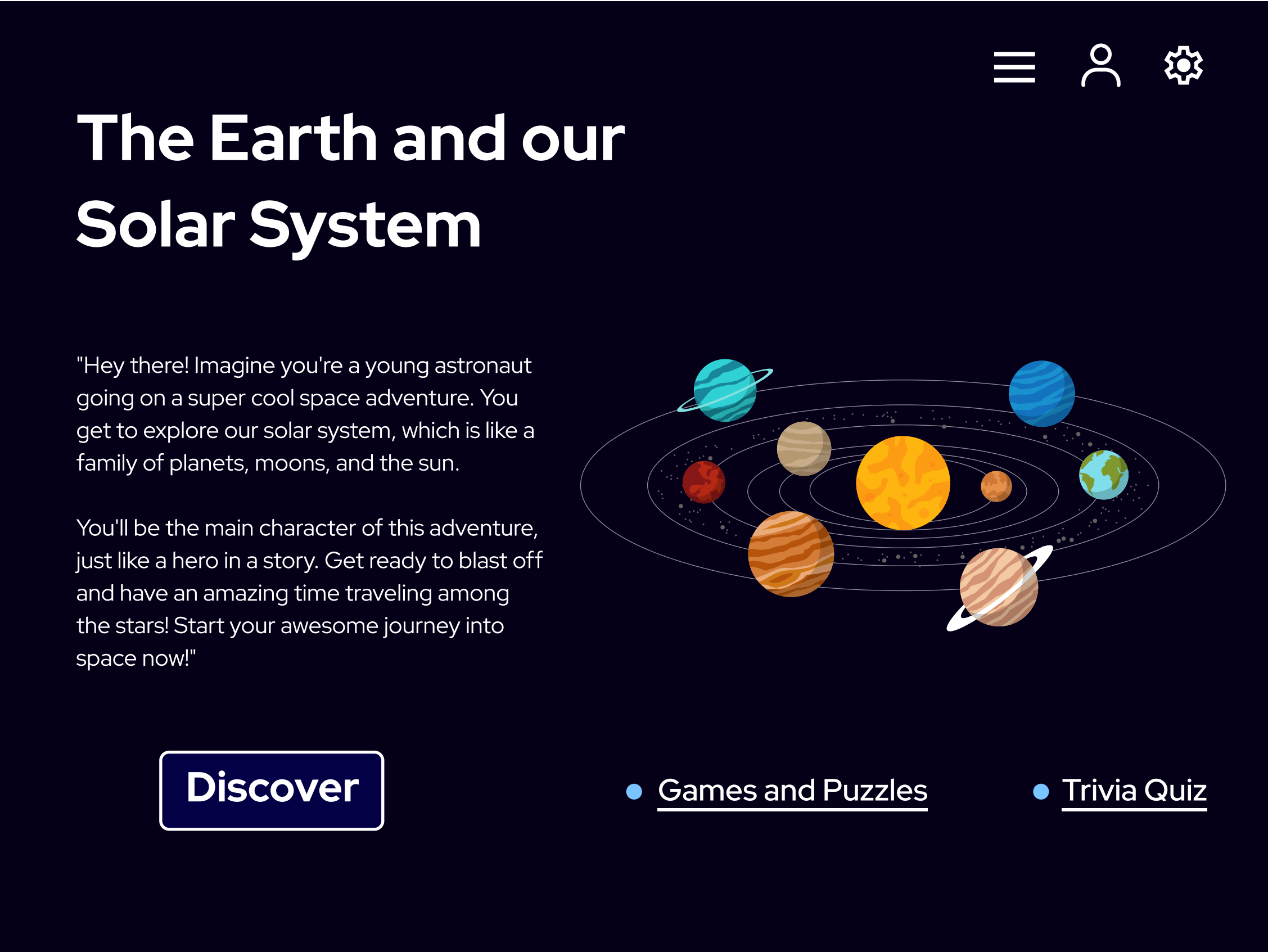
Each planetary stop becomes a classroom, offering an immersive learning experience that transforms education into a thrilling interstellar expedition, leaving students starry-eyed and

inspired to explore the universe. Get ready to launch into a cosmos of knowledge!

