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EM português

Introducing the Team

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Igor Nolasco
Sociology



Ivo Rodrigues
Sculpture



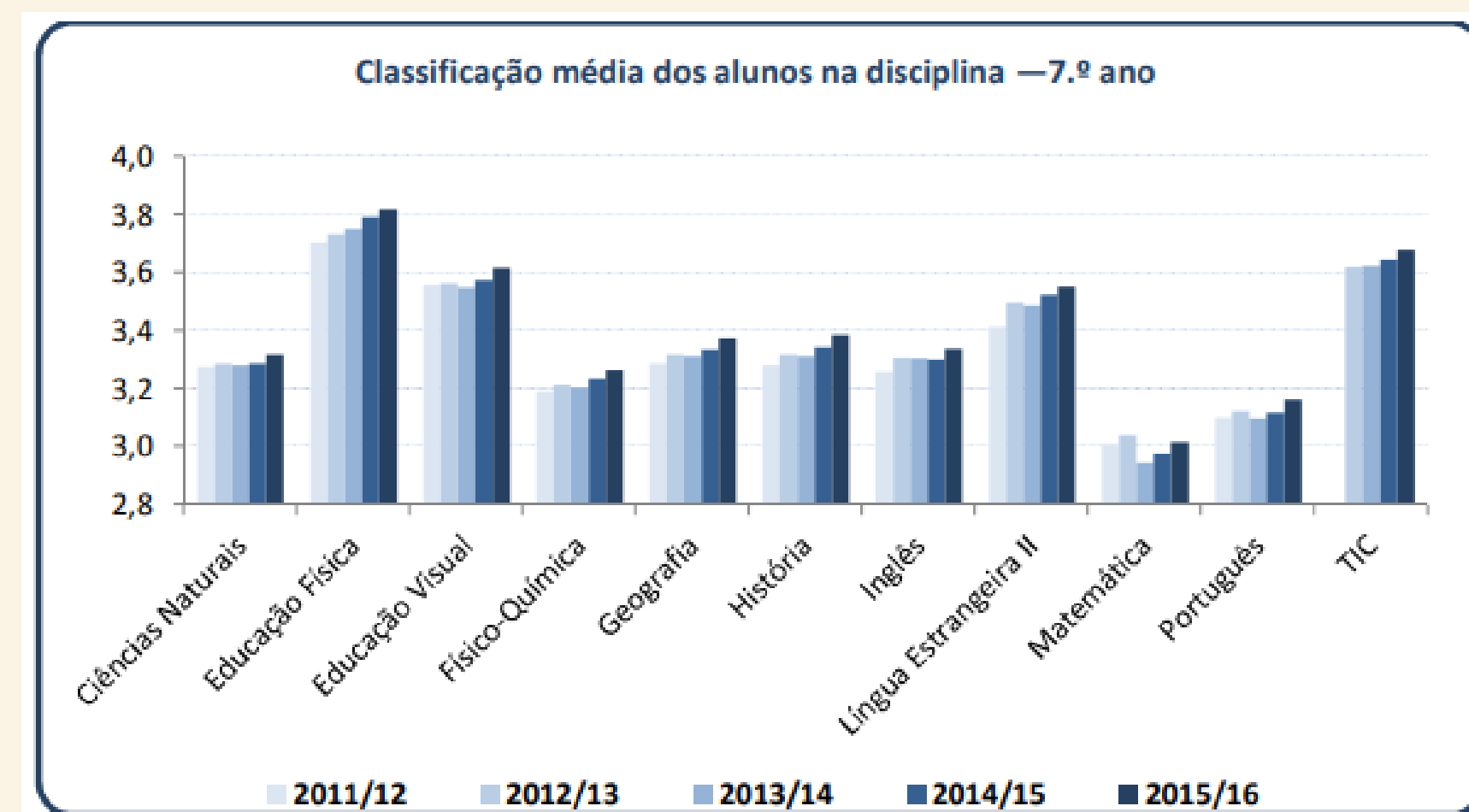
João Almeida
Product Design



Rafael Santos
3D Animation

EM português

PROBLEM



Source: DGEEC

–Low school performance on Portuguese
public schools

EM português

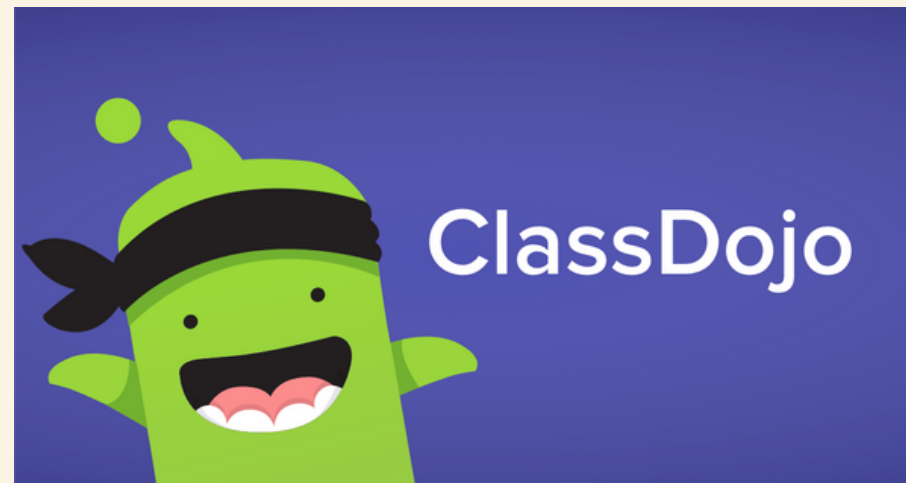
SOLUTION

pt.1



- Innovative and gamified learning platform
- Badges and achievements system
- Compete scores with friends
- Quizz platform as a "neutral" learning tool

CASE STUDIES



"The investigation has shown that gamification had positive effects on the engagement of students. Those who presented the highest levels of engagement on the indicators were also those with more badges given by the teacher and on the opposite side, those with lower indexes on the indicators were those with less badges from the teacher."

