



TURQUIZ

QUIZ GAME

GOALS

Our project focuses on developing an interactive application for teaching basic Turkish, designed to increase engagement and efficiency in the learning process. Problem Statement: Many students find traditional exam preparation methods boring and uninteresting. Solution: Our app uses G to allow you to select the topics and types of quizzes you need to prepare effectively.

ABOUT US

Nargiza (Head) Responsibilities: Project planning and implementation, quality assurance.

Gulayim (Developer) Responsibilities: System architecture and design, Implementation.

Adina (Designer) Responsibilities: User interface design.

WHAT WE USE



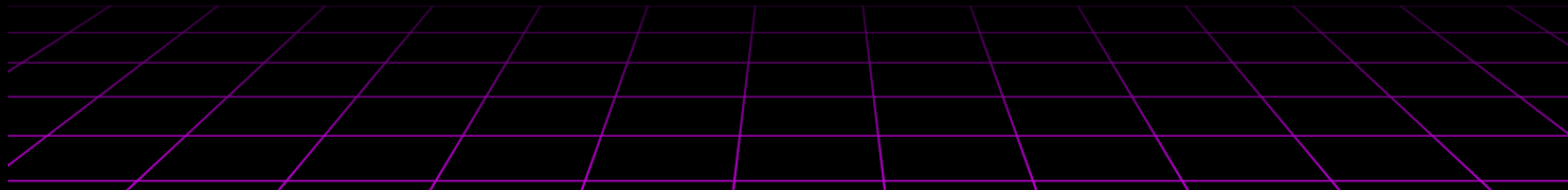
what we use and why we use patterns

FACTORY METHOD

что он делает для нас

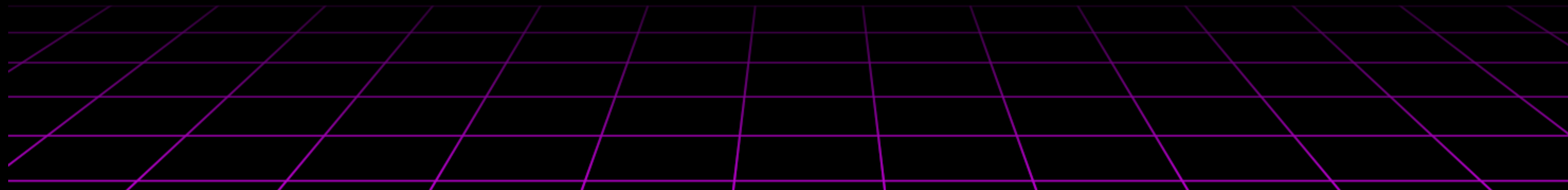


ARE YOU
READY?





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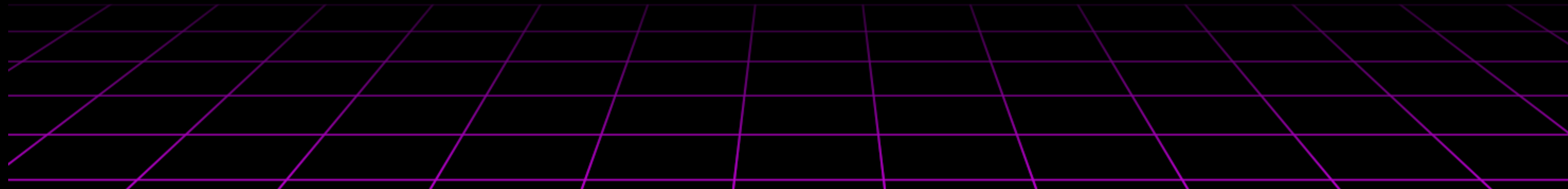
FACADE

A surreal, dreamlike landscape with a glowing pink flower in the center, surrounded by dark, twisted trees and a small pagoda in the distance. The scene is set against a dark, starry sky with wispy clouds. The ground is covered in dark, twisted trees and a small pagoda in the distance. The overall color palette is dominated by dark blues, purples, and pinks.

