

Game-based Learning: ADS games

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**Abstract**

<Abstract goes here…>

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Name: Signature:

Acknowledgements

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# Introduction

Game-based learning is concerned with the use of games to enhance the learning experience. Learning comes from playing the game. It promotes critical thinking and problem-solving. Meanwhile, Data structures and algorithms are the most fundamental concepts in Computing Science. Computing science aims at building an effective foundation for the development of programming skills by teaching algorithms and data structures to students.

This project requires you to create a local multiplayer educational game platform in which multiple users challenge themselves and peers to solve small problems involving writing their algorithms and implementing them in different programming languages. The purpose of the game will be to enhance student learning in ADS which provide them with the foundation in programming and enhance their engagement. The project will start with a review of similar technologies. It will then use appropriate tools to develop the application and finally test and evaluate the final product.

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## A section <This is style Heading 2>

Please note your dissertation need not follow the included section headings – this is only a suggested structure. Also add subsections etc. as required.

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# Background Survey

Each new chapter should appear on a new page.

# Requirements

<Figure below is in style “figure” which continues to style “figure caption” when you press Enter and then back to “Normal” when you press Enter again.>

Figure 1: Some important shapes.

<If you wanted to show any code fragments, you could use the following style called code, which could then be followed by figure caption..>

*# This is a little bit of Python*

**for** i in range( 10 ):

**for** j in range( 10 ):

**print** i\*j,

**print**

Figure 2: A crucial algorithm for the project.

# Design and Implementation

Show how you plan to organise your work, identifying intermediate deliverables and dates.

# Evaluation

# Conclusion

# References

[1] C. Baier and J.-P. Katoen. *Principles of Model Checking*. MIT Press, 2008.

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