DigiEduHack / Datorium hackathon
Solution by team "Laši"

Introduction

One of the biggest issues faced by students in the modern day is a lack of motivation for the students to learn. One solution that our team has thought of for this challenge is to provide the students with positive emotions and a push to continually study and revise every day by virtue of a simple mobile app.

For this purpose, we have designed an application in a style mixed of other contemporaries such as "Kahoot" and "Uzdevumi.lv". For an additional push to continue studying, our app would also have a daily task & reward system.

While the prototype only features a simple module for learning languages, the team feels that the prototype could be expanded to cover other fields, such as math and physics. We feel that an app like this, especially if a "local network" option is added, would be a wonderful addition to the modern day classroom, allowing instant feedback for the students and easing the pressure on teachers to deal with a large amount of students.

The local network option would consist of a teacher sharing a class code, with the students then using the code to join the network. The teacher would then be able to assign tasks to every student in the class.

Video presentation

https://youtu.be/55f-wLF0fkY

Link to the prototype

https://www.figma.com/file/IT3cnGyMA5Dfz0PsR5C62H/Educational-kids-game-(Community)?type=design&node-id=0%3A1&mode=design&t=qN5mx9Jgn3UEYUWf-1