

GROUP 5

Name of application

Heritage Quest

Name of student in the group

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What problems does the mobile/idea solve?

It helps young children to learn more about their country St. Vincent and the Grenadines. Its historical landmark and figures in a fun and interactive way.

How is your mobile application/idea innovative?

It is expected to be a different approach to teaching the youths more about St. Vincent and the Grenadines. Participants would be able to use a virtual game to learn about various landmarks in SVG and the ingredients needed to create a local dish.

Target Market

From age 5 and up

How will the mobile application/Idea save the Government Money and Resources?

This idea won't save money or resources but will use resources to make younger students more aware of their natural icons.

Person aboard who are historians or travelers who would have encounter this application might be interested in visiting these shores.