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# Tale Galaxy

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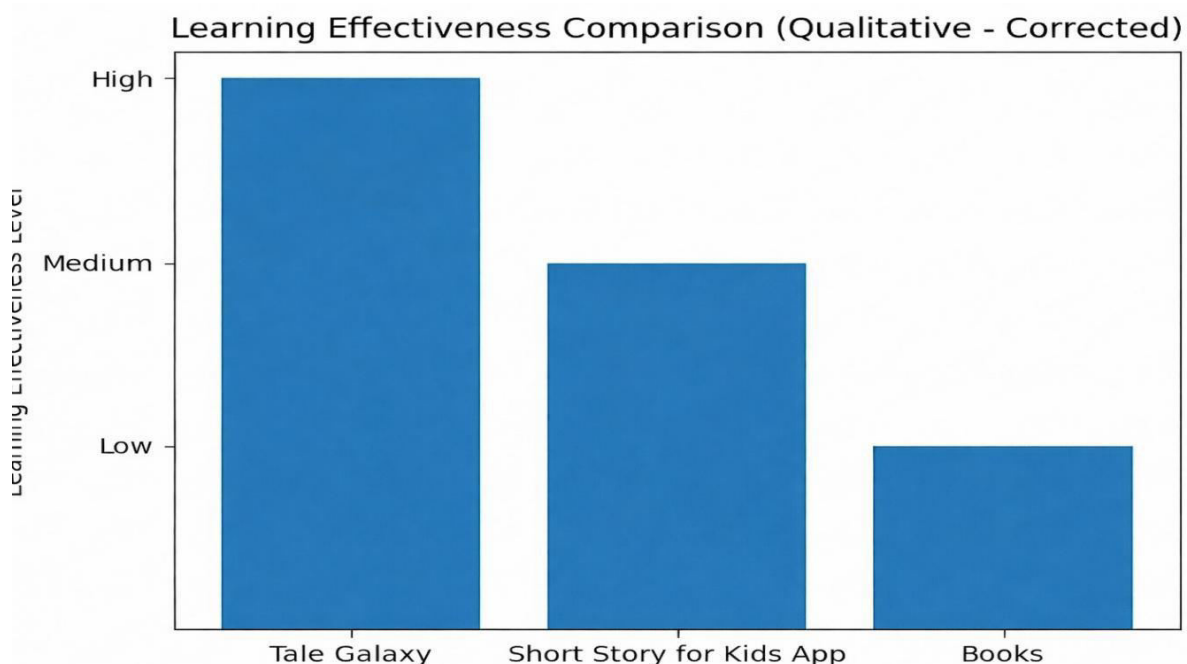
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**ABSTRACT:** This project, Tale Galaxy, is an interactive storytelling app that helps create a more engaging and purposeful reading experience for young children. It does this by turning traditional reading of stories into a personalized learning experience, where creative stories are created around specific themes such as animals, magic, and space. The app allows children to read as well as listen to stories, as it features natural text-to-speech functionality. The app features free reading of stories, as well as interactive quizzes based on stories, to help children improve their learning and critical thinking skills. To keep children engaged and motivated, the app features gamified rewards for continuous learning. Further, the app features a children's dashboard that helps them track their reading progress, as well as a parent dashboard that helps them understand the progress, performance, and milestones of the children. Tale Galaxy, as a project, brings together creativity, learning, and technology to create a fun, engaging, and productive learning environment for young children.

## I. INTRODUCTION

In the digital age, it is challenging to keep children engaged in reading, especially since there are a lot of engaging digital media available. There is a need for a solution that not only makes learning interactive but also enjoyable. Tale Galaxy is a solution that makes traditional stories a personalized and engaging experience. It offers theme-based stories, allows children to read and listen to them, and even offers quizzes for better learning and thinking. It also offers gamified rewards and specific dashboards for children and parents to track progress. This project hopes to create a combination of learning and entertainment for children, allowing them to improve their reading habits.

