

**Team: Big Aces**

## **Ichthyology Odyssey**

Due to the fact that nowadays young people are getting more and more bored at school because schools integrate modern technologies quite slowly, we thought of gamifying a perhaps not so interesting aspect of learning - Ichthyology. We created an application prototype that would allow students to monitor an experimental aquarium in biology classes and learn ichthyology in a modern and fun way. Mainly to store the data, we used DB Browser for SQLite and an HTML web page was used to provide a temporary user interface.

- **Github repository with the code and the temporary UI for the project:** <https://github.com/Markuss999/Hackatons>
- **Canva presentation of the UI prototype:** <https://www.canva.com/design/DAFza07zllY/NMqcoZxatGUZWd9BEsH4Aw/view>
- **Video presentation of the project:** <https://vimeo.com/882134423?share=copy>