

DOST STARBOOKS: Whiz Challenge Objectives

The following represents notes taken from a discussion with DOST-STII regarding the objectives for enhancing the STARBOOKS Whiz Challenge system:

The primary objective is to increase student engagement and replayability by introducing multiple game modes. This will reduce repetition and encourage students to spend more time on the app during events.

Another goal is to support different learning approaches. By offering solo and multiplayer challenges, as well as visual-based games, the system can cater to diverse learners and make STEM content more accessible.

The project also aims to enable performance tracking and player insights. In-app analytics will capture quiz scores, time spent, and badges earned, helping DOST-STII measure impact and refine outreach strategies.

To address deployment challenges, the system will adopt an offline-first but sync-capable design. This ensures accessibility in low-connectivity areas while still allowing admins to update content and gather results across kiosks.

Finally, the team plans to enhance the visual design and user experience. A modern UI with engaging layouts and animations will attract younger learners and keep STARBOOKS competitive with other educational apps.

By meeting these objectives, STARBOOKS will become a more engaging, scalable, and data-driven platform for promoting STEM learning nationwide.

Categorized Objectives

Objective	Category	Measure
Increase student engagement and replayability	Engagement	Add at least 3 new game modes; increase average play sessions per student by 50% during events
Support different learning styles	Learning Experience	Provide both solo and multiplayer modes; integrate visual-based activities for at least 2 game types
Enable performance tracking and player insights	Analytics & Impact	Track best scores, badges earned, and play duration; generate overall game reports
Improve system scalability and manageability	Deployment & Operations	Implement offline-first design with sync capability; allow admins to update content across kiosks within 1 hour
Enhance visual appeal and user experience	Design & Usability	Redesign interface with modern UI and animations; achieve at least 80% positive feedback in post-event surveys