



# ACADEMY OF LEGENDS

# List of contents

Introduction

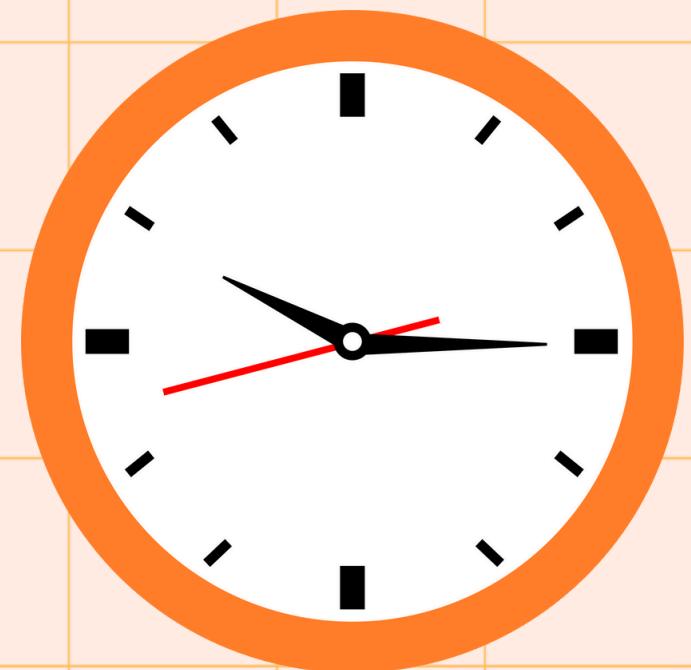
