



# Fun with Flags!

*N.B.: The following is a Project idea for the course's final Project. It is intended to be illustrative of how games can be used to teach certain facts and figures. It is inspired by the TV sitcom The Big Bang Theory.*

## Idea

Vexillology is the scientific study of the history, symbolism and usage of flags or, by extension, any interest in flags in general. A game is structured form of play, usually undertaken for enjoyment and sometimes used as an educational tool. This app aims to teach fun facts about flags using gamification methodology.

## Target Audience

A person who studies flags is a vexillologist; vexillography is the art of designing flags; one who does so is a vexillographer; an admirer of flags is a vexillophile. My aim is to engage audience in a fun learning experience and eventually turning them into vexillophile. I am trying to target a broader age group from school kids to senior citizens.

## Features

### Flag of the Week

FTW is like giving history of the particular flag including its origin, symbolism, design, type.

### Fwag, Not a Fwag

A rapid fire game where flag cards are flashed in front of user and user has to answer it within a limited time frame.

### Vexillophile

This aims to teach user the basic terminologies about flags via quizzes. User will be rewarded flags after mastering each topic.