

Project and creation of a virtual exhibition of 3D models of archaeological artifacts with elements of gamification

Projekt i wykonanie wirtualnej wystawy modeli 3D artefaktów archeologicznych z elementami grywalizacji

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Plan

Background of the diploma work

Aim

Content

Findings

Conclusion

Background of the diploma work

Lack of idea

Supervisor

Earlier
Experience

Subject

Challenge

Aim

The aim of the engineering thesis is to design and create a virtual exhibition of 3D models containing elements of gamification.

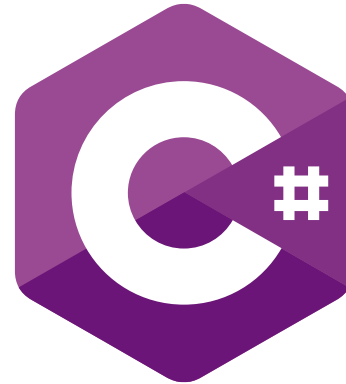
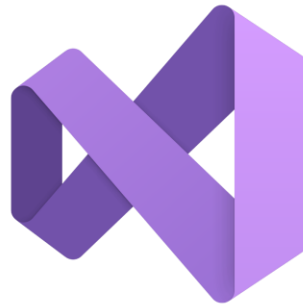
Content



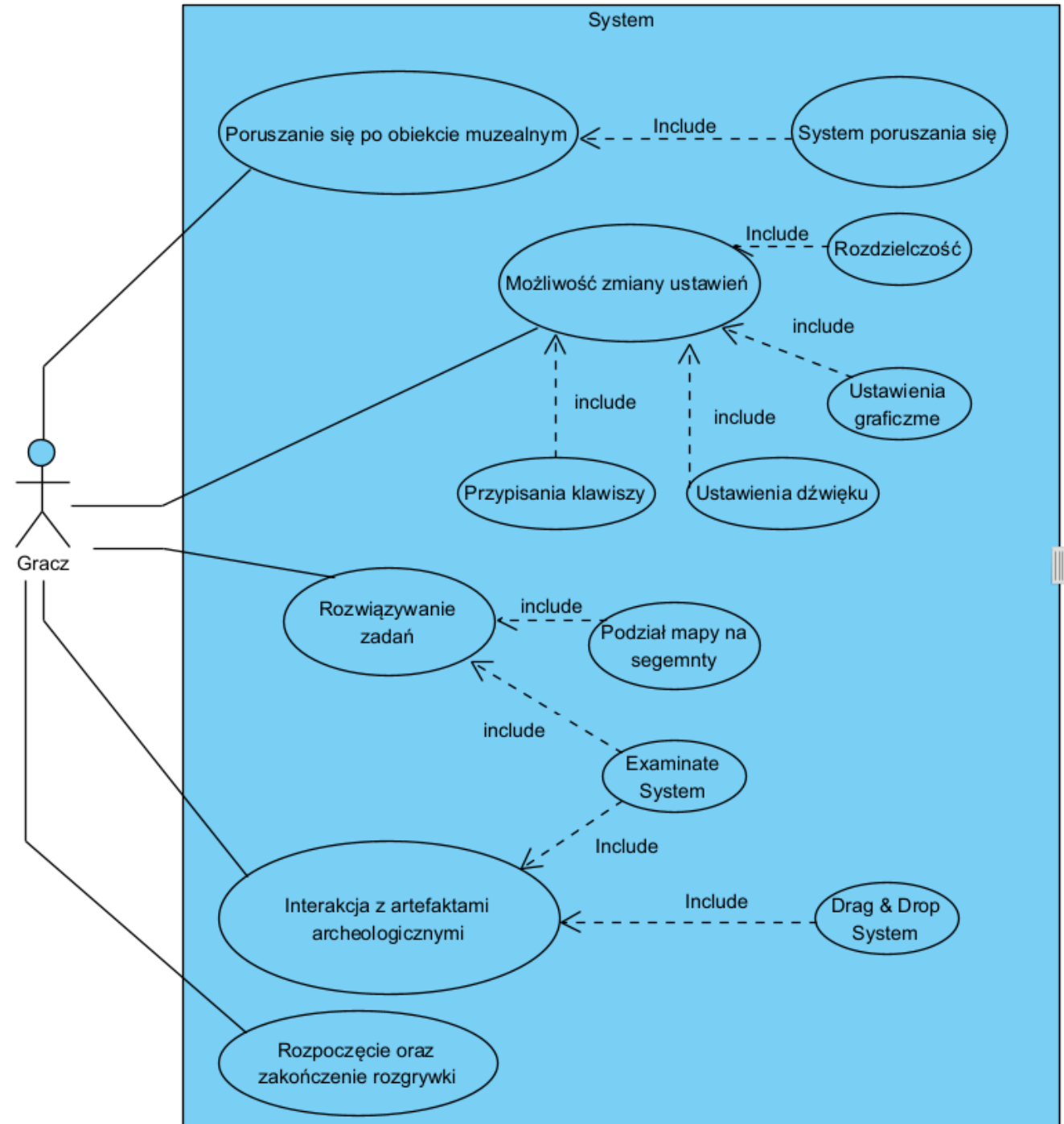
Unity



git



Content



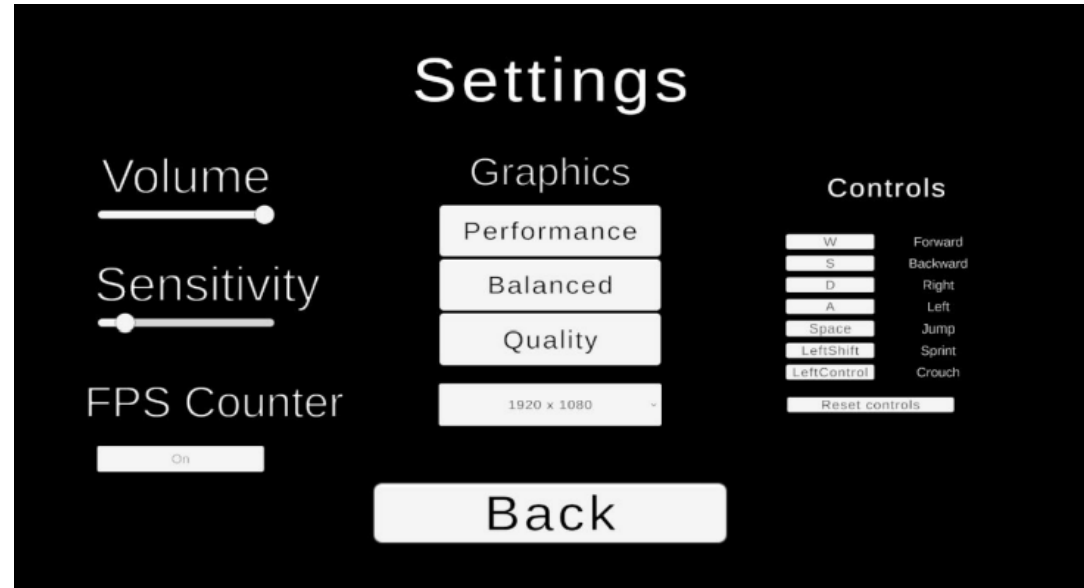
Content



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Content



Findings

Challenge

**Game-dev
Is different**

**Game based
learning**



Conclusion

The project offers interactive ways of discovering history combined with entertainment.

The project has great potential for further development, especially in the field of virtualization technology.

Thanks for your attention