

I² competition basic summary

- What is the mobile application/idea?

E-class mobile application

E-class is a mobile application which allows students and teachers to increase the use of computers/technological devices into the learning environment. Somewhat like an online school but instead it will be used within the classroom. By sending notes to students instead of writing them permits teachers to teach for longer periods of time and explain the work better. With the assistance of mobile utility apps (e.g. Language translators, dictionaries, calculators, word processors, cameras, and social media) students will be able to carry out work faster and more efficiently. Our long term goal would be if test examinations could be carried out from this app as well. Notes would be typed instead written and social media would be included to give students an opportunity to contact peers and teachers to discuss schoolwork. Services such as live streaming would also be available to students who are absent as they would be able to view the class from home or to teachers who are unable to attend school, would be able to teach students through their computers. Digital books would be utilized instead of purchasing textbooks. Audio-text is another feature we would like to implement for students who have difficulty studying would only have to listen to their notes or books be read to them. Voice recorders to have later access to lectures or important information spoken in class. Access to the internet provides students with educational support and hosts academic research. Notices will also be a feature as students are sometimes misinformed about school events or other happenings. This will be able to clarify misinformation instead of students forgetting to inform their parents of a meeting or find out that the school is closing early; they would know beforehand and be prepared for these events. With E-class we would like to incorporate all these features into a user friendly application best suited to the school atmosphere.

- What problem does the mobile application/idea solve?

This mobile application can solve many problems faced by both teachers and students. An issue being faced is that majority of class time is spent writing notes which has hindered the time for teachers to explain certain things more in-depth. This app will decrease the time spent on writing notes and increase teaching time. Photographs of notes and homework exercises can be taken to share amongst classmates or sent to students directly from the teacher to aid students who have

to hurriedly write these down when class ends to prepare for another class. At present, students who are absent from school are unable to retrieve missing notes or homework until they attend school as we cannot depend fully on peers to get all the information missed. With the use of this E-class app students who are absent can have access to notes and live recorded classes. The mobile application could be used to take short quizzes and test during the term; thereby minimizing the use of ink and paper to print exams.

- How is your mobile application/idea innovative?

This application is innovative because it is the only one of its kind that would be used in St. Vincent and the Grenadines. Similar products such as Edmodo which is now seeing widespread usage throughout many schools does not include as many features as E-class. From the detailed description given before E-class carries only few similar features to Edmodo which is the availability of notes online and contact with teachers and students though with Edmodo this is minimal.

- Who is the Target Market?

The target markets for this product are students, more specifically teenagers. In the case that teenagers have developed computer proficiency beyond most adults. Teenagers would be more likely to download a mobile application whilst some adults rather stick to traditional methods and are rather closed-minded in using new technology. This product targets students as it deals with specified problems that most teenagers face in school. Students would be more enthusiastic to download a product that supports them rather than adults who are not enthusiastic in changing the method of task they do especially when there are many adults who are somewhat computer illiterate as they do not own a computer but instead purchase one for their children.

- How will the mobile application/idea save the Government money and resources?

The government will have to provide secondary school children with computers but as this is already in process we think that this is an opportune time to execute our plan. This application would save schools money for Electronic books and tablets may remove the need for physical textbooks, costing schools or parents more money initially when the device is acquired, but less through the years when licenses can be purchased for each class.