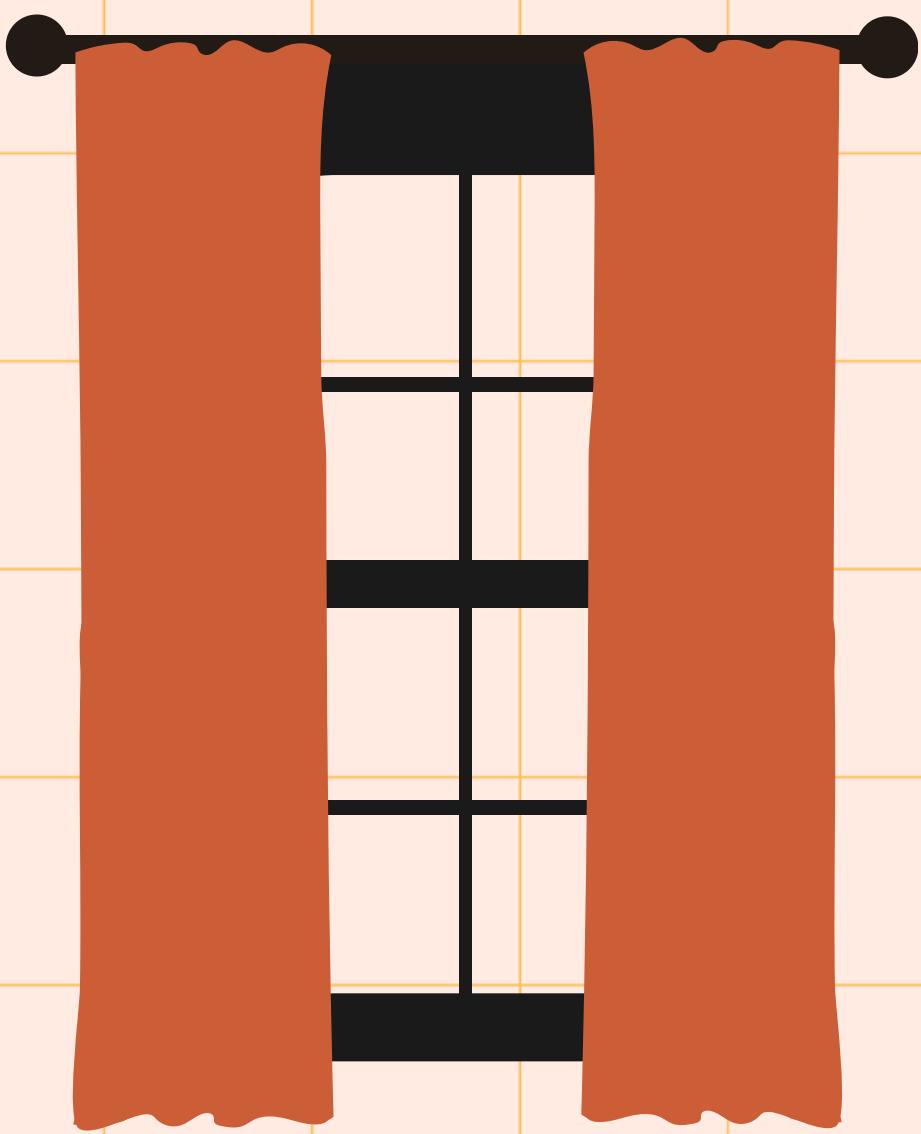
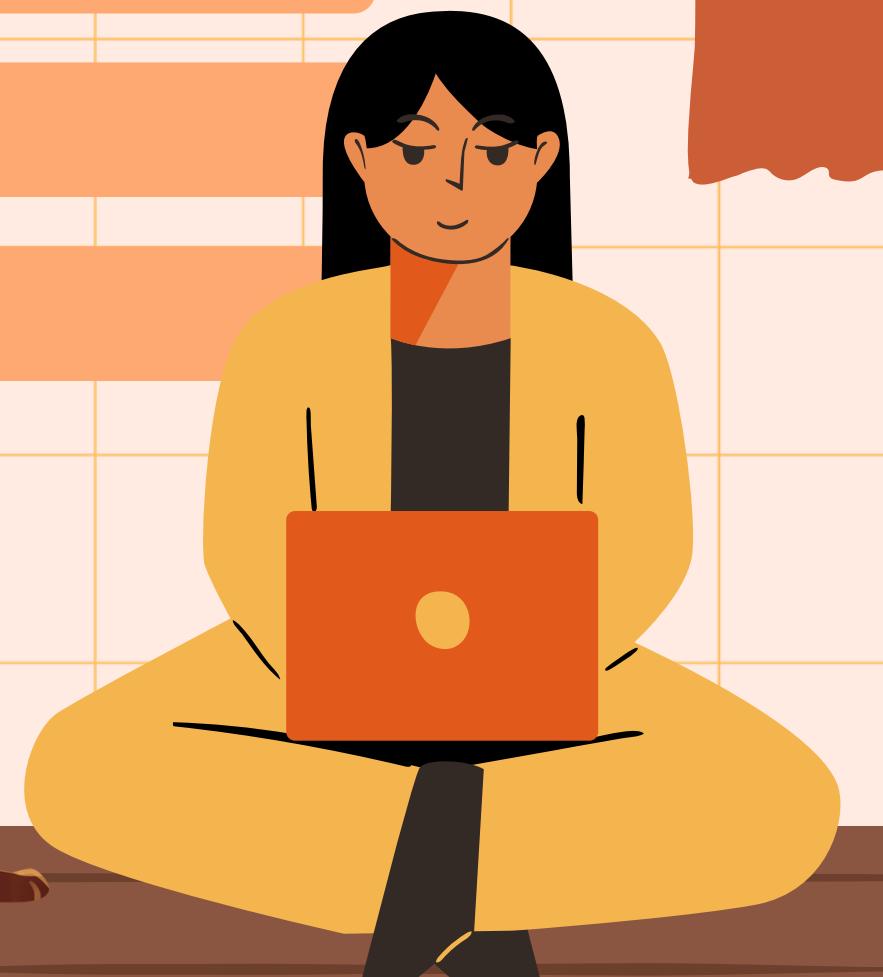
Problem Statement

