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Artitude App

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Abstract: *As everyone is aware, there is a great demand now for an acceptable platform where people can share their thoughts and tactics with the globe. In addition to academics, art is quite significant. Therefore, this is our app, which offers a platform to display any kind of art classes and extracurricular activities. which encourages people to take part in various competitions by assisting them in developing their extracurricular skills. Thus, with the aid of this app, a direct connection between the teacher and the student will be established, making the working processes simpler and more practical. Additionally, it aids kids in receiving the proper direction from the appropriate source.*

Keywords: *XML, ART, Direct-link, Location.*

I. INTRODUCTION

Those who have a deep passion for the arts can recall significant moments when they encountered a work of art that pushed their creative boundaries. Whether we witness extraordinary artworks or engage in creative pursuits ourselves, we realize that art is indispensable for personal growth and development, influencing our physical and mental well-being. Art education effectively nurtures children's creativity, enhances their aesthetic perception, and allows them to express their emotions, playing a crucial role in their physical and mental health. According to the iiMedia Data Center in 2021, 28.1% of Chinese parents choose art-related quality education courses, such as painting and music, for their children. Art education has become the most popular choice among various extracurricular activities for children and adolescents. One way to expand the reach of art is through the development of a software app that offers classes and resources related to artistic skills.

In today's educational landscape, there are numerous academic courses available, but the number of art classes is relatively limited. This app aims to bridge the gap by directly connecting two types of users: students and teachers. The app simplifies and streamlines the process of finding and offering art classes, benefiting both parties. Teachers can easily find interested students who match their teaching styles and preferences, while students can access guidance from competent instructors.

Our app provides a comprehensive platform for scheduling and promoting a wide range of art and extracurricular skill classes. Users interested in showcasing their business ideas can create an account and advertise their offerings through the app. On the other hand, users seeking art and skill-based classes can conveniently search for suitable options. The app's design and layout were developed using XML in Android Studio, incorporating various pages that capture the necessary details for creating user accounts and displaying a comprehensive list of registered courses. By seamlessly linking these pages in a logical sequence, the app has been successfully created.

II. LITERATURE REVIEW

1) *RESEARCH PAPER NAME: Research on the Design of Mobile Art Education App for Children.*

BRIEF SUMMARY: Nowadays, mobile applications for children's art education have become the preferred choice for many parents, as they effectively lower the learning barrier and enhance learning efficiency. However, the unique characteristics of art education and information technology mean that while these applications offer advantages, they also need to address certain challenges that arise. This paper takes the example of the "paint color" app to discuss the issues that have been encountered in the design of children's art education apps in the past. To develop this app, Java, one of the most widely used programming languages, was utilized. Additionally, the app incorporates the JOONE open source project, which enables the creation of user profiles based on user data and usage patterns. By analyzing this information, the app can recommend suitable art courses and related content to different users. This approach aims to play a more extensive role in guiding and expanding users' experiences in the field of art education. (Xing, December, 2022)



2) *RESEARCH PAPER NAME: A Survey paper on introduction to Android and Development Process.*

BRIEF SUMMARY: Smartphones have emerged as a crucial innovation that has profoundly transformed various aspects of human life. With each passing day, the mobile application development industry is experiencing exponential growth. Modern consumers are increasingly relying on mobile devices as their preferred medium for browsing, researching, and making purchases. Android, being the world's most popular mobile platform, powers countless devices across over 190 countries worldwide. Every day, millions of users activate their Android-powered devices for the first time, eagerly seeking apps, games, and other digital content.

This paper explores the diverse range of mobile applications available and the challenges associated with developing Android applications. It delves into the intricacies of the development process, providing valuable insights for aspiring developers. (R.Asritha, June,2020)

3) *RESEARCH PAPER NAME: Arts and Learning :A review of the impact of arts and aesthetics on learning and opportunities for the further research.*

BRIEF SUMMARY: In the past, academics had little interest in the arts and instead concentrated mainly on subjects like physics and mathematics. Recognising the importance of art is crucial for the learning sciences, nevertheless, as it gives an alternative mode of inquiry, expression, and comprehension.

Leaders in the field of arts education are also urging additional research on the intersection of learning sciences, pointing out the potential for synergies and benefits between the two fields.

This covers a variety of elements like the transformational, social, emotional, and cognitive consequences of art.

This review sheds light on how the study of art as a subject might advance learning.

The essay also makes recommendations for how acquiring scientists might actively make contributions to studies in the area of arts education. (Soylu, June,2020)

4) *RESEARCH PAPER NAME: The Practical effect and positive influence of mobile art apps in online education for Contemporary Art.*

BRIEF SUMMARY: This study aims to investigate the actual and beneficial effects of two mobile art apps, on online artistic practise. The emphasis is on figuring out how these applications are helping us comprehend art trends and how art schools are using them as they transition to online instruction in the midst of the COVID-19 pandemic.

The main goal is to look at how often art students use mobile art apps for online learning on a regular basis. By comparing data from two research groups and a control group, this study also intends to evaluate the cognitive condition of college art students as well as the usefulness of employing mobile art apps for online learning.

