

CLASS TOPICS UTILIZED IN PROJECT DEVELOPMENT PROCESS

For this project I utilized a couple of concepts;

Rhizomatic learning: The concept of rhizomatic learning which says no defined bounds with independent nodes capable of individual expansion, I employed this by separating the modules of my application with no coupling within. It shows and employs a great deal of separation of concerns which is great if I wanted to build on aspects of my application. It also encourages users to learn as they play with the suggestions and pop ups they get if they fail or when they pass the level. It was also designed to improve users decision making with the pop ups embedded all throughout the application. The absence of strict boundaries encourages a more organic and flexible learning environment within the app. This approach catered to diverse learning styles and adaptive skill development. Overall, it enhanced the user experience and facilitated more effective learning.

The approach to my application and the scrums were using Plan-do Check Act(PDCA) . In the application, users can Plan and attempt activities, receive feedback and then act by redoing the activity. In the scrum approach, I received feedback from my peers and professor and checked my application and acted on that feedback. It contributed to continuous improvement and refinement of my application.

Gamification; These aspects of my app focus on what you need to learn. Gamification was a massive theme of my project as I made sure activities like the tree watering, Card habitat matching and energy monitor were made with game playing characteristics. I believe the importance of this cannot be overstated as it is very important in order for kids, typically with low attention spans, to keep being engaged with the application. The who and what of my application were definitely in my mind when I implemented these features and functionalities . During user testing, I found people seemed to like the animated gamified simulations.