There will be a statement, and you have ten seconds
to decide if the statement is true or false.

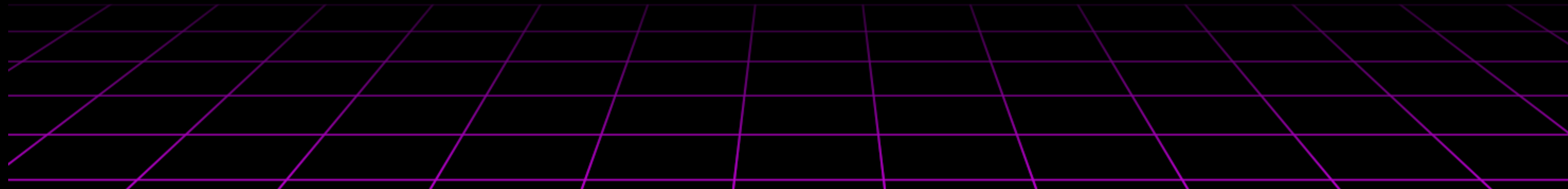


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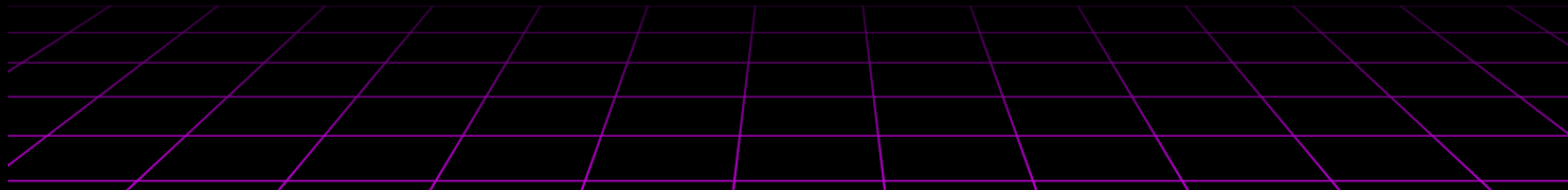
STRATEGY

A fantastical illustration of a magical landscape. In the center, a glowing pink orb with a white symbol inside is surrounded by swirling purple energy. The background features large, gnarled trees with glowing purple bark and small pink flowers. In the distance, a small pagoda is visible on a hill. The sky is a mix of purple and blue with some white clouds.

There will be a statement, and you have ten seconds
to decide if the statement is true or false.

