Developing an Educational Robotics App

Philip Chiang Computer Science
pchiang1466@gmail.com

SCIENCE, DISCOVERY AND THE UNIVERSE

Project Introduction

For my capstone project I designed and developed a mobile app that introduces and generates interest in robotics. Since robotics and artificial intelligence is becoming so prominent within many industries, this app will hopefully help younger individuals find their interests.

Activities

The first phase of the project focused on designing what the app would contain and what it would look like. I spent time drawing out possible designs and creating a storyboard of how the app would transition through different activities. After settling on designs, I began to transition into the software part of the app. The platform that I used to develop is called Android Studios and used a programming language called Java. After building the main part of the app, I decided to also start creating a build your own robot feature within the app.

Impact

The targeted audience of this mobile app is elementary and middle school students. Hopefully, it will be beneficial towards that age group. Working on the development of this app also helped me improve my own skills. This is my first attempt at mobile app design, so I learned a lot about what goes on in the background of mobile apps.

Future Work

In the future, when the mobile app is fully developed, I hope to launch it on the google play store. After doing so and receiving feedback I hope to continue adding new features and making more improvements to the app.

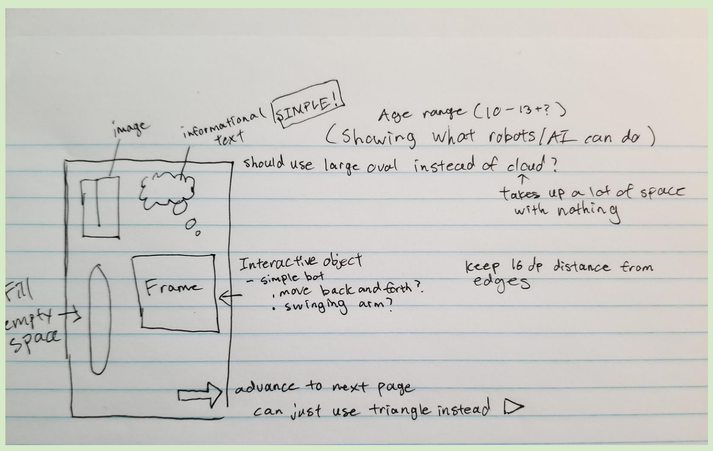
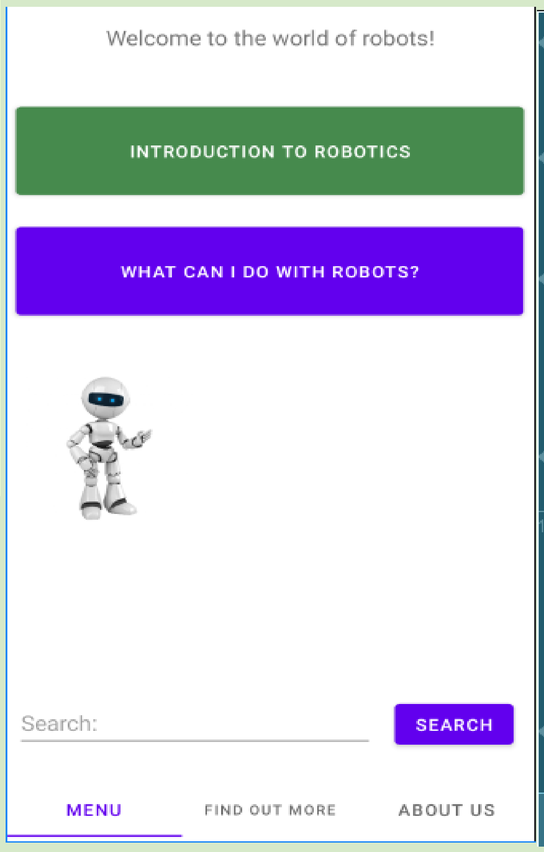
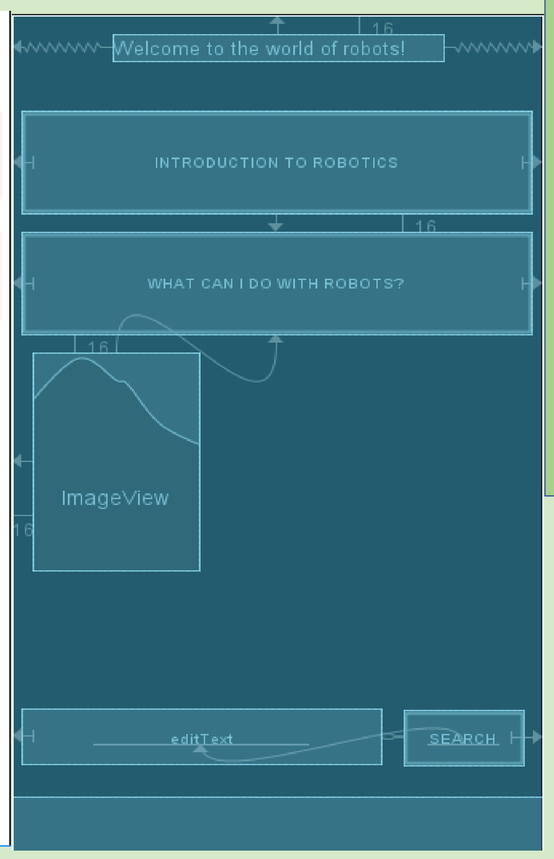


Photo credit: me





Early design and blueprint of app's main page

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android studio

Android Studio logo from developer.android.com/studio