U-STEMist 18-19 STEMPOWER

Group14 Invention LEARNAGEMENT

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PROJECT INTRODUCTION

Community Partner:

North Point Happy Teens Club, Hong Kong Christian Service

Service goals:

Problem-solving ability of young people
Developing the potential of young people
Establishing a positive direction to youth

Target:

Primary School Students in Homework Guidance Classes

We aim to attain the service goals of the centre. Children are one of their major serving targets. Therefore, we would like to educate youngster the must skill of their life - Time Management.

LIMITATION & DIFFCULTIES

(A) Analysis Function

At first, we would like to have a function that provides feedback to students automatically. For example, a comparison with other user or investigate their weakness. However, we found it is not easy to implement into the apps. Moreover, the analysis is not such meaningful as human can easy to recognize the situation. If there are more users with advanced technology like Artificial Intelligence implemented to the apps, hope it can provide sharper feedback to students.

(B) Apps with Fix Resolution

We used MIT App Inventor to build this Andriod Application. It is a little bit difficult to set a fix position of each element to maintain its neatness. Therefore, the elements may happen misplacement. It is good to have different versions for devices like phone and tablet also support iOS to make it becomes popular and easier to get the apps in the future.

DESIGN RATIONAL

Product: Andrioid Application: Learnagement
combine the words LEARN and MANAGEMENT

(A) Homework Handbook

Students can input their homework today as record like an e-handbook. They can check whether finished all the assignment on specific day. Our app encourages students to try their best in order to get the stamp representing "Finish All Successfully" which show in the calendar of the apps. Once they check it, students may learn how to build habit also get the meaning of perseverance.

(B) Time Counter

Students can then count up until they finish all their work in each subject. The result will show how much time they spent. It provides a chance for students to have a self-reflection and for tutors to make an effort improvement plan to encourage students to meet their target.

(C) English Game

This part is suggested by Product Advisor, Mr. Lam, from North Point Happy Teens Club. Our app can be in multi-usage which also provide a function to students with no remain homework. An English game in memory game such as matching will be a good way to help them to improve their language in a fun way.

INDIVIDUAL REFLECTION

BEN (EduHK)

Through hands-on work, we accumulate experience; in the process, we not only train our creative and problem-solving skills but also train ourselves to transform knowledge into daily life.

ACE (EduHK)

It is a great chance for us to join the U-stem project in our final year of university life. It produces an opportunity for me to meet friends with other university students before my graduation. During the communication between the group members, their thinking mind making some changes to my original thinking mind. We designed an app with simple functions with a mind map at the very beginning of this project. Then the technology group members tried to write the apps in real life. Finally, we created the apps. We hope it can help fix their problems. And we hope more kids and teens can have better experience in the Happy Teen Club with the change of this app.

JACKY (EduHK)

It is a great chance for me to integrate my abilities into some meaningful work. It is valuable that we can be a group of local university students to help the social welfare institution. It is cheerful that we learn a lot the need of the community and also how can we help the community. Although the process of making an application is hard, I have some supportive teammates to work together, fortunately. We have done the application finally and also improved our skills in making an application. It is a good stem project that integrates different subject knowledge into one project to solve some problems and help the community.

ANTHONY (EduHK)

We designed an application ran in social welfare institution's tutorial class. It was a treasurable experience as we experienced the whole working progress of "Stem Maker". From grouping a team, communicating with community partner, preparing several back up plans, seeking help, presenting our ideas and producing a new app. Those authentic tasks developed my generic skill and stem-related skill. I am gladded to join U-STEMist program. It was encouraging students taking our own responsibility in order to be a sophisticated person who can tackle problems and serve the needy.

CHERRY (CUHK)

U-STEMist provides me with an opportunity to implement my technology knowledge from my past experience and school work into the product. Engineering students seldom have assignment in group form. It brings me a new practice to work with others in academic field, especially all of my groupmates are all from education background. Besides, I love volunteering work, U-STEM social did provide me another experience to contribute our society and help the needs,