



# UP



interrUP



# The Problem

**T**hese days children spend a lot of time using gadgets, playing video games, surfing social media etc; by that, most of them do not have energy for studying. Of course, they should waste less time, and more of this time could be dedicated to something more special and beneficial in long run. Thus, the amount of time spent with gadgets in certain apps or websites and the efficiency of the spent time should be regulated. Since vast majority of children don't realise it, the responsibility falls solely on the shoulders of parents who want their children to be educated and intelligent.



# Statistics

According to the research done by the American Heart Association conducted in 2018, in average, children spend about 7 hours a day watching at screens, while the recommended time is approximately 2 hours (for children age 2-5, one hour)

- Internet addiction is common among all age groups and its prevalence is as follows:  
13-17 (73%), 18-24 (71%)

- 35.4% of high school students show signs of internet addiction.

Distribution of Internet Users Across the World 2020



# Audience

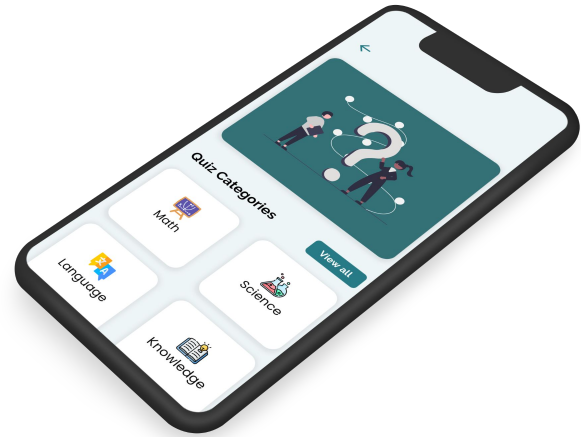
**O**ur solution would mainly be aimed at parents who pay attention to the time and the quality of content their children consume online.

# Solution

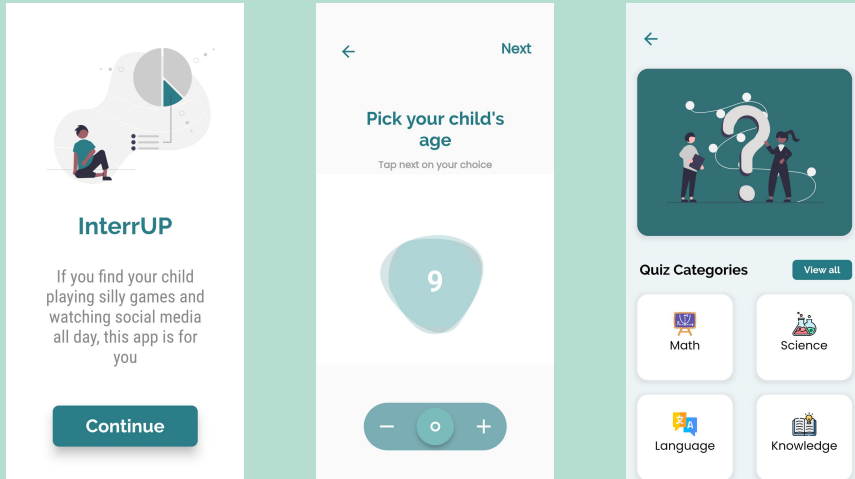
**U**nlike other parental control apps, our solution will not simply punish children by restricting them, but it will motivate them to study by rewarding them.

# Solution

InterrUP - is a mobile parental control app that is complemented with learning materials and assignments in it. By completing assignments, a child earns points, which he or she can spend on leisure time for activities such as games or social media. This way, the child has a motivation to learn, and learning is associated with pleasure from leisure activities that will follow.




# App in use



During the registration process, child's age is entered to provide assignments appropriate to his or her level of education. Then, child can take assignments and tutorials for various subjects such as math, science, language etc.

# App in use



The number on the bottom  
of a fraction is called what?

numerator

denominator

remainder

math fact

Next

What do you use to simplify  
a fraction?


a common factor

division

multiplication

nothing

Next



What must you have to add  
and subtract fractions?


