The Development Of Smart Lock Container Game For Slow Learner Children

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Abstract: A slow learner is someone who takes longer than the average person to understand things or someone who needs multiple explanations before grasping a concept. Due to the pandemic of Covid19, children are often getting distracted while learning something at home because of the limits on how their parents can get their children to engage in learning at home. In order to overcome this problem, Smart Lock Container Games for Slow Learner Children is developed. This device is able to help slow learner children to learn and have fun solving problems at home. The project involves a game to be played in order to open a container that has been locked which consist of a processor such as Arduino Nano and HC-05 Bluetooth Module that has an interface for the game and the container. It is a new method that can help and encourage slow learner children to learn or gain interest in learning and also can boost their ability to think when solving the game to open the lock