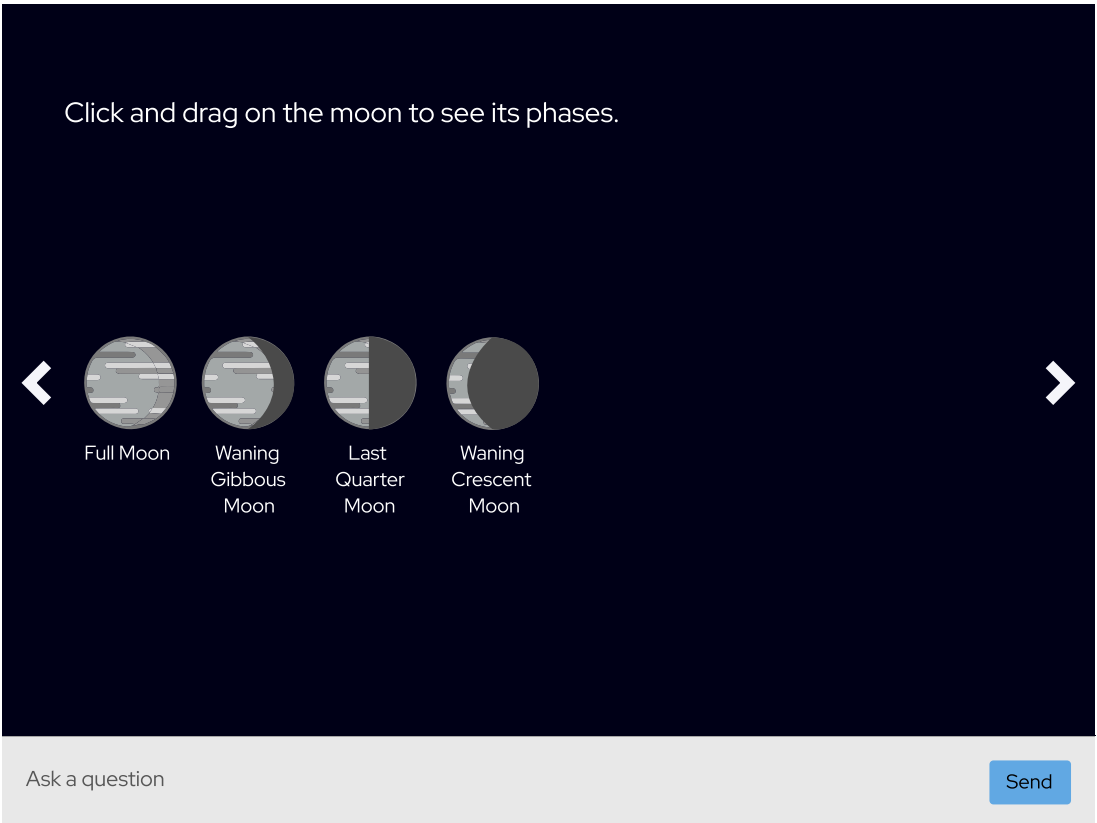
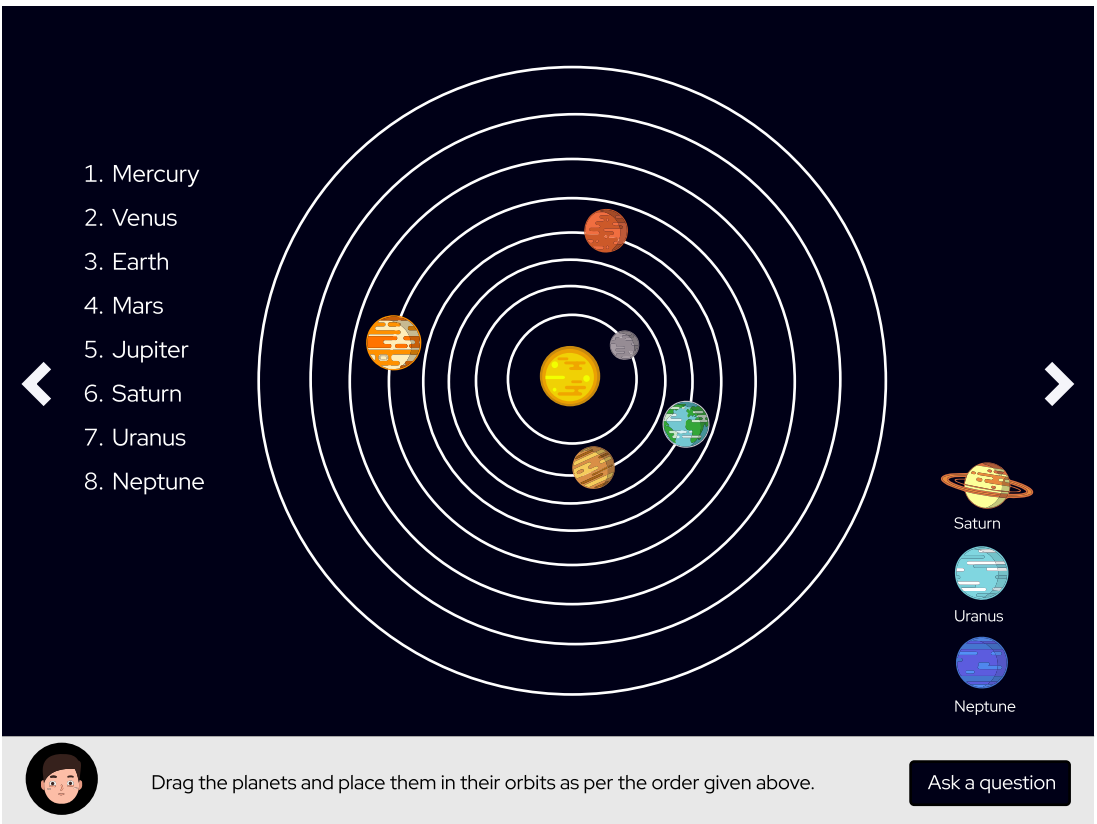