## II. EXISTING SYSTEM COMPARISON GRAPH



### III. PROBLEM STATEMENT

- i. Most of the story reading applications do not have stories based on age groups of children
- ii. Lack of proper images and explanation makes it difficult for children to understand the stories
- iii. No quizzes are present to check the understanding of children

### IV. OBJECTIVE

- Design an interactive storytelling application that offers stories suitable for children’s age groups and makes reading interesting for them.
- To develop an application that helps improve children’s fluency in reading and pronunciation of words by narration, reading aloud, and assessing pronunciation.
- To develop an application that motivates children to develop good reading habits and tracks their progress using quizzes, rewards, and tracking features.

### V. LITERATURE SURVEY

S.no	Existing System / app	Features	Advantages	Limitations	Identified Gap (why Tale Galaxy is Need)
1	Speak out	Pronunciation practice using speech recognition	Improves basic pronunciation	Limited to words/sentences; No storytelling	No interactive stories, no engagement, no level-based learning
2	Think Room	Gamified lessons and quizzes	Increases motivation and participation	Not focused on reading or pronunciation	Missing reading practice and fluency development
3	Epic! Kids’ Books	Library of illustrated stories	Good reading variety for children	Static content; no personalization	No real-time reading feedback or AI-generated stories
4	Far faria	Storybook collection with read-aloud mode	Encourage reading habit	No pronunciation evaluation; stories repeated	No interactive learning or adaptive content
5	Story tell Kids	Children’s audiobooks	Easy-to-use storytelling	No child participation in reading	Lacks pronunciation training and interactive learning

### VI. PROPOSED SYSTEM

The proposed system, namely Tale Galaxy, is an interactive storytelling tool that can be used to improve the reading skills of children. The tool offers stories that are appropriate for the age and interests of the children and are provided in an interactive digital format. The tool offers the facility for the children to read and listen to the stories. Once the story is over, quizzes are taken to assess the learning. The tool also offers gamified features that can be used to motivate the children to inculcate the habit of reading in them. The tool offers the facility to assess the performance and progress of the children over time with the help of dedicated dashboards. The tool provides a fun and engaging platform for the children.

**VII. RESULTS**

Tale Galaxy system provides a user-friendly interface that enables seamless interaction.

