



Politechnika Wrocławska

Faculty of Computer Science and Management

Field of Study: Computer Science

Bachelor's Thesis

Mobile application with gamification elements

Michał Karbownik

Keywords:

Gamification, Mobile Application, Flutter

Short Summary :

The goal of this paper is to minimize possible harms and maximize benefits of using smartphones by children by providing a mobile application that utilizes gamification elements. The proposed solution is a result of broad market analysis, followed by a thorough planning process. It is implemented using modern techniques and tested in real-life conditions.

Supervisor	Ph.D. Krzysztof Waśko		
	Title/ degree/ name and surname		
The final evaluation of the thesis			
Chairman of the Diploma Examination Committee
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