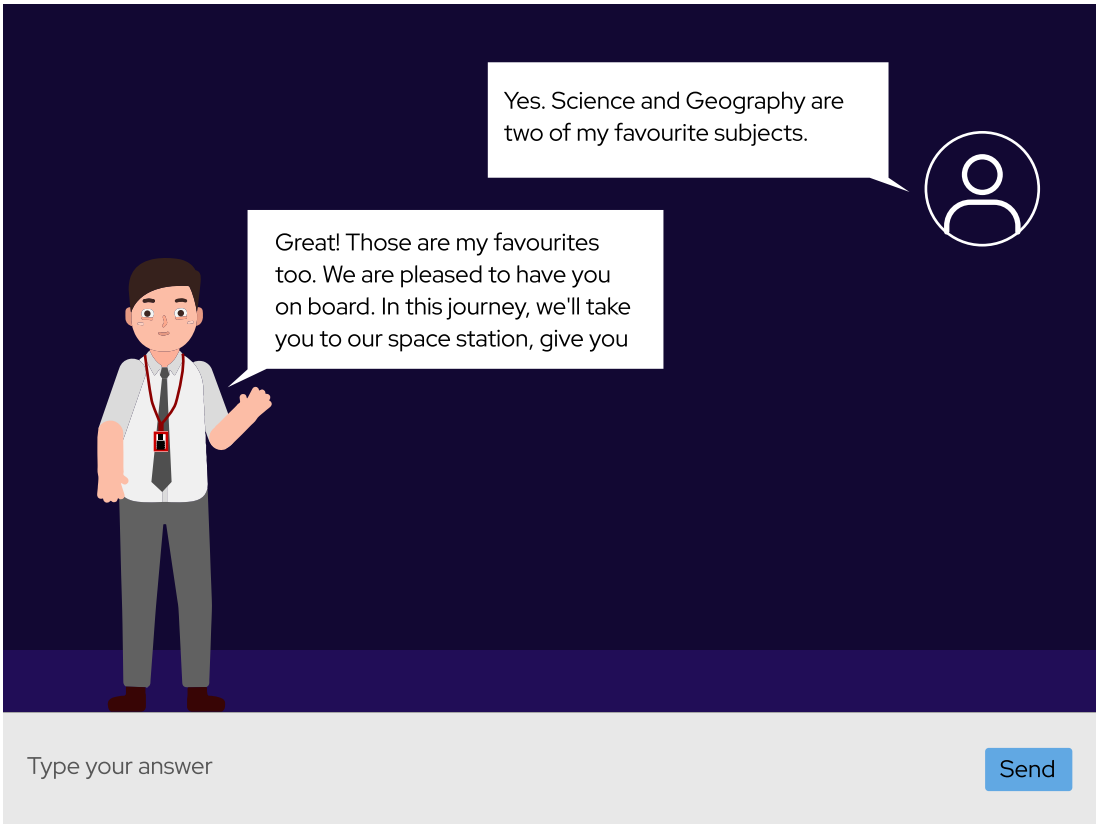




