



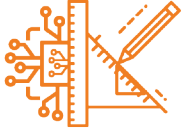
جامعة النجاح الوطنية

An-Najah National University

كلية الهندسة | Faculty of Engineering

وحدة الجودة والاعتماد - مركز ABET

Quality and Accreditation Unit - ABET Center



Cover page

Project Title:Bright Minds...

Academic Year:2025/2026.....

Group Members:Lama Dwikat.....

Department Name:Computer..Engineering...

.....Fatima Nasser.....

Supervisor Name: ...Dr. Ashraf Armoush.....

Format:

- Single space, Times New Roman.
- 12 pt,
- Maximum 1 page.

Abstract Body:

Items must be provided in the Abstract:

- Why do you think this project is important? Please explain the significance of this Project in brief.
- In your point of view what are the important aspects that should be covered in the project?
- Objective(s): In your view, please explain the main objectives of the project.
- Methodology: Give a brief outline of the application development process.
- Had this project been done before? Are there any similar applications available today?
- **Note:** Please deliver this abstract early to ensure that your Project has been approved by the department's projects committee. **Registration will not be done without this approval.**



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Project's Abstract:

As technology becomes increasingly dominant in daily life, it is now present in nearly every household and used by people of all ages—including children—through mobile phones, tablets, and laptops. Children spend significant amounts of time on these devices for entertainment, education, and personal development. While digital technologies offer valuable learning opportunities, they also raise concerns about content safety, screen time, and the quality of engagement. To address these challenges, this project proposes the development of a **comprehensive digital platform designed specifically for children**, providing a safe, creative, and educational environment where learning and play are seamlessly integrated.

The platform, accessible as both a web and mobile application, offers a variety of interactive features that combine education, creativity, and fun. Children can watch **safe and age-appropriate videos**, explore **interactive educational games and quizzes**, and participate in **creative activities** such as digital drawing and story building. They can write, design, and share their own stories with other children on the platform, promoting imagination, self-expression, collaboration, and peer learning.

To ensure safety and structured guidance, the platform incorporates **three main user roles**: children, parents, and supervisors. Parents can monitor their child's progress, manage screen time, and oversee the content their child accesses, giving them confidence in the platform's safety. Supervisors are responsible for uploading educational materials, reviewing child-generated content, and guiding participation to ensure that activities remain both safe and educational.

The platform also integrates a **reward-based system**, granting coins, badges, or moral awards to children for completing activities, achieving learning goals, and demonstrating positive behavior. This gamified approach motivates engagement, reinforces good habits, and encourages children to develop creativity, teamwork, and responsibility in a playful yet meaningful way.

Overall, this project aims to create a **balanced, interactive, and secure digital ecosystem** for children, where education, creativity, and entertainment are harmoniously combined. By connecting children, parents, and supervisors within one platform, it seeks to support learning, foster creativity, and ensure safe and responsible use of technology, providing both children and adults with tools to guide and enhance the digital learning journey.