



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 accommodate their needs
- Get outdoors when able



Common Themes

Social

Need to know
experience level

Need to be
mobile

Need to know times

Need reminders

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Our Solution:

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

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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



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Challenges Our Group Faced

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

Technical: How do we implement this within gamemaker studio or another framework?

Future State: The Power of APIs!



Thank You!

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