Title Page



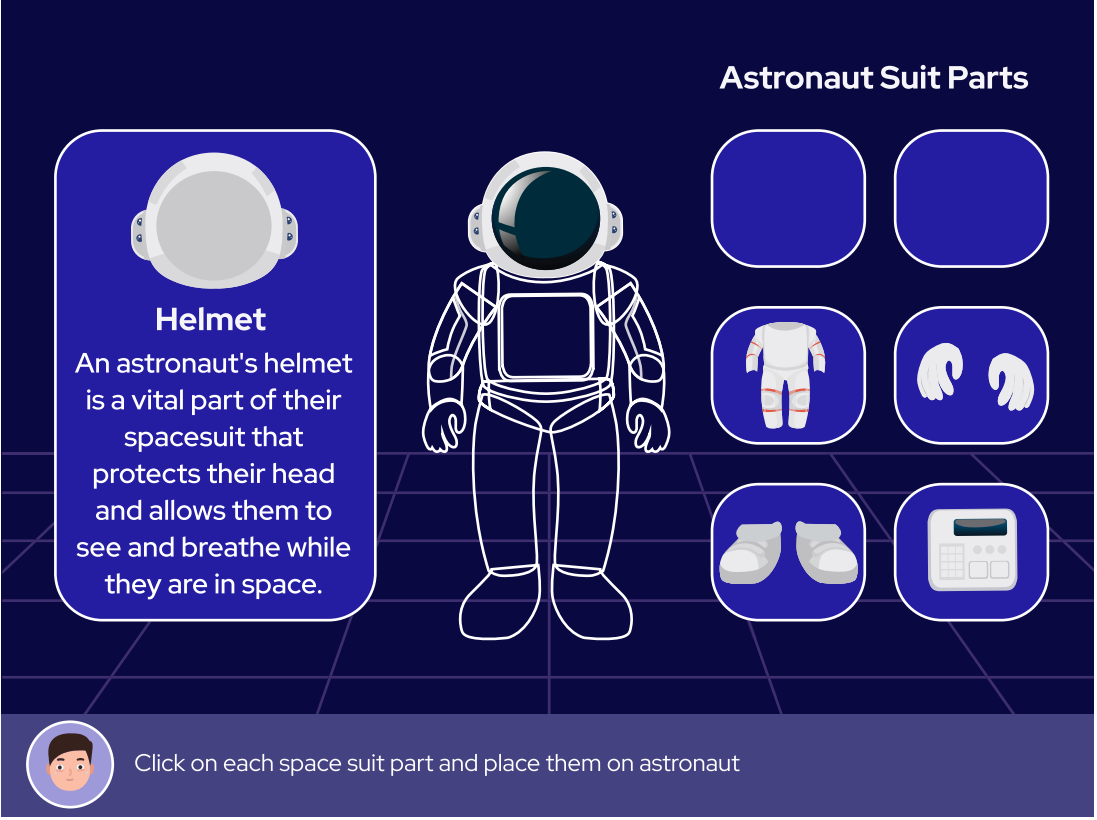
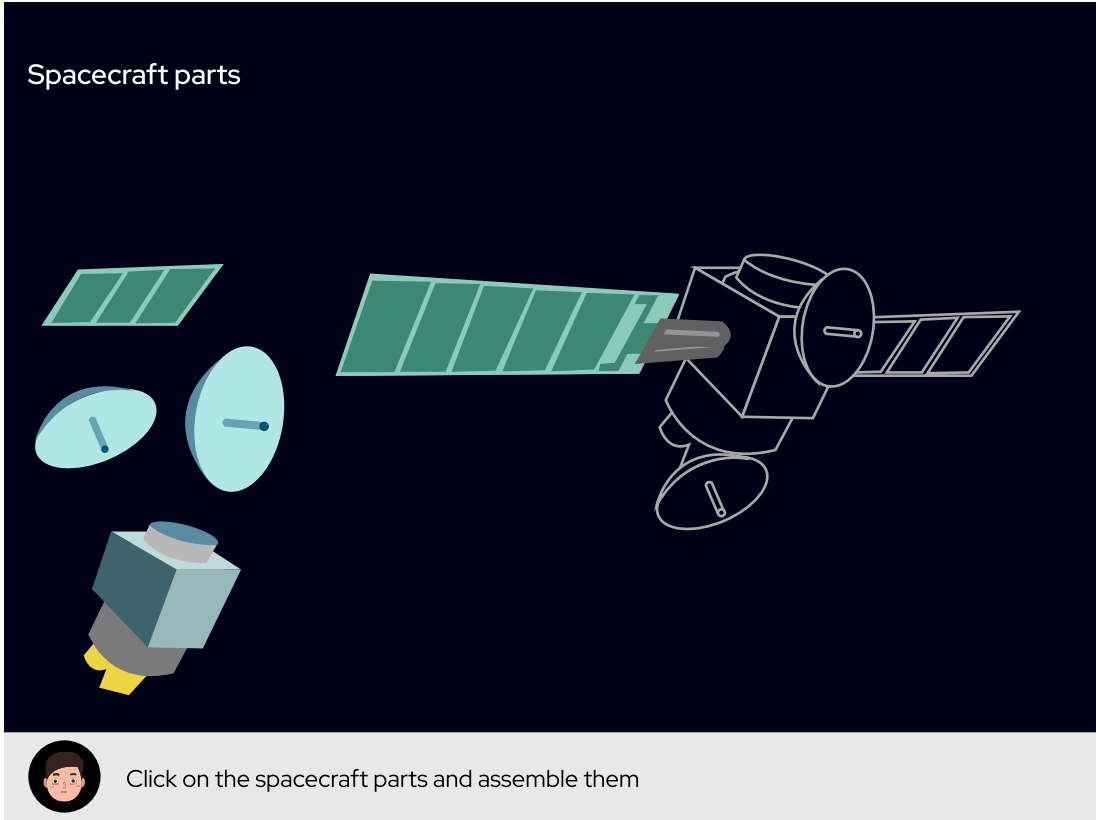
User Interaction Screens



