



## Welcome to EduQuest

INTRODUCING EDUQUEST: REVOLUTIONIZING EDUCATION THROUGH GAMING

## HOW HARD IS IT TO PAY ATTENTION?

Average Attention Span in 2000



Average Attention Span in 2013



Problem: Decreasing students' attention span and loss of motivation.

ADAPTIVE LEARNING AND GAMIFICATION IN MATH, PHYSICS, AND MORE.

# PUTTING STUDENTS AT THE CENTER OF THEIR DIGITAL EDUCATION JOURNEY

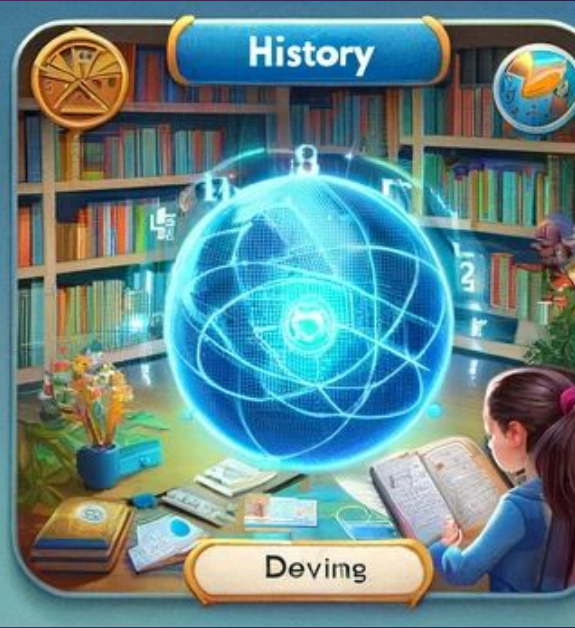


DIVERSE CHARACTERS AND ACCESSIBLE TO STUDENTS.



# Gameplay Mechanics

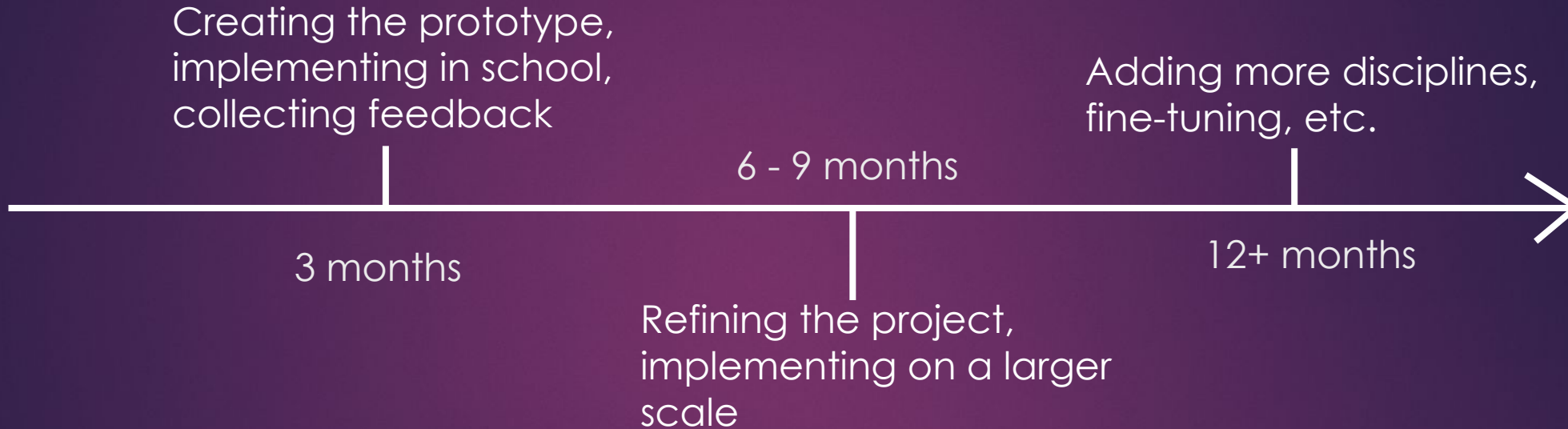
ENGAGING STUDENTS WITH INTUITIVE GAME-BASED LEARNING.



# NARRATIVE-DRIVEN FORMAT AND ADAPTIVE LEARNING



## PROTOTYPE DEVELOPMENT, TESTING, AND CHALLENGES.



ONGOING UPDATES AND ALIGNMENT WITH EDUCATIONAL TRENDS.

ESTIMATED COSTS AND RESOURCE ALLOCATION: 14000\$



# MODULAR DESIGN FOR DIVERSE EDUCATIONAL SYSTEMS.

Problema Se da: Edu Socializare  
Solutie! Individualizare  
Resolvare: - Jucari educ cu experienta  
- AI face oare  
- AI teste verificat nivelul  
VR! l-casas


Time spent Individual rate  
Gamification  
Progress  
Satisfactions

1. Calitatea ✓
2. Relevanta ✓
3. Originalitate ✓
4. Fezabilitate ✓
5. Sustenabilitate ✓
6. Transferabilitate ✓

Personaliz


Improve your skill!

Progress bar!



! Create your own rockets!

Personalized learning experience!



# Technology Integration

UTILIZING THE LATEST TECHNOLOGY FOR EFFECTIVE EDUCATION.







## Next Steps and Conclusion

FUTURE DEVELOPMENTS AND PROJECT WRAP-UP.