

# Reward Bot\*

Encourage and Motivate students

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## ABSTRACT

Students are not motivated to get their work done, as the rise of technology and social media has made access to instant dopamine very easy. Thus, students tend to put off their work and put their attention on things that provide instant gratification. Our proposed solution is a system that gives random rewards to team members for performing actions (i.e. committing code to a repo, finishing assignments on Canvas, etc.). The system can give rewards such as custom icons for your profile picture, prizes like discount code coupons, and even bonus points for completing a task early. Upon receiving these rewards, students would then be provided with dopamine that they earned for completing a task, not from scrolling on social media. This in turn would help students get over their addiction to their phones and become more productive.

## 1 Introduction

Our ultimate goal for this project is to motivate students to get their work done, which would in turn help improve their work ethic, directly correlating to an improvement in their academics, confidence, and abilities to write good code. Being able to write good and efficient software would increase student's chances of landing a software engineering job upon graduation. Resulting in innovative and creative software in the future. It would focus on what affects students negatively and positively, and work on them to increase their academic performance [1][2].

## 2 Related Works

While there are no distinct research studies/software tools on the matter of rewards as it pertains to software engineering, there has been a recent explosion in reward softwares for consumer use. Popular examples are Points, Walkr, Sweatcoin, StepUP, and Arrow, which take simple

daily tasks or exercise and turn them into a fun game where you can get points. With over half a million combined users and an average store rating of 4.5 stars, these apps reveal that reward softwares is finding a foothold, making them a powerful case study for the value a tool like ours could add to the software engineering landscape. In related works, it includes how social media affects teenagers' mental health who fear missing out—[1]. Also, it would focus on how rewarding students on their work for their efforts which would create habits that are positive [2].

## 3 Software Engineering Process

The software engineering process our team decided to use is agile because it uses iterative development which increases flexibility for our team. We are able to adjust to changes quickly since the iterative cycles are shorter. As a team, we decided that it was better for us to break the big project into smaller, more manageable pieces, which allow us to get continuous feedback from our stakeholders. The process of getting feedback through the development of the project allows the stakeholders to share their expectations for the project and discuss potential issues before they become major complications. Agile also emphasizes team collaboration by doing daily stand up scrum meetings where each team member can share their progress, setbacks and future plans. This allows the team to stay on the same page and share ideas and thoughts. Additionally, the scrum meetings will be documented which makes it easier when new members join or team members leave. The onboarding process for new members will be expedited since they have documentation to go over each person's contributions to the project.

## REFERENCES

[1] Johnson, S. B., & Pulley, C. V. (2020). Considerations for the development of a COVID-19 vaccine. *Frontiers in Immunology*, 11, 1880. <https://doi.org/10.3389/fimmu.2020.01880>

[2] Ketterlin-Geller, L. (2023, March 6). A reward system can build a homework habit. Here's how. *Education Week*. <https://www.edweek.org/leadership/opinion-a-reward-system-can-build-a-homework-habit-heres-how/2023/03>