da Rocha Seixas, L., Gomes, A. S., & de Melo Filho, I. J. (2016).
Effectiveness of gamification in the engagement of students. Computers in Human Behavior, 58, 48-63.

SOLUTION

pt.2

- Teachers can create quizzes on the spot
- Students can create quizzes themselves
(they have to be approved by the professor
after submitted)

The Project

DATABASE



BACKEND-API



FRONT-END



MAIN PROJECT MODULES

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Login/Authentication

Creating your Quizz

Playing the Quizz

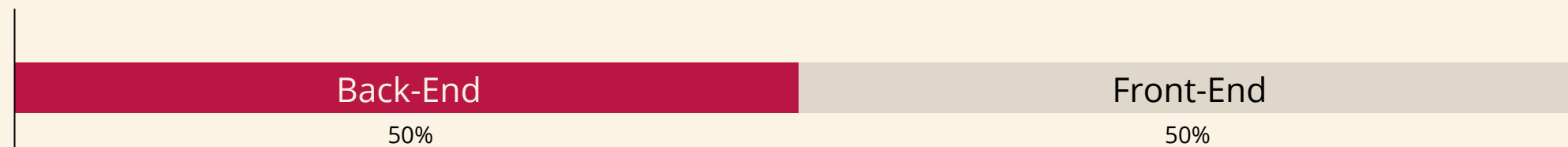
Admin Tools

Achievements /
Badges System
(TBD)

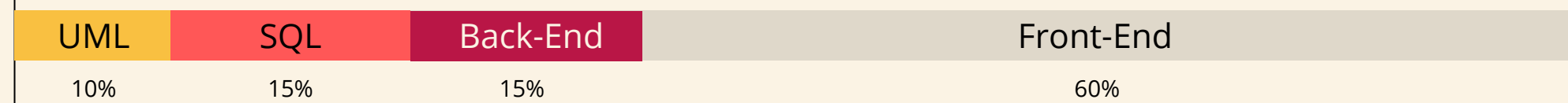
THE APPLICATION

Work Division

Igor
Nolasco



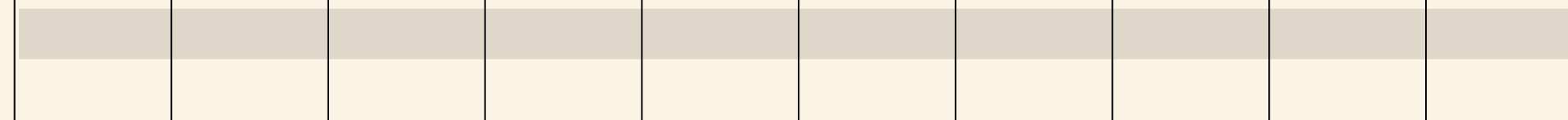
Ivo
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João
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linhas
guia
pa
apagar

Thank you all for watching!

A special thank you to our amazing professors: Paulo Vieira and João Cortes

EM português

FALTAM LOGOS