

Learning resources

Journal articles: were used to better understand the problem addressed by our project

<https://share.google/2AwGy533H4LwMP2iQ>

<https://share.google/Db8rcHTRPem3EMwit>

Tecnovation Grils Brazil's Site: Used to guide us on important details of the items we delivered

<https://www.technovationbrasil.org/curriculo>

Videos on YouTube: used to learn about MIT App Inventor.

<https://youtube.com/playlist?list=PLd-QtXnha0KehEyeuoHHR7OY9mkbzwCsq&si=wfT-Z2sjOj5U8wFo>

Tiktok's video: Short tutorial used in pitch and technical videos

<https://vt.tiktok.com/ZSHw8LUka/>

Development Resources

ChatGPT:Used to assist in text revision, translation (Portuguese–English), idea organization, and improvement

of written communication throughout the project.

<https://chat.openai.com/> 

MIT App Inventor. App development platform used to build the prototype.

<https://appinventor.mit.edu/> 

Google Forms.: Used to collect user feedback and validate the idea.

<https://forms.google.com>

Canva: Used for interface design, presentations, and visual assets.

<https://www.canva.com/> 

Competitions and Challenges were used in the application

OBM

A high-level mathematics competition used as a reference to include advanced academic challenges in the app, encouraging students to develop problem-solving skills and pursue excellence in mathematics.

<https://www.obm.org.br/>

<https://www.obm.org.br/como-se-preparar/provas-e-gabaritos/>

ONC

A multidisciplinary science competition used as a reference to include diverse academic areas and engage students with different interests in science.

<https://www.onciencias.org/>

<https://www.onciencias.org/exames>

OBA

A national competition in astronomy and astronautics used to expand the app's content beyond mathematics, promoting interest in STEM fields.

<http://www.oba.org.br/site/>

<http://www.oba.org.br/site/?>

[p=conteudo&idcat=9&pag=conteudo&m=s](http://www.oba.org.br/site/?p=conteudo&idcat=9&pag=conteudo&m=s)

OBMEP

A widely accessible competition that inspired the app's goal of democratizing access to academic opportunities, especially for students from public schools.

<http://www.obmep.org.br/>

<http://www.obmep.org.br/banco.htm>

<http://www.obmep.org.br/provas.htm>

ISMART

An organization focused on identifying and supporting talented students, used as a reference for promoting equal access to high-quality educational opportunities.

<https://www.ismart.org.br/processo-seletivo/>

EXTRACURRICULANDO

A platform that gathers extracurricular opportunities, used as a reference for organizing and recommending opportunities within the app.

[Extracurriculando.com.br](https://extracurriculando.com.br)

SEM PARAR

A project that helps girls with courses for olympiads in the STEAM field.

<https://www.sempararprojeto.com.br/cursos>

NES

A program that teaches mathematics and computer science to high school students

<https://sites.google.com/view/nes-alagoas>

POTI

A program focused on intensive training for mathematics olympiads, used to inspire the inclusion of advanced preparation opportunities for students seeking higher performance

<https://potiimpa.br/>

PORTAL DA OBMEP

An online learning platform offering free mathematics resources, used as a reference to support continuous learning and provide accessible study materials for students preparing for academic competitions.

<https://portaldaobmepimpa.br/>