The Proposed Solution

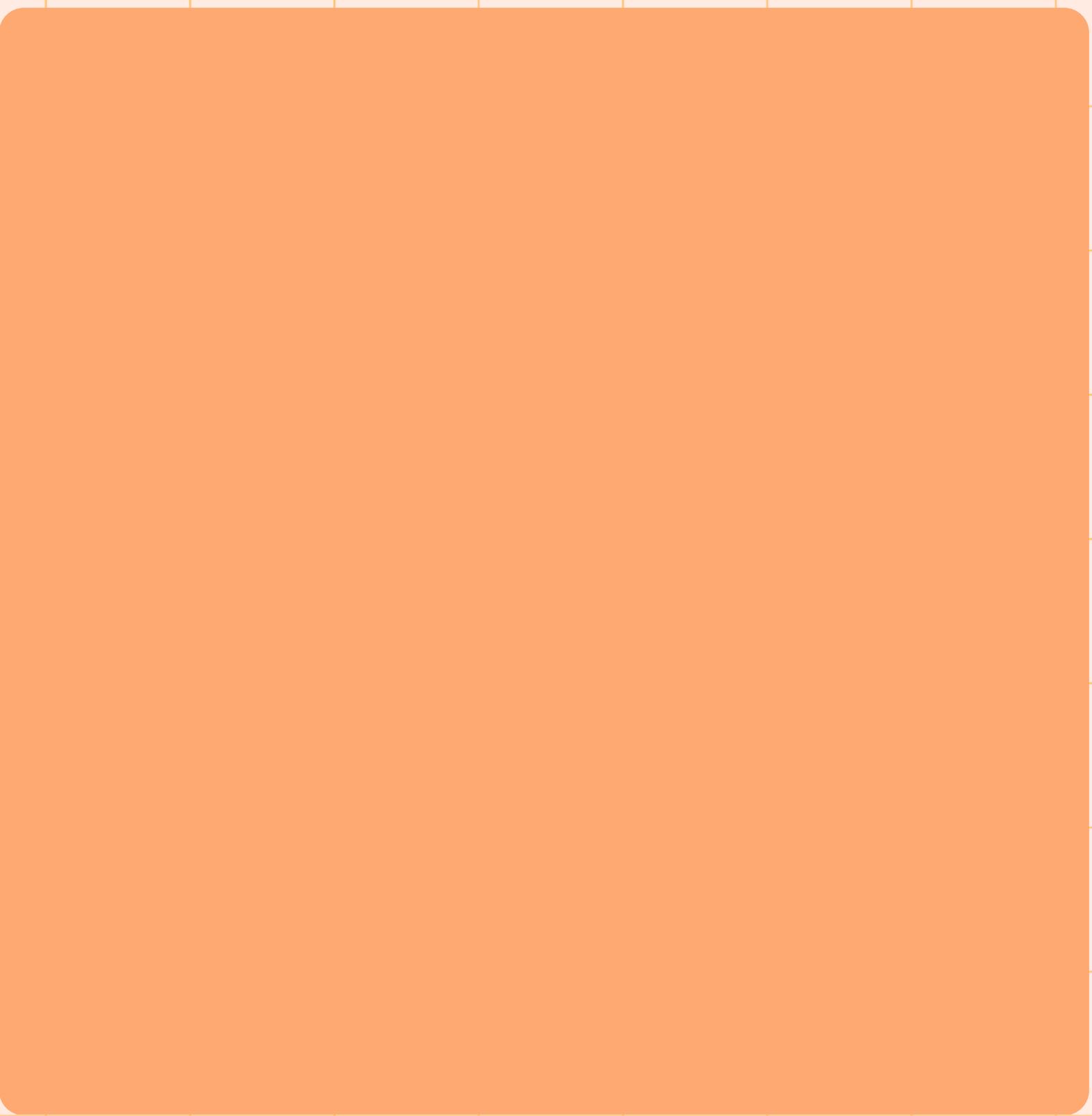
Design Details

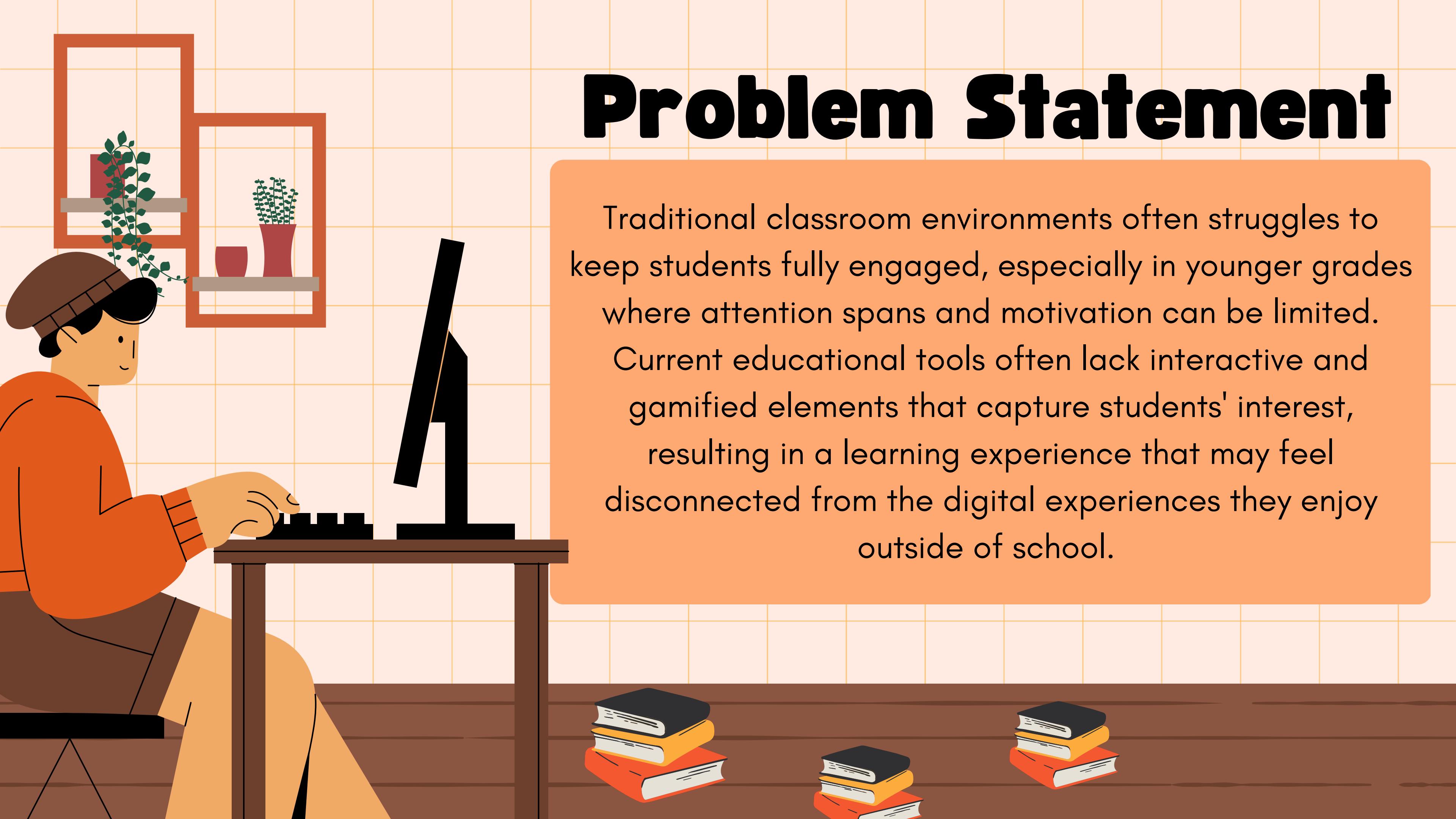
Commercial Value

Questions



# Introduction



A stylized illustration of a teacher with short brown hair and a brown beret, wearing an orange long-sleeved shirt. The teacher is sitting at a black grand piano, looking down at the keys. In the background, there's a whiteboard with some faint writing, two windows with orange frames showing green plants outside, and a row of brown desks with stacks of books on them.

