**AN ARTICLE TITLED: “IF I COULD INVENT SOMETHING NEW: THE ALL-IN-ONE SUSTAINABLE HOME SYSTEM.”**

**BY AJISEGIRI MARY.**

My name is Ajisegiri Mary a student of Iludun Community High School, Iludun Ekiti. I am currently in JSS3. I was born into the family of five. I love to do research about investor which I believe will enhance my perspective about the new world of innovation technology.

Innovation is the key to solving the challenges we face in our daily lives. As students in Jss3, we are constantly surrounded by opportunities to think creatively and come up with new ideas. If I could invent something new, it would be a device or solution that enhances the quality of friendships and social interactions among students. In today’s world despite the prevalence of social media and digital communication too many students still struggle with making and maintaining meaningful friendships. Social anxiety, misunderstandings and the inability to spend quality time together can create barriers. The need for a tool that helps students connect better and build stronger friendships is evident through the innovation of a friendship booster.

Friendship booster helps student to build and maintain meaningful friendships by providing tools for better communication, shared activities and emotional support. Friendship booster is a multifunctional device that combines the features of a smart watch, a communication tool and a social planner. It is designed to be worn on the wrist and is easy to use for students of all ages.

It enhances communication by using sensors, the device can detect and share the wearer’s current mood with their friends that might be difficult to verbalize. It allows sending short, voice-recorded messages that convey tone and emotion better than messages.

Students can plan and invite friends to various activities such as study sessions, sports or movies nights. The device syncs with their calendars to find the best time for everyone. It sends gentle reminders about upcoming events and important dates like birthdays and anniversaries. It offers a variety of multiplayer games that encourages team work and cooperation which are essential for building strong friendship. It possess fun activities and challenges that friends can complete together, promoting bonding and shared experiences. It provides access to a virtual counselor for advice on handling social issues and improving interpersonal skills. It has a feature that allows users to anonymously share their problems and receive support from friends without fear of judgment. The primary users of friendship booster are students in secondary school especially those in JSS3, who are at a crucial stage of forming lasting friendships.

The friendship booster stands out because it combines technology with the human need for connection. Unlike social media, which can sometimes lead to superficial interactions. This devices focuses on depending real-life relationships and providing emotional support. Inventing the friendship booster would address the pressing need for better social interactions among students. By enhancing communication, organizing shared activities and offering emotional support, this invention would not only improve individual well-being but also create a more connected and supportive school community.

In conclusion, if I could invent something new, it would be a tool that brings students closer together, fostering an environment where friendship booster is not just a device; it’s a bridge to stronger healthier relationship.

Thanks.