

Web Development Team 3  
Collaborative Math Game



# Math Collab

Andreas Glaser  
Andreas Khoury  
Christa Strauß  
Dzianis Brysiuk  
Noah Lehmann  
Tina Amann

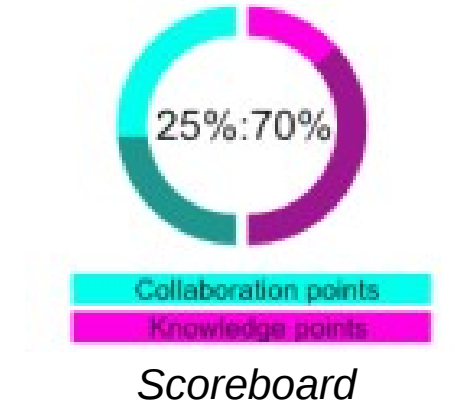
# Rules of Collaboration

## Rule Set #1

### How Knowledge and Collaboration gets you to the next Level

#### Earn Points through:

- Knowledge
- Collaboration



Levels	Collaboration Points	Knowledge Points
Beginner	25%	75%
Intermediate	50%	50%
Pro	65%	35%

# Rules of Collaboration

## Rule Set #2

**How and when an artificial  
Intelligence needs to help students  
collaborate**

**Two basic Problems with Collaboration between most students:**

Problem	Possible Solution
1. Nobody can or want's to answer your questions or help you with your problems	AI scans question for keywords to find the topic and generate answers or at least useful advice or wikis
2. Others are faster than you, you don't have the chance to help anybody	AI produces fake problems, visible only for students in need for collaboration points

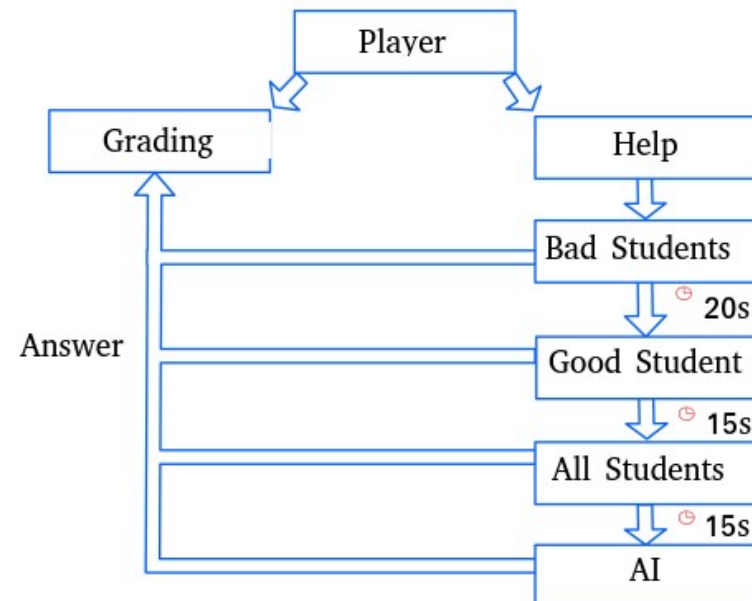
# Rules of Collaboration

## Rule Set #3

With the first two rules in mind, how a fair distribution of collaborative points is guaranteed

**Problem: Faster students always grab the collaboration points before anybody else can, only artificial questioning is not the key to a collaborative environment!**

<b>Bad Students</b>	<60% Knowledge
<b>Good Students</b>	Average
<b>Overambitious</b>	Detected answering too much!



# Wireframe

(based on HumHub)

