



# KNOWLEDGE QUEST “The Battle Against the Monster of Ignorance”

A smart game that turns school learning into an epic adventure!

TEAM: I MAGISTRATI

Piergiorgio Caroppo  
Lorena Morello  
Giorgia Mele  
Alessandro Marchese



European  
Commission

DigiEduHack is an initiative under the Digital Education  
Action Plan (2021-2027) of the European Commission



# PROBLEM

- Studying is often boring and hard to focus on.
- We don't all learn in the same way: some get bored, others feel lost.
- There are school subjects we want to understand better... but we lack motivation.
- We need a more fun and personalized way to learn.



# SOLUTION



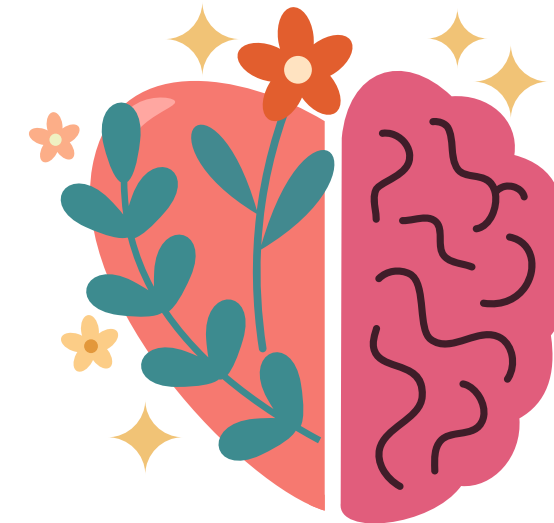
A game where:

- The AI creates a game world based on the subject you want to study (history, science, math...).
- To level up you must fight the Monster of Ignorance by solving quizzes and mini-challenges.
- The AI adjusts difficulty and questions depending on how you're doing.



*The more you learn, the more you win!*

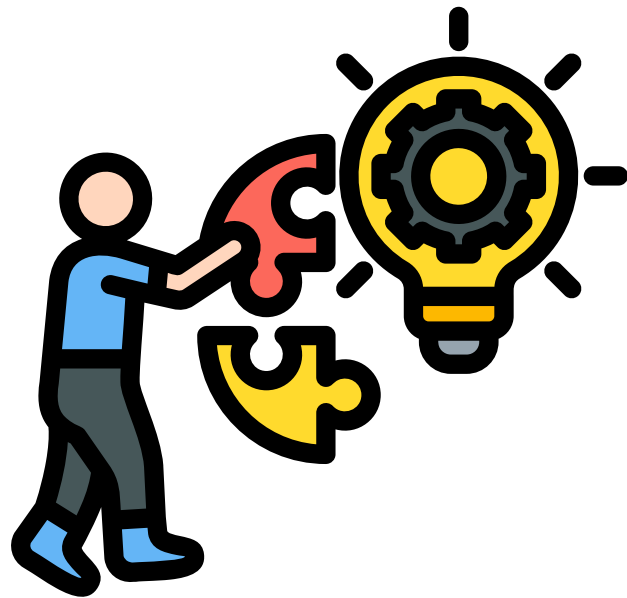
# TARGET GROUP & IMPACT



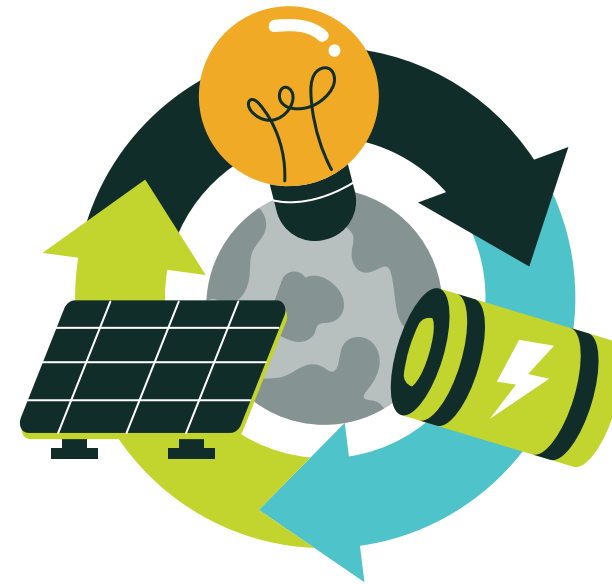
- Middle school and high school students.
- Teachers who want to make lessons more engaging.
- Increases motivation through gamification.
- Helps students who struggle because the AI adapts to their level.
- Turns learning into an adventure instead of a chore.



# Innovation – Sustainability - Transferability



AI creates personalized game worlds that turn school subjects into quests, battles, and levels.



Works on any device, easy to update with new topics, and requires low resources.



Adaptable to any subject, language, or school, making it usable everywhere.

# TEAM

DigiEduHack Visual Identity



## TEAM: I MAGISTRATI

**Piergiorgio Caroppo**, Ideatore e Game Developer

**Lorena Morello**, Graphic Designer

**Giorgia Mele**, Content Creator

**Alessandro Marchese**, Responsabile tecnologico





**Study Smarter. Adventure Harder.  
Defeat the MONSTER OF IGNORANCE**



**THANK YOU!**