

Learning website prototype.

DigiEduHack2023

Our team decided to make a quiz game that uses the "Figma" platform. The game gives students the chance to earn points for every correct answer which later on can be used to buy gift cards for the most popular online stores, for example, Amazon, Google Play Store and many others. Our goal is not only to motivate students to learn, but also to entertain them while they do it. We aim for a large amount of questions to be included from many, if not all, of the school provided programs. Our focus is to make the game universal for all levels of knowledge. They could range from elementary questions to more demanding questions, knowledge wise, so the student learns and improves their knowledge overtime while playing our game. We tried to make the atmosphere welcoming, by including ways to contact support or get help if there are any issues or difficulties with any of the questions.

It's important to us, that the game continues to motivate and entertain the student throughout the learning process, leaving the student with a positive experience and possibly sparking their interest in the learning process as a whole.

Prototype page: [Figma](#)

Short presentation (LV): [YouTube](#)