Common numerators

Different denominators


Different numerators

Common denominators

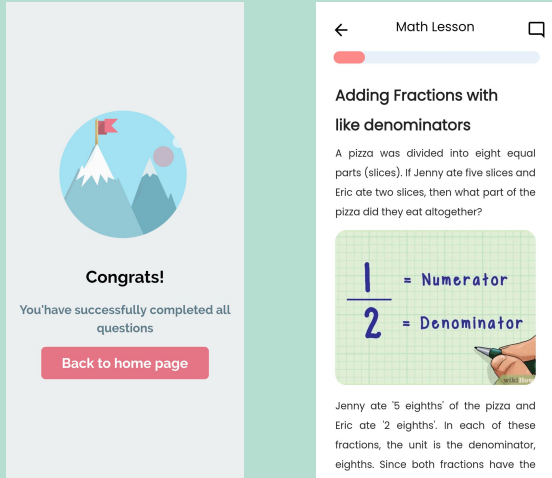
Next



After selecting the test category, the  
child will answer questions.



# App in use

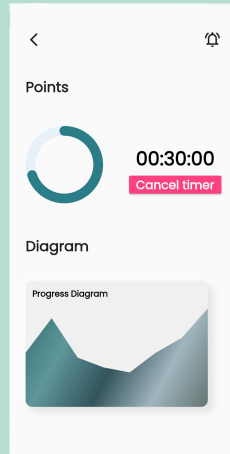
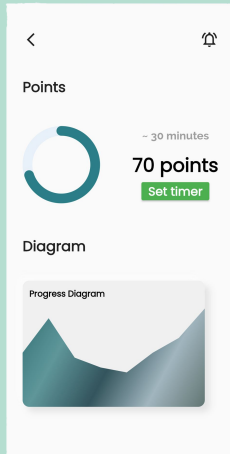


If child answers in a wrong way, the explanation and tutorial on that topic will appear. Then, similar question would emerge to check whether child comprehended the topic or not.





# App in use



After finishing assignments and tutorials, child will acquire point that he or she can spend on leisure time.



# Coding Flutter

We have created the prototype of the app using flutter. All the screenshots of the app are from the functional prototype.

App's github link:  
<https://github.com/iamnijat/hackathon-task>

```
class QuestionController extends GetxController
  with SingleGetTickerProviderMixin {

  AnimationController _animationController;
  Animation _animation;

  Animation get animation => _animation;

  PageController _pageController1;
  PageController get pageController => _pageController1;

  final List<Question> _questions = sampleData
    .map(
      (question) => Question(
        id: question['id'],
        question: question['question'],
        options: question['options'],
        answer: question['answer_index'],
      )
    )
    .toList();
  List<Question> get questions => _questions;
```

Part of our code\*

# Impact of the solution

**O**ur solution is original since it combines learning with entertainment content in an interactive way. Application has a direct positive impact both on children and their parents. The app will improve child's core academic skills. As children learn new materials that are selected depending on child's age, parents are happy and worry less because their child develops academically. Also, App can be used all over the world and be modified based on particular country's education system.



# Business Model

Expenditures: the creation of mobile app, educational content creation, promotion and app maintenance. As early prototype of our app is ready, we estimate that finishing the app will require between 4000\$ and 7000\$. App maintenance(servers etc.) costs will depend on the number of users. Promotion and content creation can be done with partnership with governments, or our team can search content online. Here are options of application maintenance and profit:

- Free-to-download app with occasional ads in it in order to sustain the server and a right of being on the market
- App would still be free to download, but now it would require a subscription in order to work.
- Totally free-to-use app with absolutely no ads in it and will work because of government support

**Overall**, we believe that app will make profits because it has broad audience and is beneficial for them

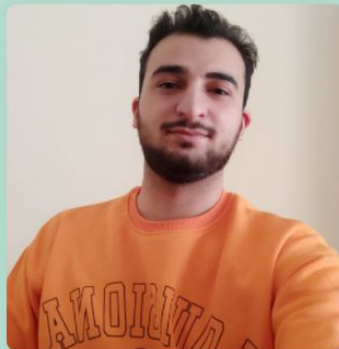
# Our team



Vusal Huseynov  
Web developer



Jalil Jabbarli  
CEO



Nijat Namazzade  
Full-stack app developer



Ramil Taghiyev  
Copywriter

# Thanks!

Do you have any questions?

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