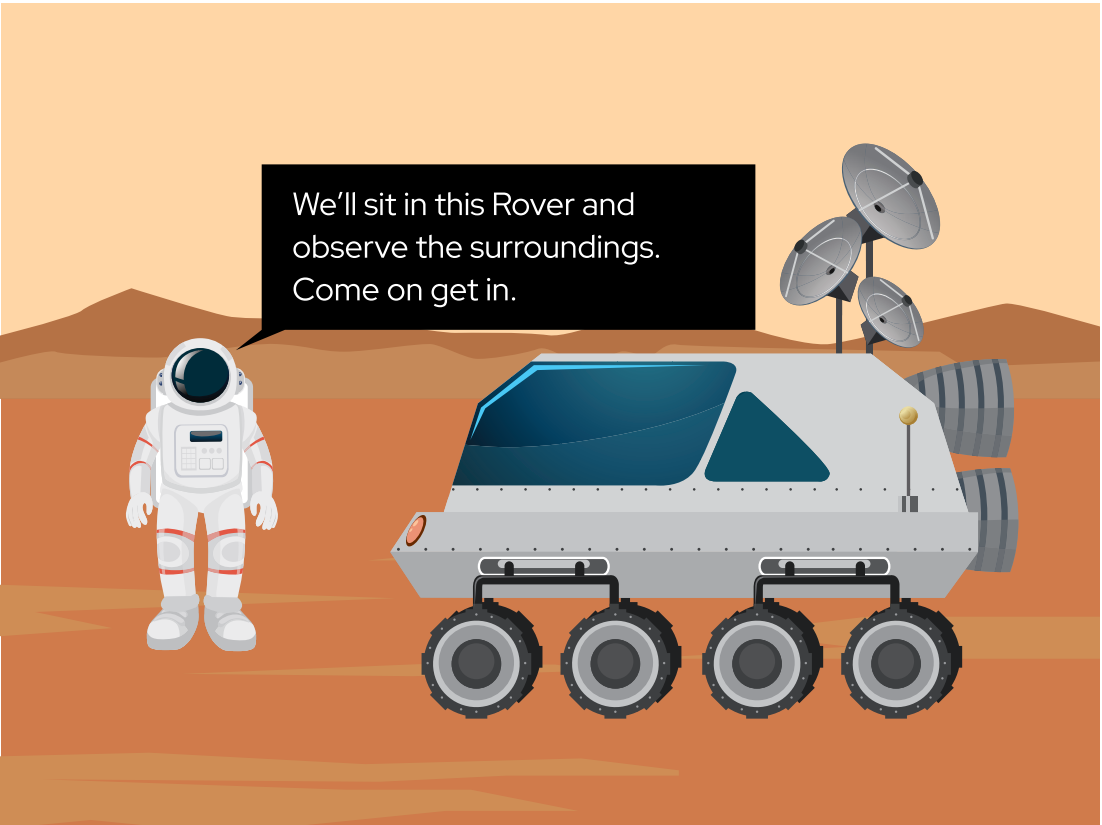
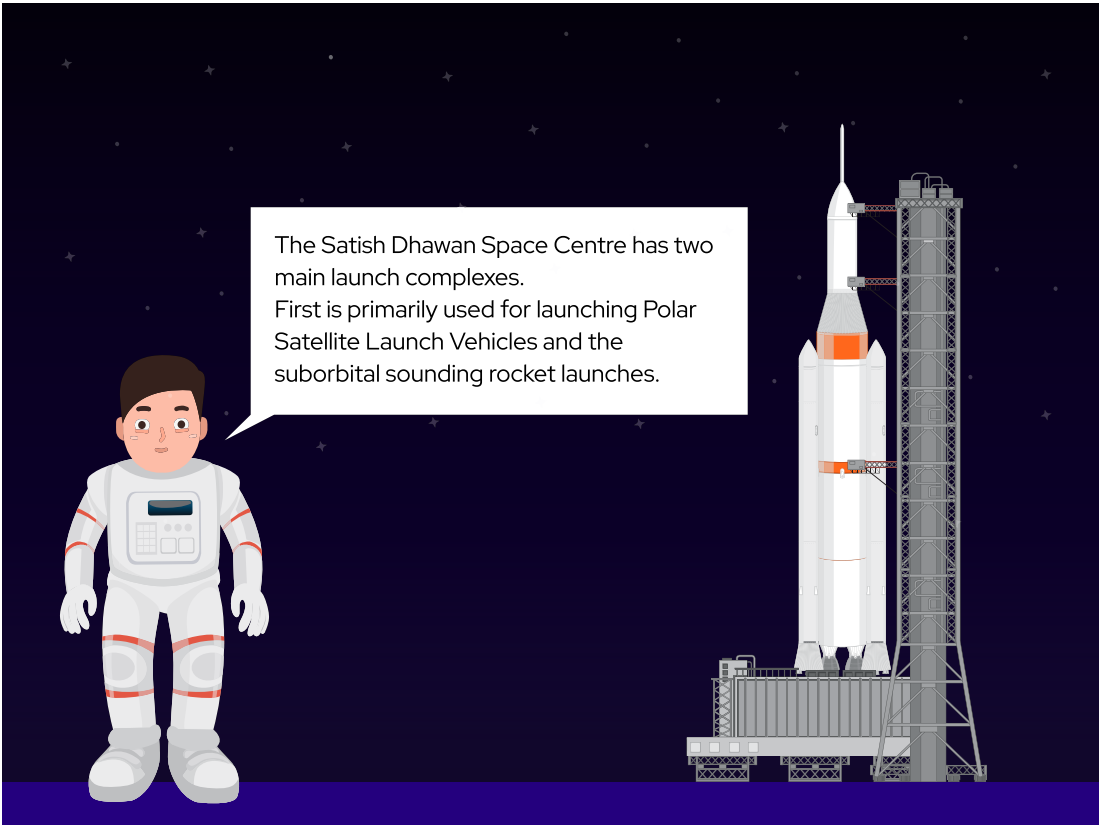