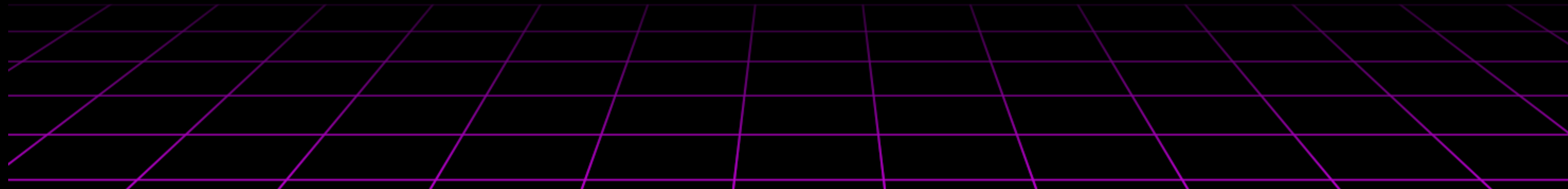


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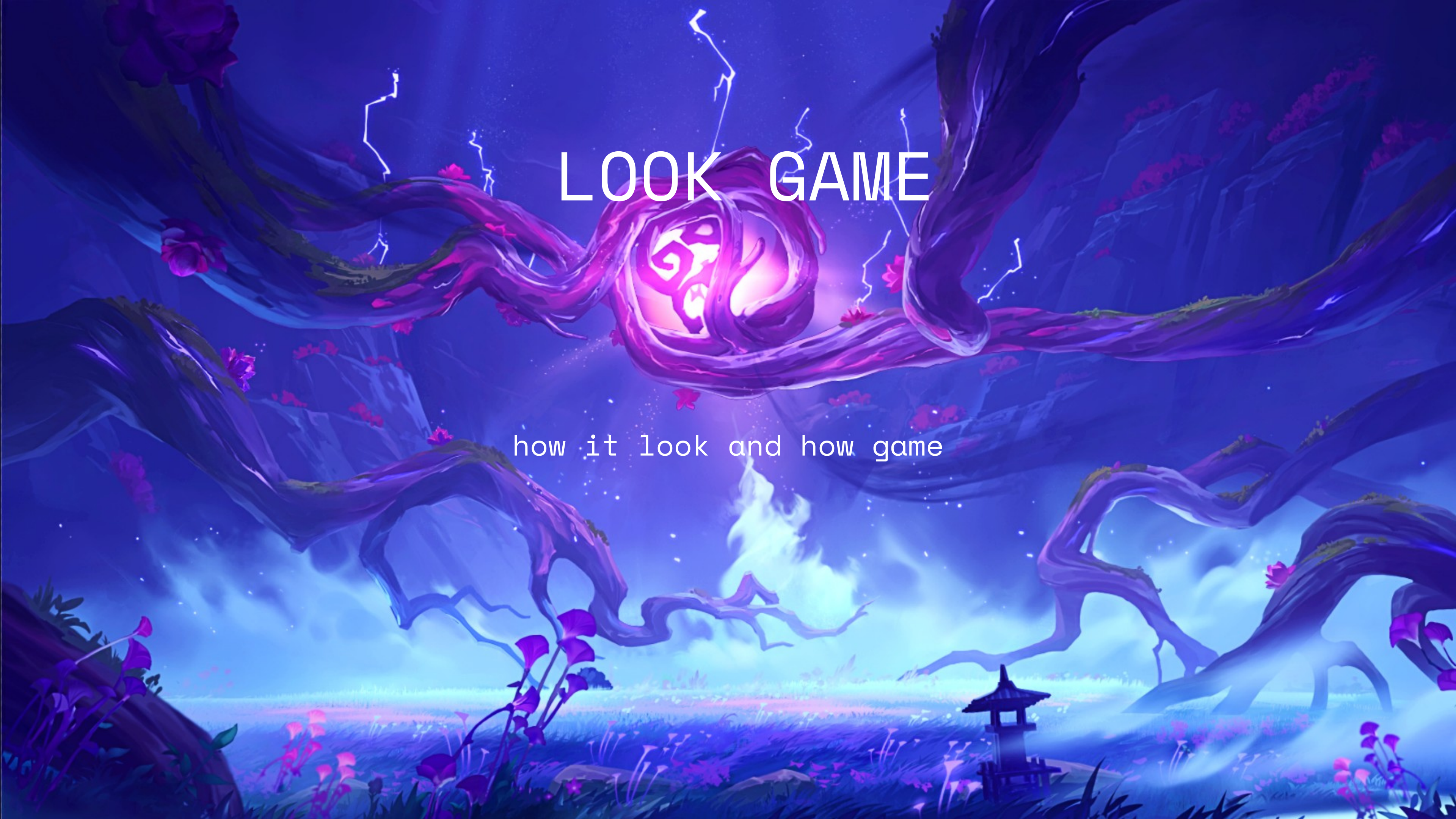


ARE YOU
READY?



LOOK GAME

how it look and how game



CONTINUE SCORE

There will be a statement, and you have ten seconds
to decide if the statement is true or false.

●●●●●● The inspiration came from the recognition of the growing importance of interactive and adaptive learning tools in education. We believe that by combining gamified tests and adaptive learning methods, we can provide students with a more enjoyable and effective way to prepare for exams. In conclusion, our project is aligned with the evolving landscape of educational technology and aims to have a positive impact on the academic journey of students. We thank you for your attention and welcome any questions or feedback you may have.

TRUE

FALSE



THANKS FOR ATTENTION!

THE END

