



## DigiEduHack Solution

Emerging technologies for holistic learning (Berlin)

Challenge: Emerging technologies for holistic learning (Berlin)

# The World's Best Way to Experience General Education - #14\_game-learning



## learning subjects while playing games is joyful

For many people, learning is tiring and arduous in most cases. We would like to use the digital technology available to us to have fun while learning, to repeat exercises, to make the current level comparable with friends and to set up a reward system after each successful completion.

## Team: Group 14 game learning

### Team members

Christian Rothas and David Piwowarski

### Members roles and background

Christian Rothas - Design, Developement, Programming

David Piwowarski - Organizing, Content, Strategy

### Contact details

David s88109@bht-berlin.de and Christian s87588@bht-berlin.de

## Solution Details

## **Solution description**

### **Our final product:**

Our web-based platform could work on any desktop or smartphone. The topics can vary between languages, such as Duolingo does that, asking mathematics such as solutions for integrals, fractions or other small subject areas such as business questions would also be conceivable. In a bigger scale we could open up tasks, so that teachers can fill up their content that they want their students to learn (like Moodle multiple choice test). The Ways of making it interesting to the user are repetitions, fill in the blanks, allocation methods and multiple choice and maybe even battle your friend functions like in Quizduell.

### **how to enhance**

People like to learn and play with their mobile devices, our App delivers direct contact to the teachers and measures success online.

Our app should be customizable for every type of school and course of study. The individual subject areas are automatically adapted based on the input of the subject teachers.

Nowadays, students mainly use smartphones for mobile games, so we offer a gaming app with reward system that encourages learning.

### **measure success**

You get an evaluation at completion of every course. There is a global ranking system. We offer friend requests, where completed courses are displayed.

## **Solution context**

For many people, learning is tiring and arduous in most cases. We would like to use the digital technology available to us to have fun while learning, to repeat exercises, to make the current level comparable with friends and to set up a reward system after each successful completion. To create a level system based on a computer game, which motivates you to keep learning.

## **Solution target group**

Every student, every kid that goes to school and also their teachers that want them to complete their online courses. Especially in online courses we face a strong resistance to encourage yourself to work on your own from home. Our App feeds the needs for this target group.

## **Solution impact**

Everyone and everywhere, as long as you get internet, you will be an active language, maths or geography (or other stuff) learner.

## **Solution tweet text**

anywhere in the world you can continue your education with playful ease

## **Solution innovativeness**

There are many apps like duolingo and moodle and Quizduell but all of them provide no content that can be imported from your professors or teachers. There is AnkiApp, but you need to fill it yourself.

## **Solution transferability**

We can offer a bright variety of subjects to the users

## **Solution sustainability**

Universities can start to use it in order to measure knowledge throughout their courses

## **Solution team work**

Mostly we were two people. Christian designed and programmed the App and David coordinated the whole process within delivering content for the App. We could consider keep working on the App if we get help from other programmers and designers