

## QuizAPP Research:

### Research

- There should be a leaderboard that contains the user's scores for each quiz and sees whos the best every week/ or on a daily basis. The longer you are on the top, the more points you receive allowing you to become a premium member.
- Maybe we can create an avatar page where the user can customize themselves
- Try to make a component like Kahoot where other users can come together and compete for more points.
- For each question you get wrong, the app should save the question and at the end of the quiz, the app should say: you should focus on the following topics/questions. Based on an algorithm, we can tell the user which questions to study vs which the user is sufficient on.
- One thing about flashcards and memorization is that it is not only essential to know the word and its definition, but maybe there should be an option where the user can submit an image that will allow them to remember the word more clearly. For example, if you were memorizing the function of the hippocampus, the user can put an image up of a hippo with a memory thought bubble to get visual learning that the hippocampus allows the brain to allow memories to go from short-term to long-term memories.
- We can allow users to give feedback on their experience of studying the material and taking the quiz.
- There can be two options a user chooses:
  - The first option is fast-paced quizzing which has a timer component where the user should be able to quickly answer each question in less than 30 seconds. Fast-paced quizzing should happen when the user is getting closer to the test date and needs to make sure that they know the material very well.
  - The second option should be the slow-paced quizzing which does not have a timer, but if the user goes over a certain amount of time, we can give a warning saying: You have spent quite some time on this question, would u like to star this question to get additional studying time on it? Slow-paced quizzing should happen when the user is first starting to learn the material