90 pre-university students were given a short questionnaire as part of a quantitative study design. The study gathered information on the frequency of use of mobile art apps and students' cognitive knowledge of modern art. Students were divided into groups based on the data in order to assess the outcomes of using mobile art apps for additional learning against a control group that did not utilise the online learning platform. The precise data gathered was examined to arrive at the final study findings. This study helps students to broaden their theoretical knowledge through the use of mobile phone applications and offers light on how the COVID-19-affected art school understands and perceives the current condition of contemporary art development. This study emphasizes the application of this knowledge to the creation of art alongside online classroom learning at university. (Han, April,2020)

5) *RESEARCH PAPER NAME: Android Application Development With Android Studio.*

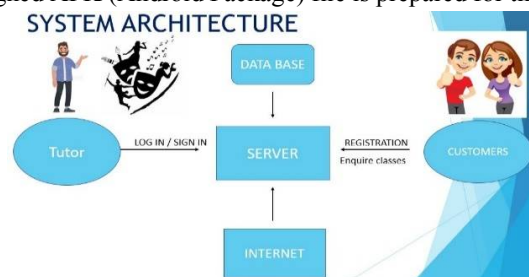
BRIEF SUMMARY: In this chapter, users will be guided through the process of developing Android applications using Android Studio. It then progresses to explain development modules for the application., which assists in selecting the most suitable SDK version for the application. Once the application project is created, it needs to be built and launched on a device. The chapter further explores the fundamental components of applications and the features provided by Android Studio. These components include activities, services, assets, XML files, the Android Manifest file, and modules. (Yener, April,2017)

III. METHODOLOGY

- 1) *Project Planning:* Begin by defining the goals, objectives, and requirements of the mobile application. Determine the target audience, features, and functionalities to be included.
- 2) *User Interface Design:* Design the user interface (UI) of the mobile application. This involves deciding on the layout,

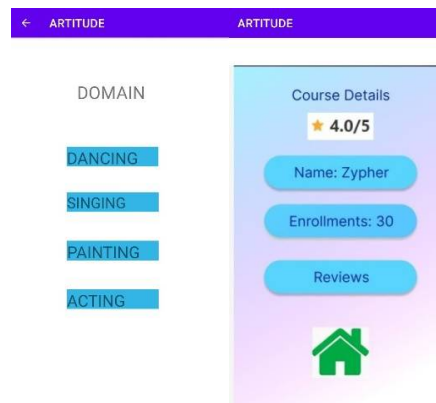
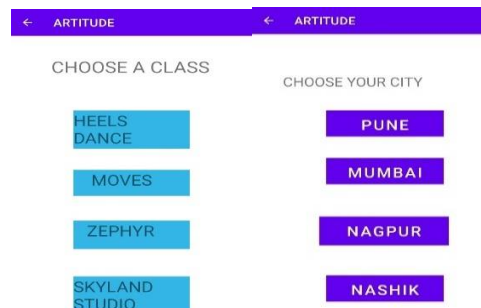
navigation, and visual elements of the app. The UI of this app is designed using FIGMA software.

- 3) *Coding*: Start writing the code for the mobile application using Java programming language. Implement the functionalities and features as per the requirements identified in the project planning phase.
- 4) *Various Methods have been Implemented for Creation of the app Like*: setContentView(): It is used to link the XML layout file to the activity. This method is called in the onCreate() method to set the activity's layout.
- 5) *Handling User Input*: Event listeners and callbacks are implemented to handle user interactions such as button clicks or text input. For example, An OnClickListener is set on a button to perform a specific action when the button is clicked.
- 6) *Intent and Activity Navigation*: Intents are used to navigate between activities. By creating an intent and calling startActivity(), A new activity is started from the current activity or data is passed between activities.
- 7) *User Interface Implementation*: UI design is translated into code by creating XML layout files and integrating them with the Java code.
- 8) *Testing and Debugging*: The mobile application is tested on various devices and emulators to ensure that it functions correctly.
- 9) *Deployment and Distribution*: A signed APK (Android Package) file is prepared for the application distribution.



IV. RESULTS AND DISCUSSIONS

The app is being developed which will act as a link between the farmers and labours.





V. CONCLUSIONS

Overall, the mobile application development process using Android Studio and Java demonstrated the potential of technology in enhancing online learning for art college students. The application's usability and effectiveness were validated through rigorous evaluation, showcasing its value as a tool for learning and practice in contemporary art. The study encourages further exploration and utilization of mobile art apps to support students' learning and creativity in the field of art education.

A. Future Scope

- 1) *Enhanced Collaboration:* The app can incorporate features that facilitate collaboration among artists, allowing them to work together on projects, share ideas, and provide feedback to foster a vibrant artistic community.
- 2) *Virtual Exhibitions:* The app can introduce virtual exhibition spaces where artists can showcase their work to a global audience. This would enable art enthusiasts from anywhere in the world to explore and appreciate art without geographical limitations.
- 3) *Art Marketplace:* The app can evolve into an online marketplace where artists can sell their artwork directly to buyers. It can provide secure transactions, shipping options, and an efficient platform for artists to reach a wider customer base.
- 4) *Artist Promotions and Sponsorships:* The app can collaborate with galleries, art institutions, and sponsors to provide opportunities for artists to gain exposure, secure sponsorships, and participate in exhibitions or events.
- 5) *International Connections:* The app can facilitate cross-cultural artistic exchanges by connecting artists from different countries, encouraging collaborations, and promoting cultural diversity in the art community.

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