



# DigiEduHack Solution

## Saint Petersburg - ITMO DigiEduHack Challenge: Gamification in education

### Lure Project

#### The game increase the number of students who pass quizzes

Increases engagement and interest in surveys, allows you to create a more complete and realistic picture creates a feedback loop.

#### Team: Lure

##### Team members

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### Solution Details

#### Solution description

Game environment for questioning

Increases engagement and interest in surveys, allows you to create a more complete and realistic picture creates a feedback loop.

Success is measured quantitatively - the number of students completing the questionnaire and qualitatively in a more understandable and manageable learning process.

#### Solution context

We have problems with taking high-quality feedback:

Extremely low interest of students in the survey

Formal approach of students to answers to questions of questionnaires - as a result low relevancy

We are solving that :

-to increase the involvement of students in the survey

to make answering more fast, real, sincere

### **Solution target group**

The target group is students. Implementation of this solution will affect faculty, staff, and administrative resources. It will show weaknesses and overdue changes, and push to them.

### **Solution impact**

Quantitative - number of completed questionnaires.

Qualitative changes will occur in the educational process and at the University as a whole, with proper consideration of feedback.

### **Solution tweet text**

Result is a Questioning game for taking feedback from student. Exciting shell, different levels, earning points, exchange points for real benefits. organization of multiple entry points, bindings via Qr-codes, on-line University courses, etc.

### **Solution innovativeness**

complex use of different means to maintain and increase motivation

### **Solution transferability**

Can be used by other departments of the University, and in the future by other universities

### **Solution sustainability**

Development of the game, the complexity of the levels. Involvement of various structures of the University. Differentiated analysis and creation of course ratings, etc.

### **Solution team work**

Team is great/ worked as one.