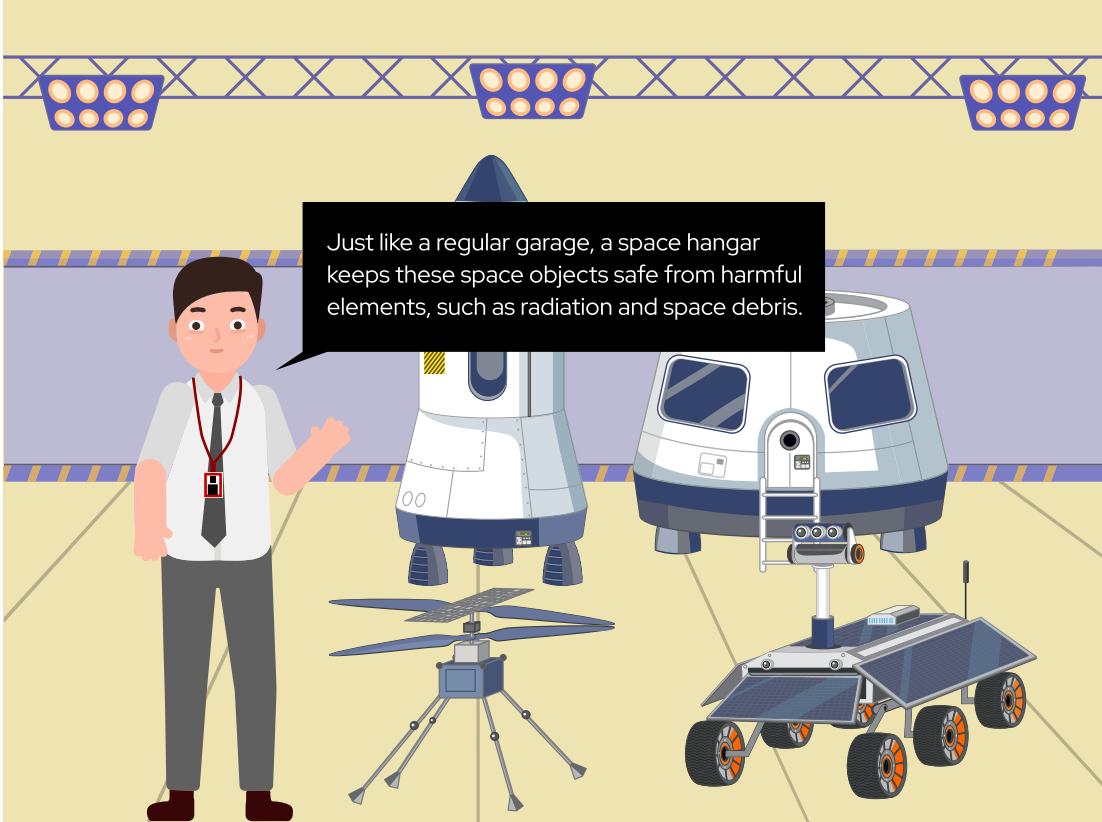
Through hands-on interactions, users actively shape their learning adventure,