# Problem Statement

Traditional classroom environments often struggle to keep students fully engaged, especially in younger grades where attention spans and motivation can be limited. Current educational tools often lack interactive and gamified elements that capture students' interest, resulting in a learning experience that may feel disconnected from the digital experiences they enjoy outside of school.

# Solution

A classroom application that uses the appeal of gaming to create an engaging, collaborative, and structured environment that enhances both learning outcomes and student accountability.



# **Introducing...**

# **Academy of Legends!**

- Academy of Legends is an web based application made to enhance classroom engagement by delivering a gamified, interactive learning experience tailored for teachers and students in grade 8 and under.
- By using gaming elements, students can participate in a solo/team-based environment, making learning more enjoyable, and provide real-time feedback on student progress.



# Features

## Character Creation

Students can create an character/avator they would like to use

## HP, EXP, Gold

Each character will have Hit Points(HP), Experience(EXP) and gold.

## Guild System

Students can join guilds, thus developing accountability and collaboration skills

## Penalties/Rewards

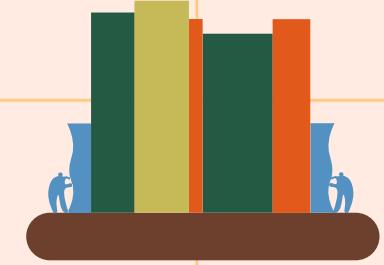
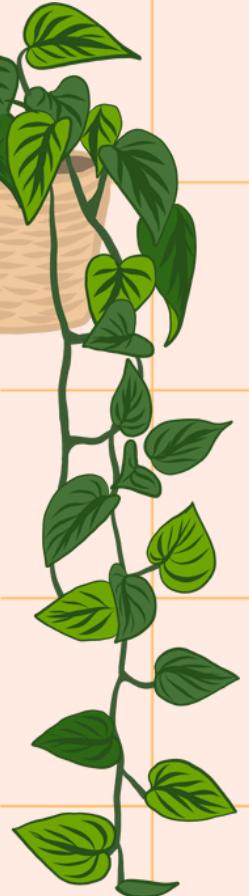
Based on students preformance, they can either be penalized or rewarded

## Boss Battles

Students will team up to defeat powerful bosses (math tests)

