

Metro Parks LearnerQuest

An Application Concept By:

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What drives people to attend park offered classes?

How do you incentivize people to attend classes?



The Adventurer

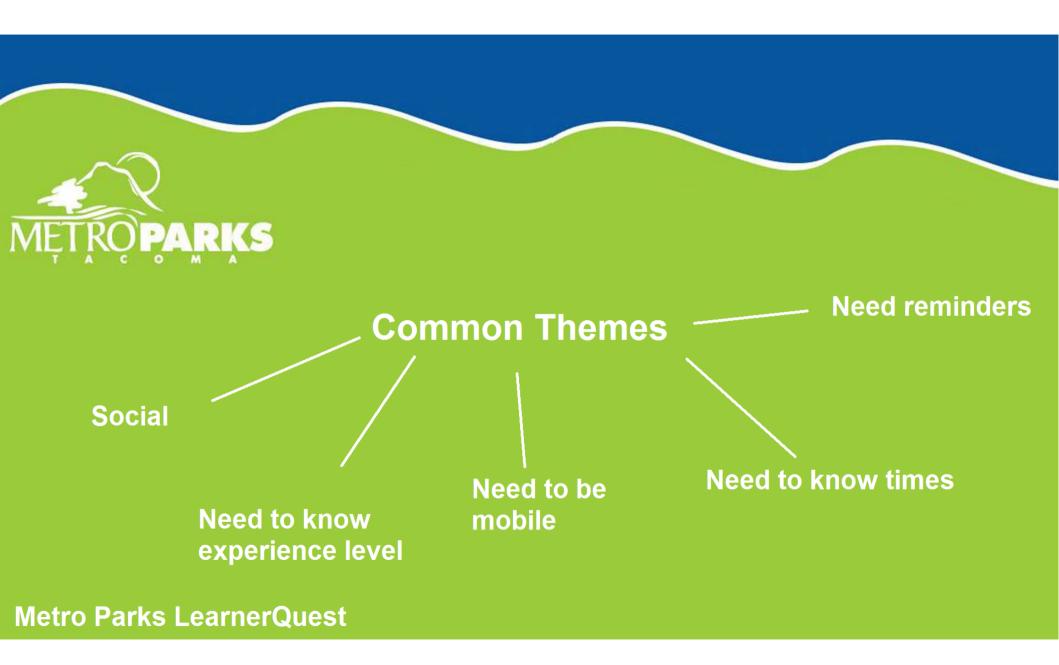
- self driven
- attend courses by own choice
- active in parks community

The Casual Learner

- Interested in adventure but constrained by time
- Attend courses with friends
- Get outdoors, but not every week

The Family Man/Woman

- Interested in courses, but constrained even more
- Attend courses that fit or accommadate their needs
- Get outdoors when able





Our Solution:

- Mobile Application for finding and signing up for Metro Parks Courses
- RPG gaming structure; reward attendance of courses
- Social Media Integration



Application Ideas

- Sign Up as one of three RPG style "classes" --> Recommend courses based on class
- Users can sign up to attend courses from app --> Event reminders/ Rate courses
- When a user completes a course, they earn

points towards in-app leveling up





Challenges Our Group Faced

<u>Technical</u>: Ability to integrate real-time course information is not yet available through an API

<u>Technical</u>: How do we implement this within gamemaker studio or another framework?

Future State: The Power of APIs!



Thank You!