



## Final project proposal

<b>Type</b>	Undergraduate
<b>Title</b>	<i>Amazing counting</i>
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<b>Department / Group</b>	
Institute of Intelligent Systems	
<b>Topic(s)</b>	
Educational Software, Multimedia Design	
<b>Project can start from</b>	01.09.2014 – 31.12.2014
<b>Project duration</b>	4 months
<b>Short description</b>	
<p>Children learn to count up to 20 very early. They start to understand how to add and subtract between 3 and 4 years of age. In the past, a very nice project “Steve, the monkey” was created in Flash. Its author allows us to use all the images and sounds he created. The code should be created from scratch using an infrastructure selected by the student. The initial system consists of three games. It should be extended with additional games invented by the student. The project is intended to be individual.</p>	
<b>Results and assessment</b>	
<p>Student is supposed to develop an own system according to previous one, to reuse images and sounds, and to develop further functionalities.</p> <p>The creation of the system, as well its implementation should be reported and publicly presented. Its quality and the final report will be the crucial elements assessed by the supervisor.</p>	
<b>Other (additional) information</b>	