



DigiEduHack Solution

Saint Petersburg - ITMO DigiEduHack

Challenge: Gamification in education

Kidget: way to develop the digital literacy

A mobile app for development of the digital literacy

KIDGET is a gamified learning system for a pupil. In the storytelling format, the user is suggested to complete interesting tasks with the hero and learn the basics of digital literacy.

Team: Équipe

Team members

Irina Zhikharevich, Evgenia Oganisian, Aleksandra Pavlenko, Arina Romanovskaya

Members roles and background

Irina Zhikharevich - social engineer, web developer

Evgenia Oganisian - interface designer

Aleksandra Pavlenko - script designer

Arina Romanovskaya - system analyst

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Solution Details

Solution description

We present a mobile application named KIDGET, which implements a training system with elements of game learning. The service is executed for two types of users: teachers and students. The teacher creates a virtual group and the system generates a PIN code for it. Next, the teacher shares the PIN code with the students. They join a created group using PIN code with their gadgets. On the screen, students choose one of four sections: about financial, communicative, computer or information literacy. In each section, student is invited to take an entertaining test on the relevant topic. System counts the number of correct and incorrect answers, displays the result of the players, assigns them

special status (for example, “Financial Literacy Specialist”, “Expert in Online Communication”). Teacher can track the progress of students in a particular game session and mark it to the real grades in the grade book. A digital literacy textbook and all theoretical background are constantly available to users. Consider the section about financial literacy. Here a student meets the main hero – Gosha. We use the elements of storytelling: “Gosha studied well this year, and his parents decided to gift him a bicycle. Dad handed the boy a debit card and offered to purchase on his own. Gosha was confused because he hasn't ever faced something like that! Let's help Gosha to buy a bike and have a great summer.” Further, a student is invited to choose a suitable site for buying a bicycle among the proposed options. The next step is a theory, and a student understands - if he has given the correct answer or not.

Solution context

This problem of lack of digital literacy is especially relevant among the younger generation. They do not have competences in the field of digital technology and can only get it empirically, trying and making mistakes.

Solution target group

The target group is schoolchildren aged 10 to 16 years old. This solution will affect pupils from the fourth to ninth grade, as well as their teachers. Tests and assessments may be less stressful and more interesting to pupils thanks to the gamification. A new approach to learning is expected to be developed.

Solution impact

Our solution will help to learn the fundamental concepts of digital literacy, to develop awareness among children, and to adopt skills on how to behave on the Internet.

Solution tweet text

KIDGET is a gamification learning system for a pupil. In the storytelling format, the user is suggested to complete interesting tasks with the hero and learn the basics of digital literacy.

Solution innovativeness

The originality of the presented idea is that there is no proposal on the digital market like this one. That would be informative and entertaining at the same time.

Solution transferability

The project can be scaled in several directions: increasing the number of topics in the textbook mode and game mode, creating a personal account, long-term storage of personal user information, displaying statistics of passed tests.

Solution sustainability

Extenuation to other sites: camps, educational courses.

Expanding the target audience: adding educational materials for primary school students, high

school students and adults.

Replenishment of the topics catalogue. The project can be transformed into a full-fledged curriculum. The project also can be monetized through advertising integrations. For example, in the lesson about media literacy and pirated content on the Internet is suitable to suggest the legal online library.

Solution team work

Our team had a clear separation of duties. Everyone had his task, and as a result, there were no conflicts situations.

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