Developing a Mobile Learning Guide for Kindergarten Teachers

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Abstract

This paper describes a mobile phone application using Android platform. The application is a learning tool for kindergarten teachers with emotion recognition added. Mobile learning guides have been developed on a large scale and it has drawn attention over the last years. This application was tested in a real context and given feedback from users. Methods and issues regarding the development of a user friendly interface have been studied. The program contains a built-in media player playing a video and a choice test with check-boxes and radio-buttons. Future implementations involve a connection to the FaceReader program using Service-Oriented Architecture. Images captured by a built-in camera are processed using the FaceReader program and the results are sent back to the application. In addition to this, 3D animations could be developed using Unity3D development tool.