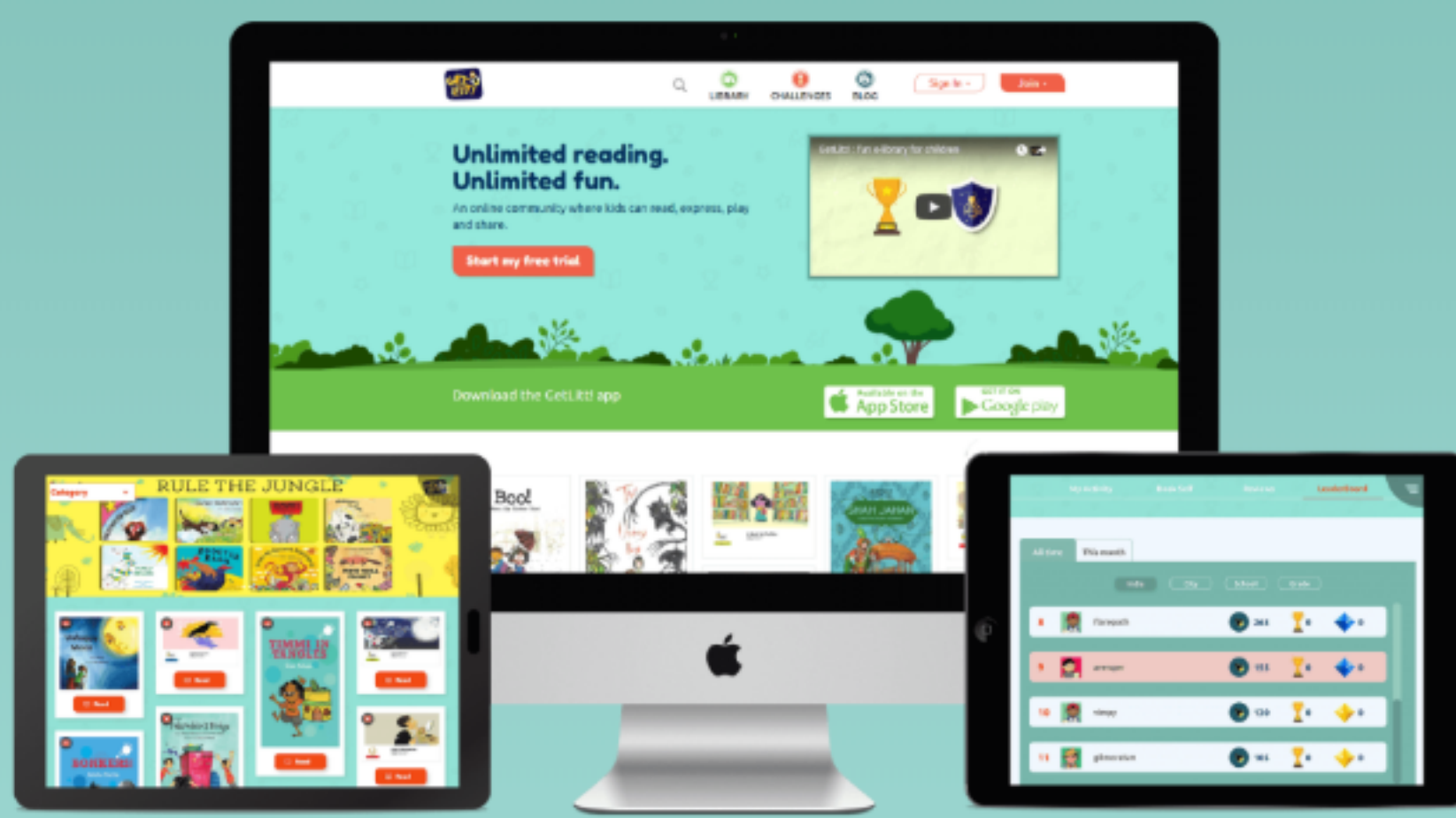


GetLitt!

Digital Library and E-book Reading Platform for Children



Duration

7 months

Deliverables

UX, UI, Axure Wireframe, Reading Experience, Visual Design, Web Application, Android Tablet App, iPad App

Technologies

Angular 4, Postgresql, NodeJS Android Application, iOS Application

Project Brief

GetLitt is a digital library designed to encourage the reading habit among children. It contains numerous e-books specially curated for children of all ages. But what makes it so special is the way these books are presented to make reading an enjoyable experience. The whole platform is gamified that makes reading super engaging and blissful for children. It is also packed with features like earning points, badges, different levels and quiz that further spikes the curiosity of the children. Thus, GetLitt is a platform to make reading a fun habit and develop a love for books among kids.

Challenges We Faced

✓ Gamification

The truth is children despise reading. And in the era of digital media consumption, it's a pain in the neck to make them participate in reading activities. So, the challenge was to develop a platform that is fun yet provides learning and develops reading habits among children. The answer to that was gamification. We had to gamify the entire platform and involve activities like quiz, levels, score, leaderboards, badges, achievements that would allure kids to read books.

✓ UI/UX for Kids

UI/UX design holds a significant importance in the success of any project and GetLitt is a project focused on children. Here, designing captive and delightful UI/UX was even more important.

✓ Parents/Children Dashboards

GetLitt provides sign-up for both parents and children. Thus, two separate dashboards were to be developed for both parents and their kids with different features.

Key Features and Solution

1

One of the key features of the GetLitt is the gamification that makes reading a fun and loving task for kids. They are encouraged to read with rewards like badges, points, unlocking achievements and levels and can test their intelligence with the quiz. Thus, making the reading experience more engaging and motivating kids to read more.



2

Quirky characters and cartoons pique children's interest and GetLitt is full of such characters and graphics. Our designers have paid special attention to design captive graphics including cartoons, characters, transactions and colours that fascinates the children.

3

GetLitt provides dashboards to both children and parents. They can create and log in to the platform with different accounts. While kids' dashboard allows them to read books, take the quiz or a book-dare, rate and review the books and other fun activities, the parents' dashboard allows them to check their child's activities, progress and manage subscription.



Impact

GetLitt has become one of the most successful startups earning favours of investors for huge funds. We are delighted to help our clients to achieve their goals and most importantly developing an app that will help children to form a good habit of reading books.