**Research Proposal Form**

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| **Name and Surname:** Nathan Falzon |
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| **Group:** MSD 6.2A Group 2 |
| **Research Title:** Gamification of English Literature |
| **Hypothesis and/or Research Questions:**  Can English Literature be made easier to be taught  **Include a short description of your project.**   * **What you are going to develop as a prototype**   A virtual museum with a scene from a play   * **A specific aspect that you are going to analyse.**   Symbolism and important quotes from these plays |
| Outline of Key Literature: |
| Overview of Methodology: |
| Ethical Considerations: |
| References: |