## Legend's Board

A leaderboard system that displays student ranks



# Tech Stack

**Front End**

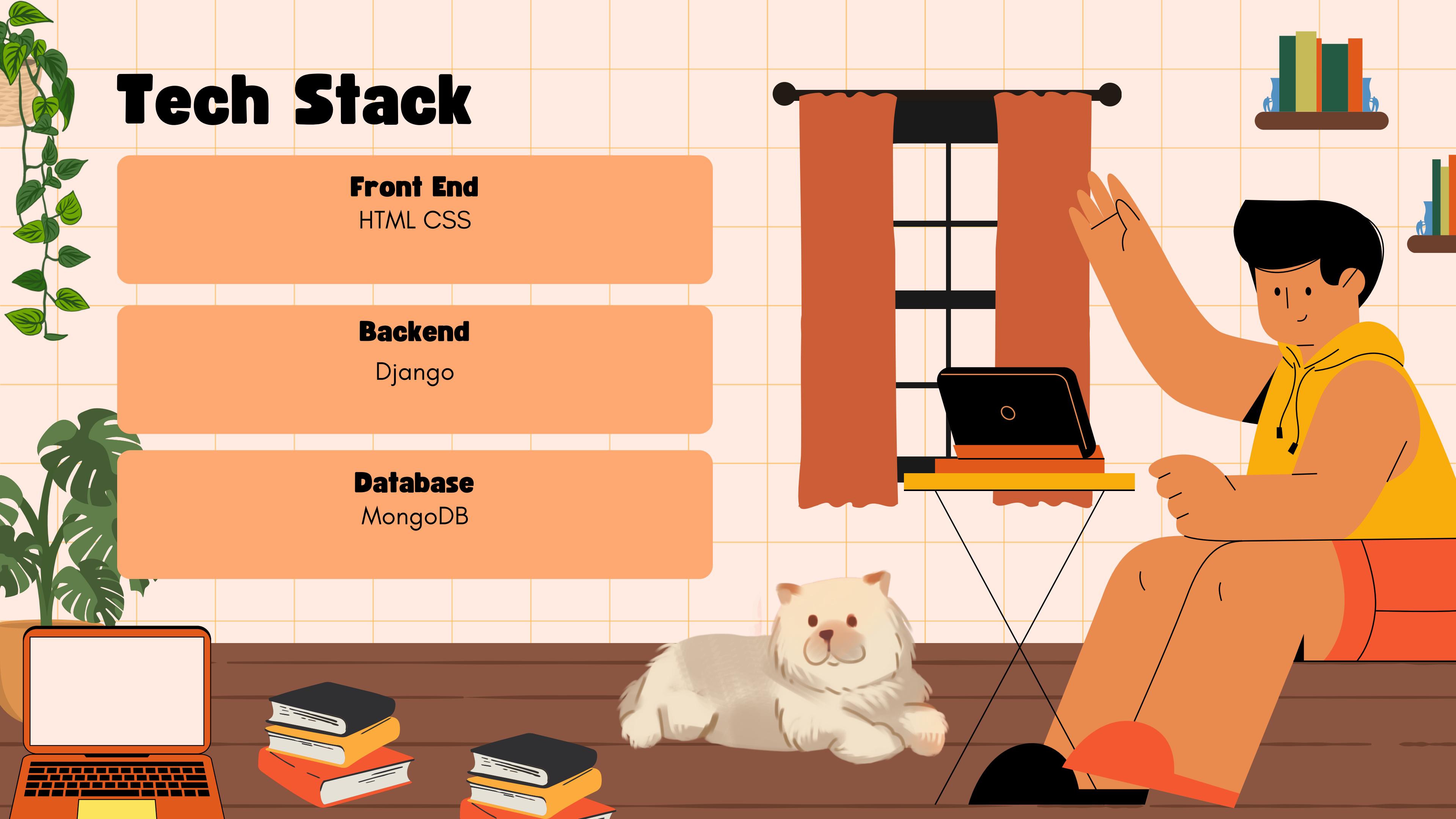
HTML CSS

**Backend**

Django

**Database**

MongoDB





# For the Environment

## A Digital Solution

This design minimizes the need for physical resources by offering an entirely digital solution for classroom engagement.

# Industry Partners

I have partnered with 2 teachers, Kelly Chambers and Brian Nenson from Harbour Landing School for active feedback and advice during the development of this project, ensuring the application meets the needs of both teachers and students.

It's a language they understand, you say a boss battle and it's no longer a math test.

