Inquiry learning application for upper secondary school

Researches conducted in the world show that science subjects are uninteresting for students so we try to make learning science more interesting with using technology. In order to include everyday technology like phones and tablets into learning process, we are interested in developing a mobile inquiry learning application, which will improve students’ knowledge of science and also improve their inquiry skills. The application will include about a hundred science topics and experiment animations.

Requirements of the application:

1. works on Android and also on iOS devices;
2. is optimised for phones and tablets;
3. is an offline application but also allows downloading the log files with the data of how much time each task takes for the student to complete and etc;
4. includes pictures and animations;
5. allows easy creation of content by end user.

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