Education RPG

Role-play game

Adaptive game service that can be built into any educational program. Owners of educational resources through the use of the service will be able to increase the demand for their educational resources. And students will be motivated to learn by game progress..

Team: IDE Team

Team members

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Solution Details

Solution description

Our idea is to create a service with a single game and a single game progress for all educational programs. Owners of educational sites can order the introduction of our role-playing game in their educational program. In order to implement it, they must determine how much game resources will be received by the student for the performance of a particular task and send this data to the moderator for confirmation. After that, the owner of the educational site will receive a single API of a game for all educational sites.

Solution context

Context:

We are facing a problem ..:

1) Popularizing our service everywhere.

2) Balance of promotion depending on the complexity of the educational program.

3) Abuse of API usage.

How we solve the problems:

1) Free cooperation with educational sites at the beginning of a startup.

2) Creating an approximate balance of game progress from the complexity of the educational program. The educational site itself chooses how many points the student will receive for a particular task, but the number of points must be approved by the moderator.

3) Creating an opportunity to cancel the game progress and the moderator's team

Solution target group

Target group:

Target group: entrepreneurs who have their own educational website or other educational program and want to promote it

Solution impact

Our service helps to increase students' motivation by encouraging them to learn in the form of game progress, namely, to gain gaming XP, improve game level and fight for the list of leaders. Our service attracts additional attention to the customer portal. It is also possible that in the future the level and display of completed educational programs in our servise will influence the situation when the employer chooses between several employees, just as it is now influenced by Github.

Solution tweet text

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Solution innovativeness

There are many sites on the market with training in the game style, but for each site the game was developed individually. Our solution is characterized by adaptability between educational programs and overall progress in all educational programs.

Solution transferability

Our project cannot be used in other contexts because the idea of the project is to create a monopoly in the educational environment in a play style.

Solution sustainability

The implementation of the service will be based on the offer to educational portals to use our service. Our service may be difficult to implement in the medium term due to unpopularity of the service and doubts about its usefulness, but in the long term with a gradual awareness of its positive

aspects and its popularization, the service will be significant not only in motivating the student to study new things, but also in a situation where the employer chooses between several employees.

Solution team work

The actions of our team were united. The duties to create the project were evenly distributed, and everyone coped with the task perfectly.