- Brian



# Implementation Plan

## Phase 1: Development

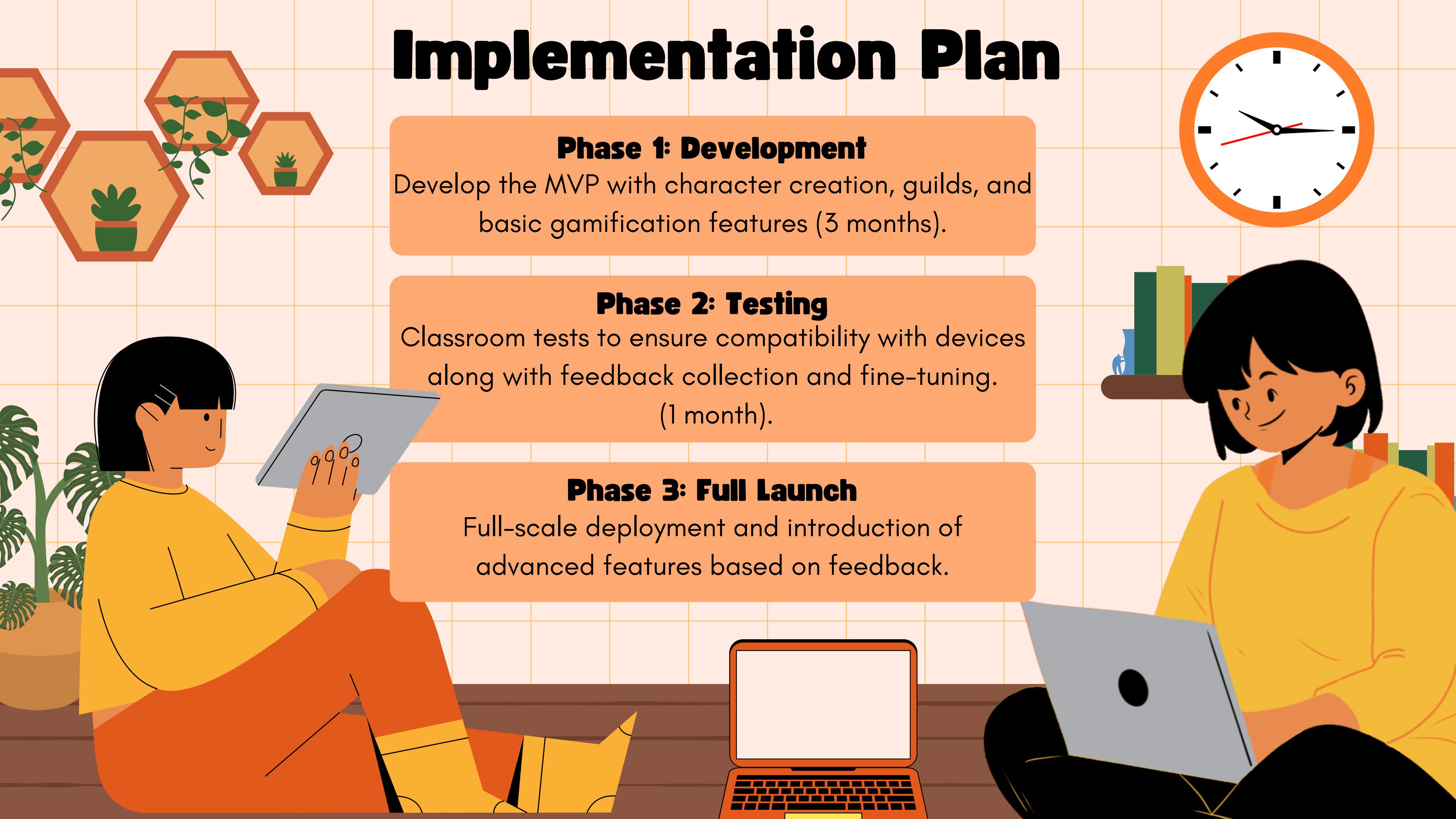
Develop the MVP with character creation, guilds, and basic gamification features (3 months).

## Phase 2: Testing

Classroom tests to ensure compatibility with devices along with feedback collection and fine-tuning.  
(1 month).

