GooseSoft Presents:
School Gamification
Project

Programingo

THE IDEA

Programingo is a language platform for programmers inspired by **Duolingo**. The goal is to make learning programming fun and engaging through gamification and artificial intelligence.

1. Technologies

2. Artificial intelligence

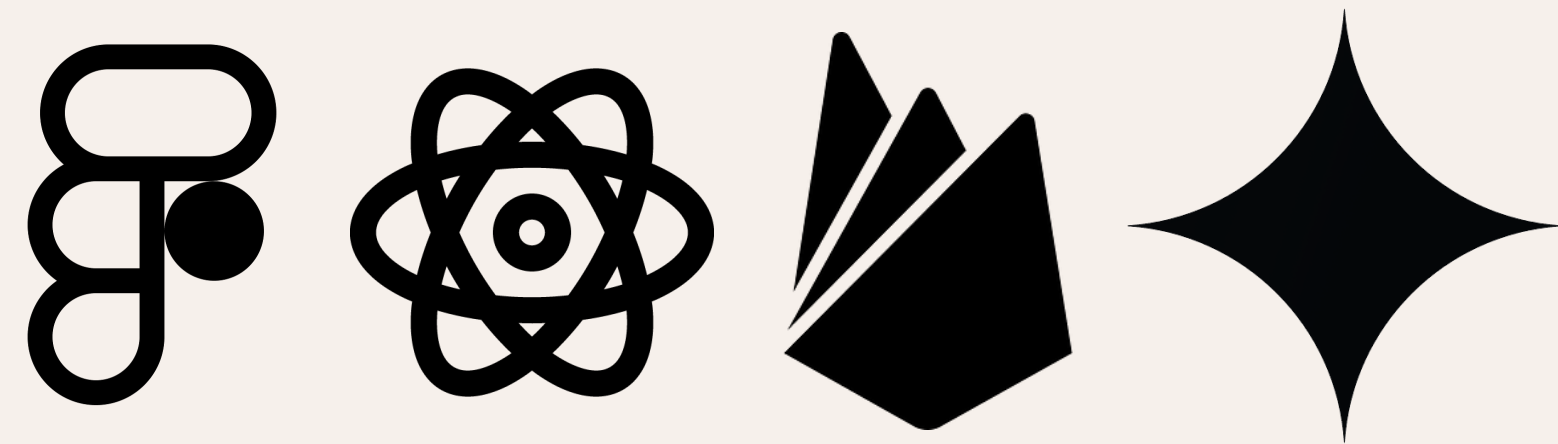## 3. Gamification

4. Difficulty levels

Technologies

1 2
REACT NATIVE | FIREBASE

3 4
FIGMA | GEMINI

Our Team

Kaloyan Stoyanov
Frontend

Kaloyan Ivanov
Backend

Todor Hristov
Full Stack

Vladislav Petrov
Full Stack

Goose Soft
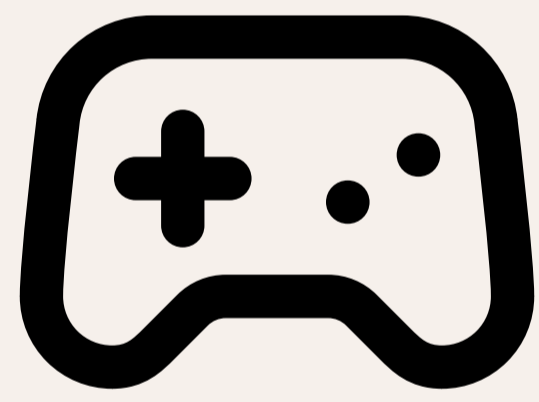
Element of Gamification

LEVELS
The level system gives XP for correct or close answers. Level up by gaining more XP, with each level requiring more.

EXPERIENCE
Experience is gained by answering questions correctly or nearly correctly. It helps you level up.

LEADERBOARD
The leaderboard ranks users based on their XP. Higher Level and XP means a better rank.

ACHIEVEMENTS
Achievements are earned by reaching milestones or completing challenges, rewarding users for their progress.

REWARDS
Rewards are given for leveling up or completing achievements, offering bonuses or special perks.

PROGRESSION
Progression works by attending a test for each difficulty, which exceels you to the next one.

PROJECT GOALS

01 INCREASE USER ENGAGEMENT

Design a reward system that incentivizes continuous learning and engagement.

02 CREATE COMPETITIVE FEATURES

Encourage social learning through competition and collaboration among users.

03 ADAPTIVE LEARNING

Tailor the learning experience to each user's skill level, progress, and goals.

Learning is not a race to finish, but an adventure to enjoy.

When we incorporate gaming elements into education, challenges become quests, and every lesson becomes a new level to conquer.
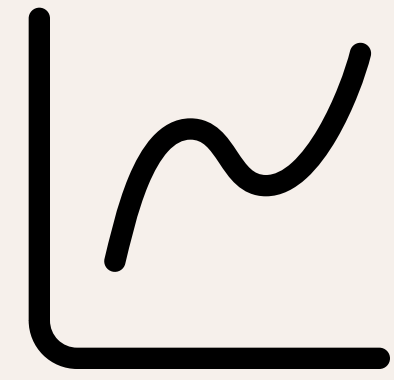
THREE OF OUR STRATEGIES

PROGRESSIVE LEARNING

The difficulty increases with each selected level, and the amount of XP a user can earn depends on their choice. A free choice is given to the user at first to select their level of knowledge instead of always starting with the fundamentals. Progression is made by moving through difficulties and and leveling up.

ADAPTIVE CHALLENGES

Timer is introduced in the test part of the app, it runs throughout the whole session and also runs another for each question apart. The time taken for a user to complete a each as well if the answer is right or close to right(in Advanced) of questions will determine the XP he receives in the end.

INSTANT FEEDBACK AND REWARDS

The user will receive detailed feedback and a summary from the integrated AI chatbot, with the option to continue the chat to ask follow-up questions or gather more insights. Rewards such as achievements, badges, and other incentives will also be added to the user's account to recognize their progress.