turning each screen into a portal of discovery within the vast expanse of the universe.

User Interaction Screens



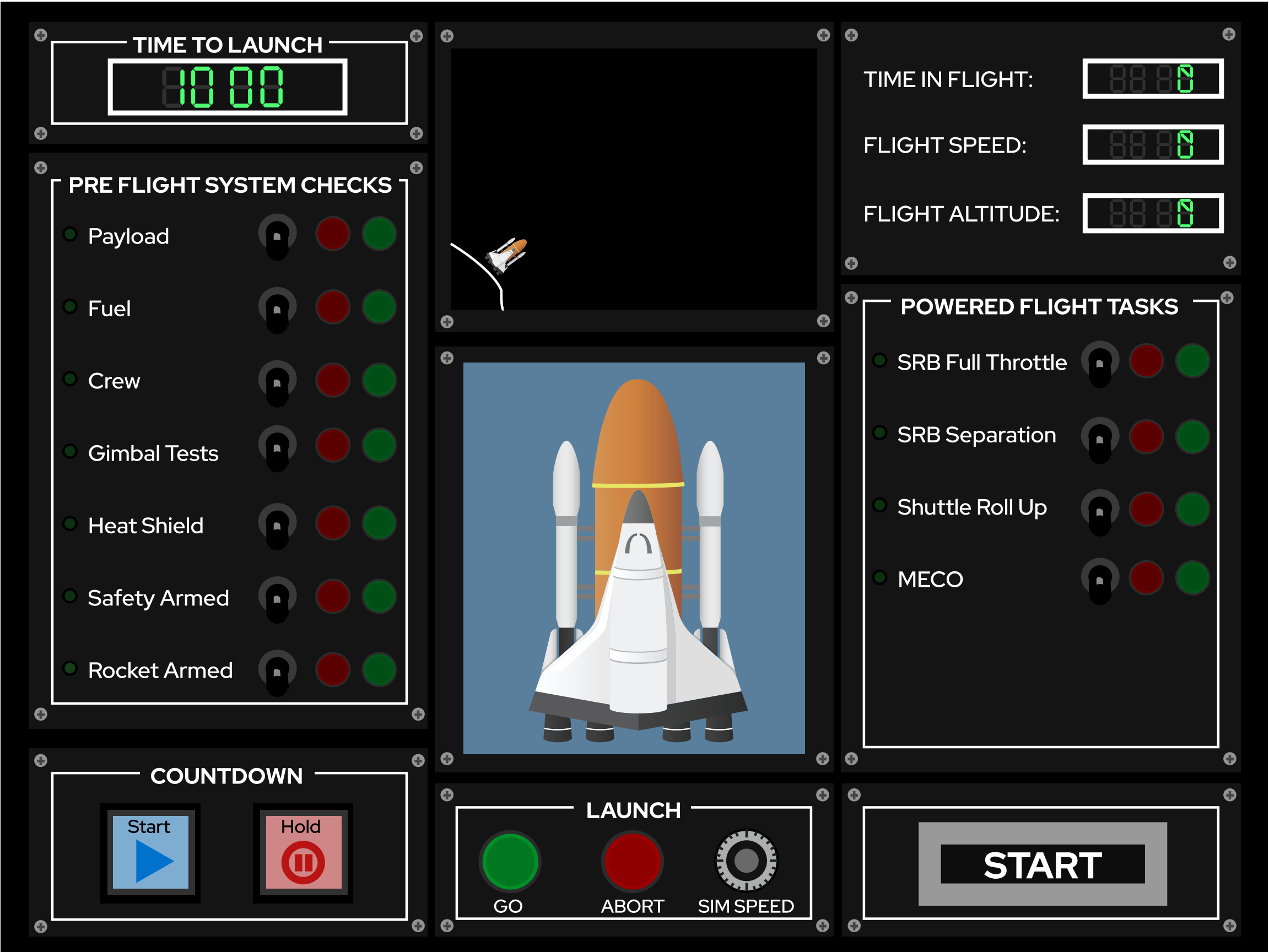
Narration Screens



In the narration screens, a captivating journey unfolds as the narrator weaves a story. These screens offer not just information but a storytelling experience

that transforms learning into a captivating odyssey of exploration and discovery.

Simulation Screens



Within the rocket launch simulator screens, users experience the thrill of commanding a virtual spacecraft as it propels into the cosmos. Through realistic graphics and interactive controls, learners engage in the dynamic process of a rocket launch, gaining hands-on insight into the complexities of space exploration.