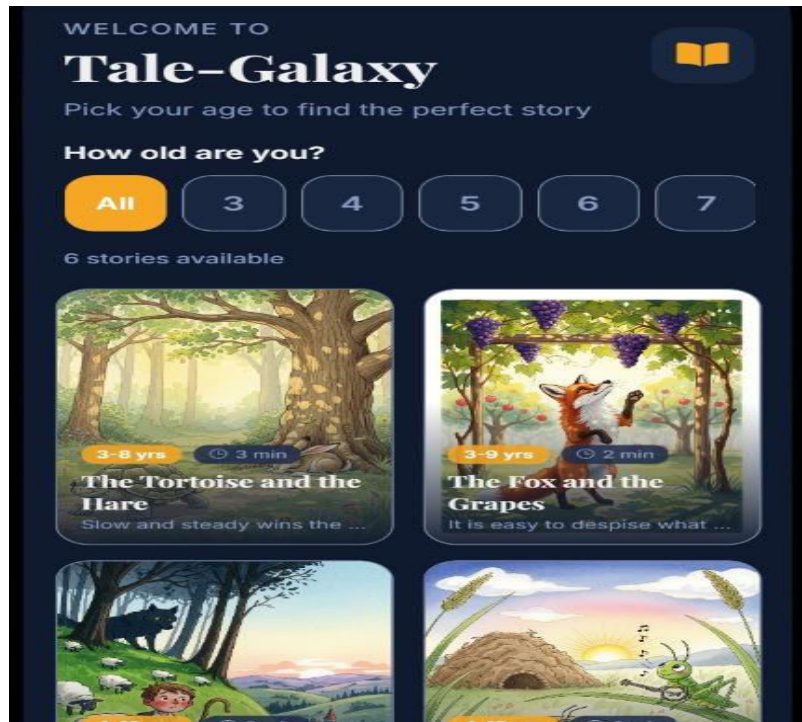


Fig 7.1 App interface page

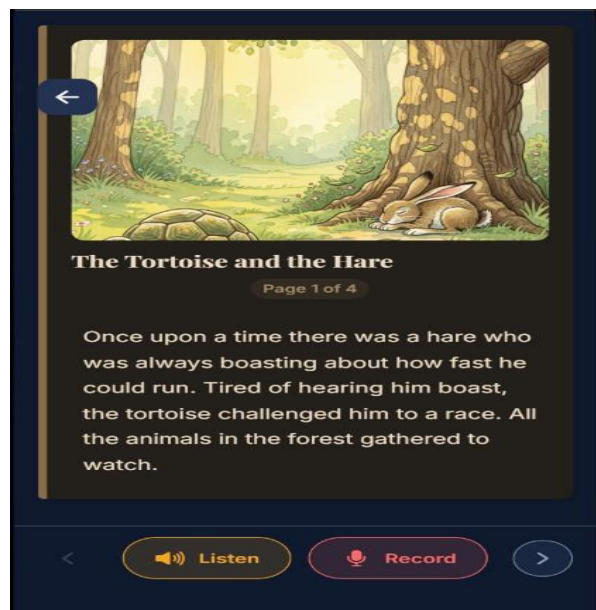


Fig 7.2 Story book interface Page



Fig 7.3 Story quiz section Page



Fig 7.4 Quiz score Page

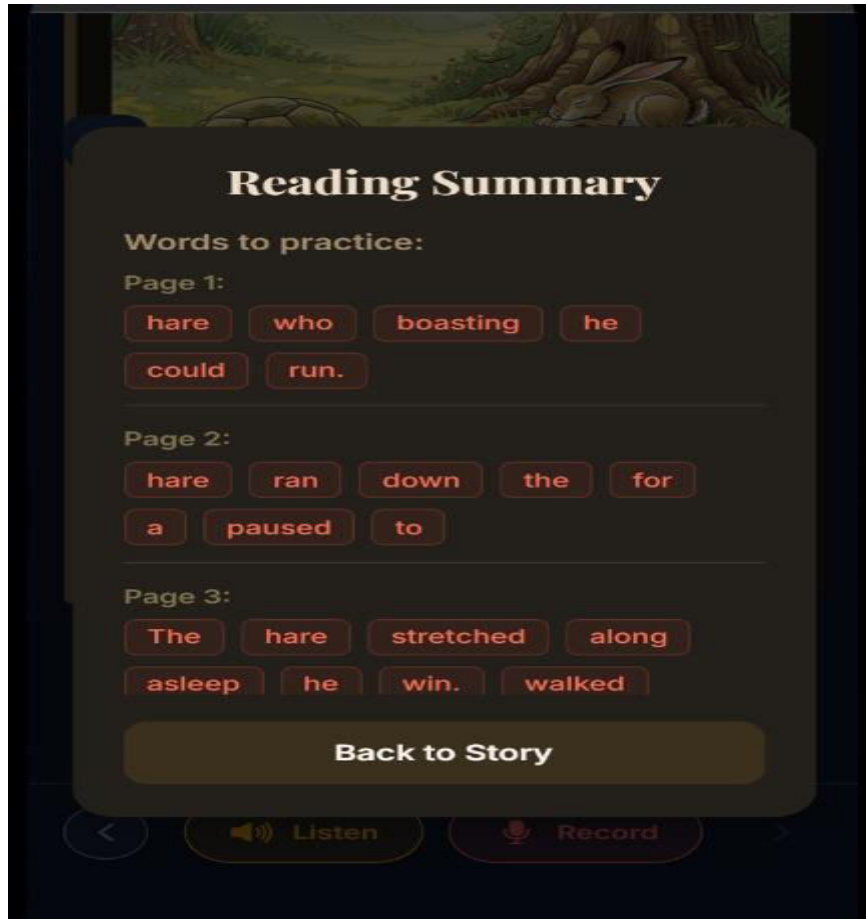


Fig 7.5 Incorrect or missing words Page

## VIII. CONCLUSION

The Tale Galaxy App effectively combines story generation, natural narration, pronunciation, and learning in a single app. The app's blend of creativity with cutting-edge technologies not only makes reading an enjoyable experience for children but also helps them improve their fluency, confidence, and interest in reading. With the app's parental tracking features and children-friendly interaction, reading becomes a personal, educational, and entertaining experience for kids.

## IX. FUTURE SCOPE

- Implement AI-based personalization to create stories based on the age and interests of the child
- Develop the ability to add multiple languages to reach more children
- Improve the user interface with animations and interactive features
- Develop an advanced quiz system with features such as difficulty level and tracking the progress of the child

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