



KNOWLEDGE QUEST

“The Battle Against the Monster of Ignorance”

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

TEAM: I MAGISTRATI

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

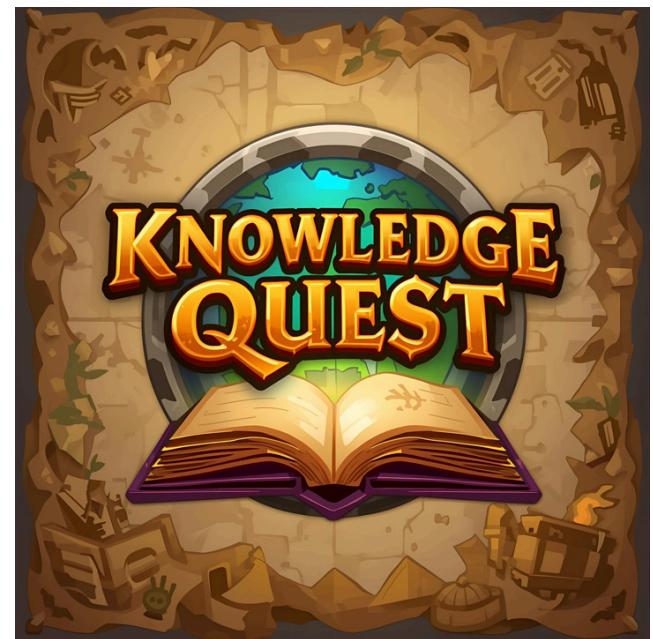
PROBLEM



- 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.

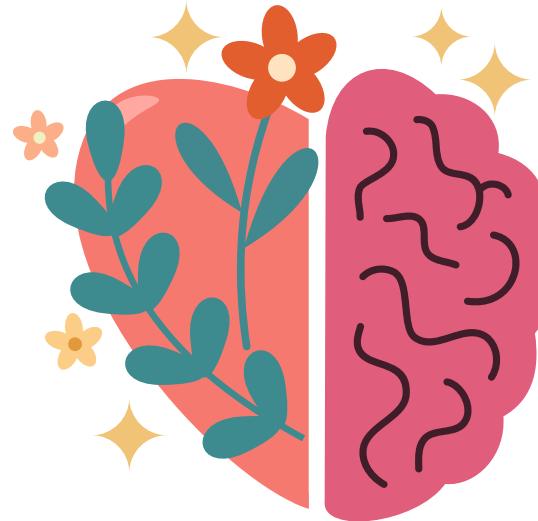


The more you learn, the more you win!

TARGET GROUP & IMPACT

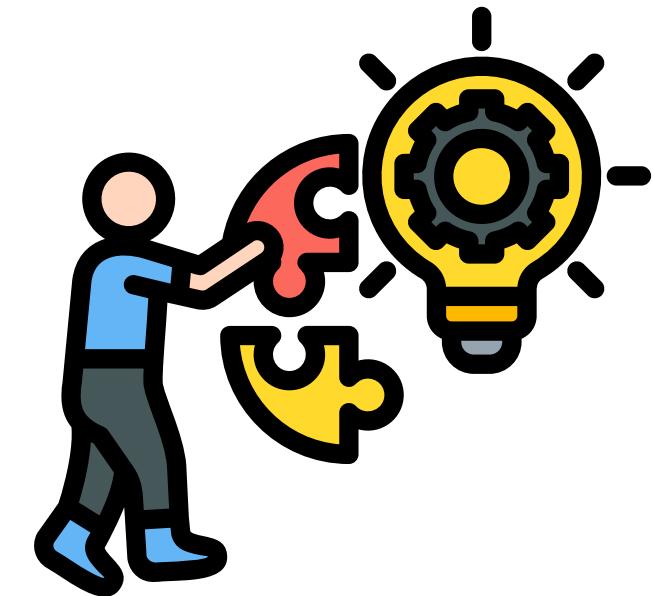


- Middle school and high school students.
- Teachers who want to make lessons more engaging.

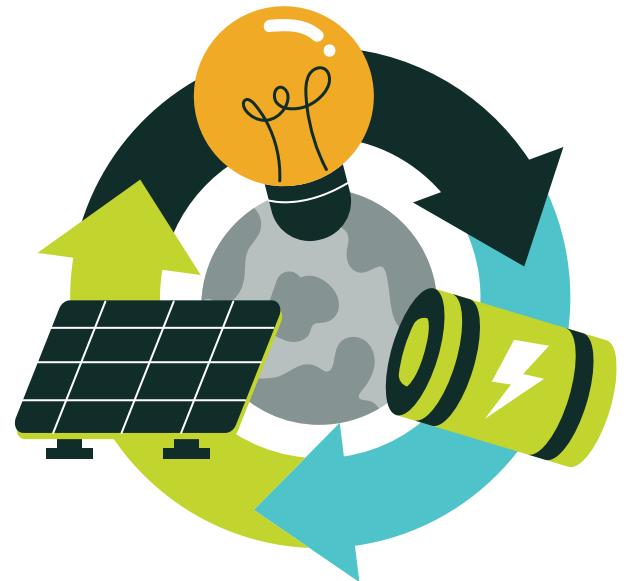


- Increases motivation through gamification.
- Helps students who struggle because the AI adapts to their level.
- Turns learning into an adventure instead of a chore.

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!