Business Case

Executive Summary

Academy of Legends aims to enhance classroom engagement by delivering a gamified, interactive learning experience tailored for teachers and students in grade 6 and under. By using gaming elements, students can participate in a solo/team-based environment, making learning more enjoyable, and providing real-time feedback on student progress.

Problem Statement

Traditional classroom learning often lacks engagement, especially for younger students who may struggle to remain focused or motivated in conventional learning environments. Teachers often need more innovative ways to keep students motivated, ensure active participation and support team-building. A gamified solution can address these challenges, making the classroom more engaging and dynamic.

Proposed Solution

The development of a web based application specifically for classroom use will enable teachers to create an interactive, gamified learning experience.

- Students choose characters (avatar) and join guilds, creating a team-based environment.
- Teachers use gamified elements (e.g., rewards, penalties) to encourage learning and teamwork.
- Features include tracking of experience points (XP), health points, and other metrics, a reward shop, and a leaderboard (Academy's Legends) for engagement.

Cost Analysis

The initial development costs will include:

1. **Software Development**
2. **Maintenance and Updates**

Benefits and Return on Investment (ROI)

1. **Increased Student Engagement** – By making learning fun and competitive, students are more likely to participate.
2. **Real-Time Feedback** – Teachers can track student progress and address learning gaps faster.
3. **Improved Social Skills** – The team-based structure helps students develop accountability and collaboration skills.
4. **ROI Estimate** – Enhanced student engagement and performance could reduce the need for additional support resources, generating a potential ROI within the first year of implementation.

Risks and Mitigation

1. **Technical Challenges** – Risk of integration issues on classroom devices; mitigation through pre-launch testing and Chromebook optimization.
2. **Scalability Concerns** – Future demand may exceed capacity; mitigation by designing a scalable architecture to support additional users.

Implementation Plan

1. **Phase 1: Development** – Develop the core application with guilds, character selection, and basic gamification features (3 months).
2. **Phase 2: Testing** – Classroom testing to ensure compatibility with Chromebook devices and usability for teachers (1 month).
3. **Phase 3: Rollout** – Gradual deployment in select classrooms for feedback collection and fine-tuning.
4. **Phase 4: Full Launch** – Full-scale deployment and introduction of advanced features, such as boss battles, based on feedback.