## Phase 3: Full Launch

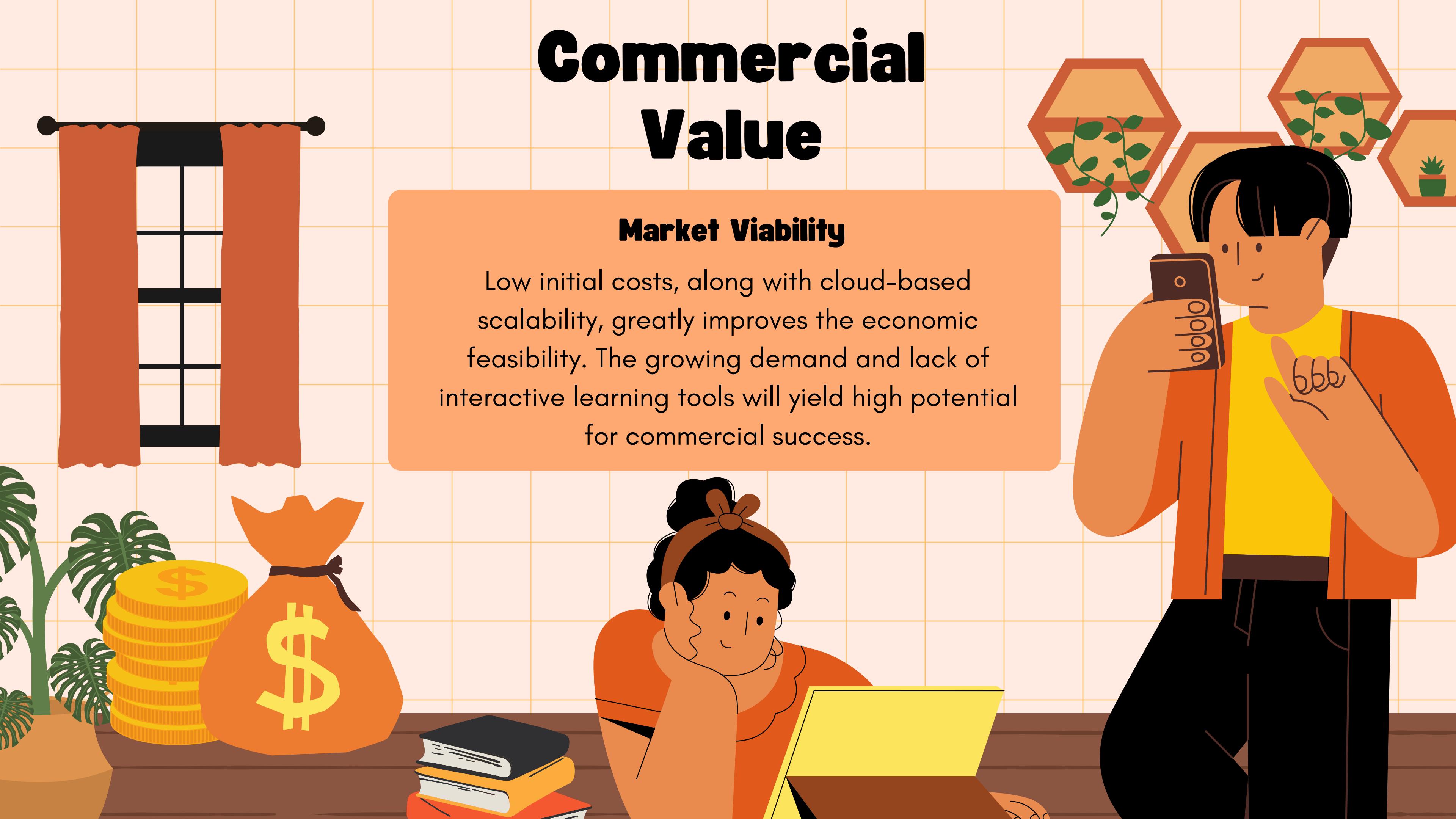
Full-scale deployment and introduction of advanced features based on feedback.



# Commercial Value

## Market Viability

Low initial costs, along with cloud-based scalability, greatly improves the economic feasibility. The growing demand and lack of interactive learning tools will yield high potential for commercial success.





# Thank You