Click on the toggle switch to give okay

PRE FLIGHT SYSTEM CHECKS

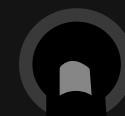
☒ Payload



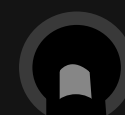
☒ Fuel



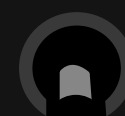
☐ Crew



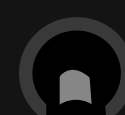
☐ Gimbal Tests



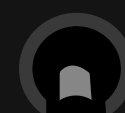
☐ Heat Shield

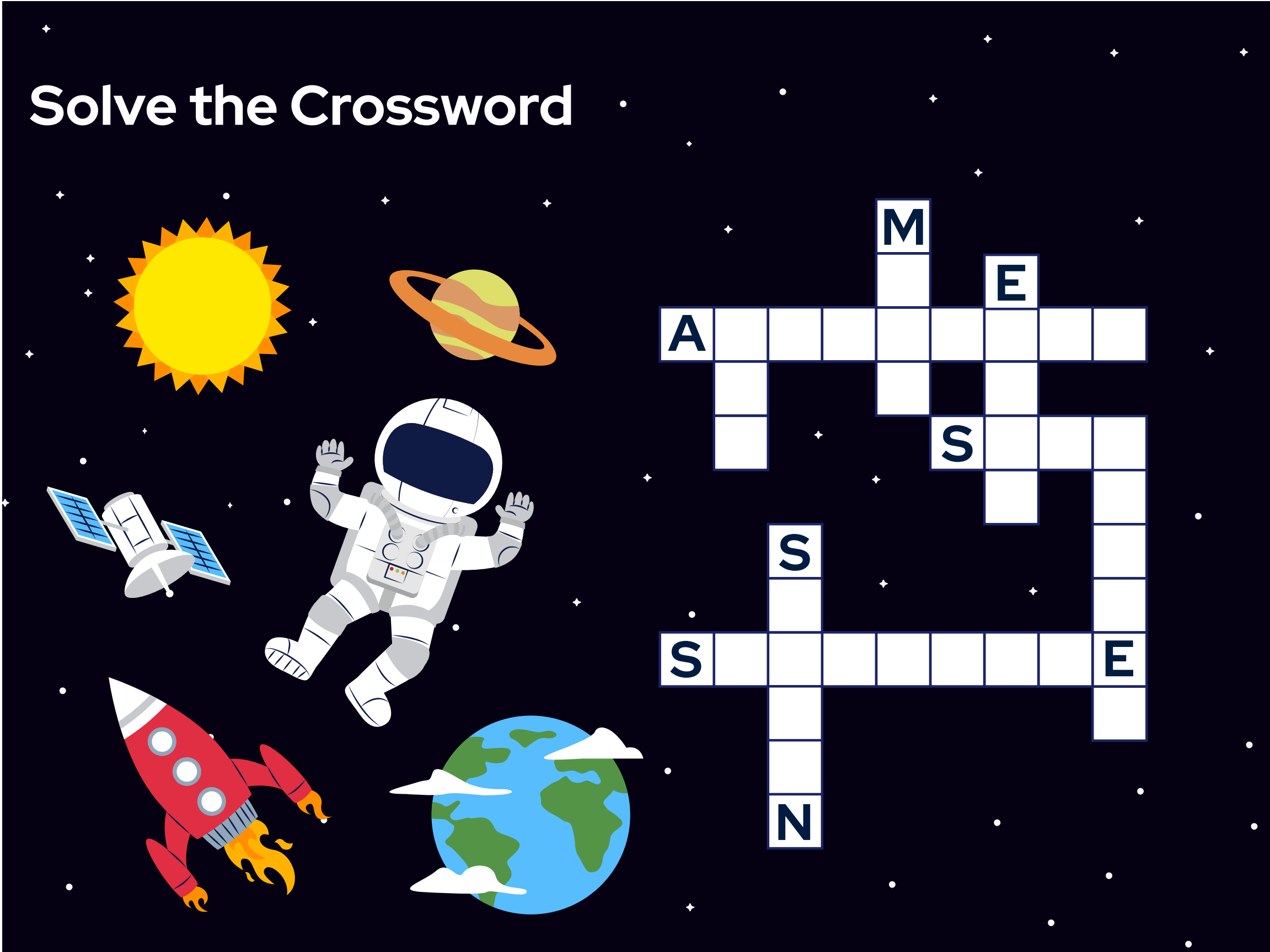


☐ Safety Armed



☐ Rocket Armed





Learners engage with interactive quizzes, they test their knowledge on space, reinforcing key concepts in an engaging and gamified format. These screens

transform education into an entertaining quest, where users not only explore the outer space but also solidify their understanding through interactive challenges.

Trivia Quiz

Question 1

What is the smallest planet in the solar system?

A. Mars

B. Mercury

C. Earth

D. Jupiter



Conclusion

Building this interactive e-learning app about the Earth and our solar system has shown me how important it is to make learning fun and easy for kids. Adding interactive features not only keeps them interested but also helps them understand tricky topics like the solar system. This project highlights how using technology in education can create a lively and effective way for kids to learn.

Besides, this app goes beyond regular lessons by making kids curious and eager to explore. The interactive parts encourage them to join in, ask questions, and learn on their own, planting a love for understanding the world. This project strengthens my belief that using tech for education can make science exciting and set the stage for a new generation keen on uncovering the secrets of our universe.

