



# GAME-BASED LEARNING APP

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# AGENDA:

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# ABSTRACT:

- Quizmaster revolutionizes education for students with disabilities by offering a tailored learning experience.
- The app's accessibility features, such as customizable controls and text-to-speech, ensure inclusivity.
- Adaptive learning paths, engaging content, and immediate feedback enhance the learning journey.
- This innovative app provides users with the opportunity to answer questions across various modules, while simultaneously maintaining a real-time leaderboard to foster healthy competition.

# PROBLEM STATEMENT:

- The problem statement entails addressing the challenges faced in traditional educational methods by developing a Game-Based Learning App.
- This app aims to enhance student engagement and comprehension by integrating educational content with interactive gaming elements.



# EXISTING SYSTEM:



- Quiz Maker typically involve a combination of educational content and gaming elements to engage users and facilitate learning. These apps are act as an online quiz maker and game-based learning platform.
- Trivia is one of the top game-based learning platforms. Through gamified quizzes and a competitive leaderboard, it motivates employees to actively participate and retain knowledge.
- Gamelearn is one of the top game-based learning platforms. With a focus on engaging and immersive learning experiences.



# **PROPOSED SYSTEM:**

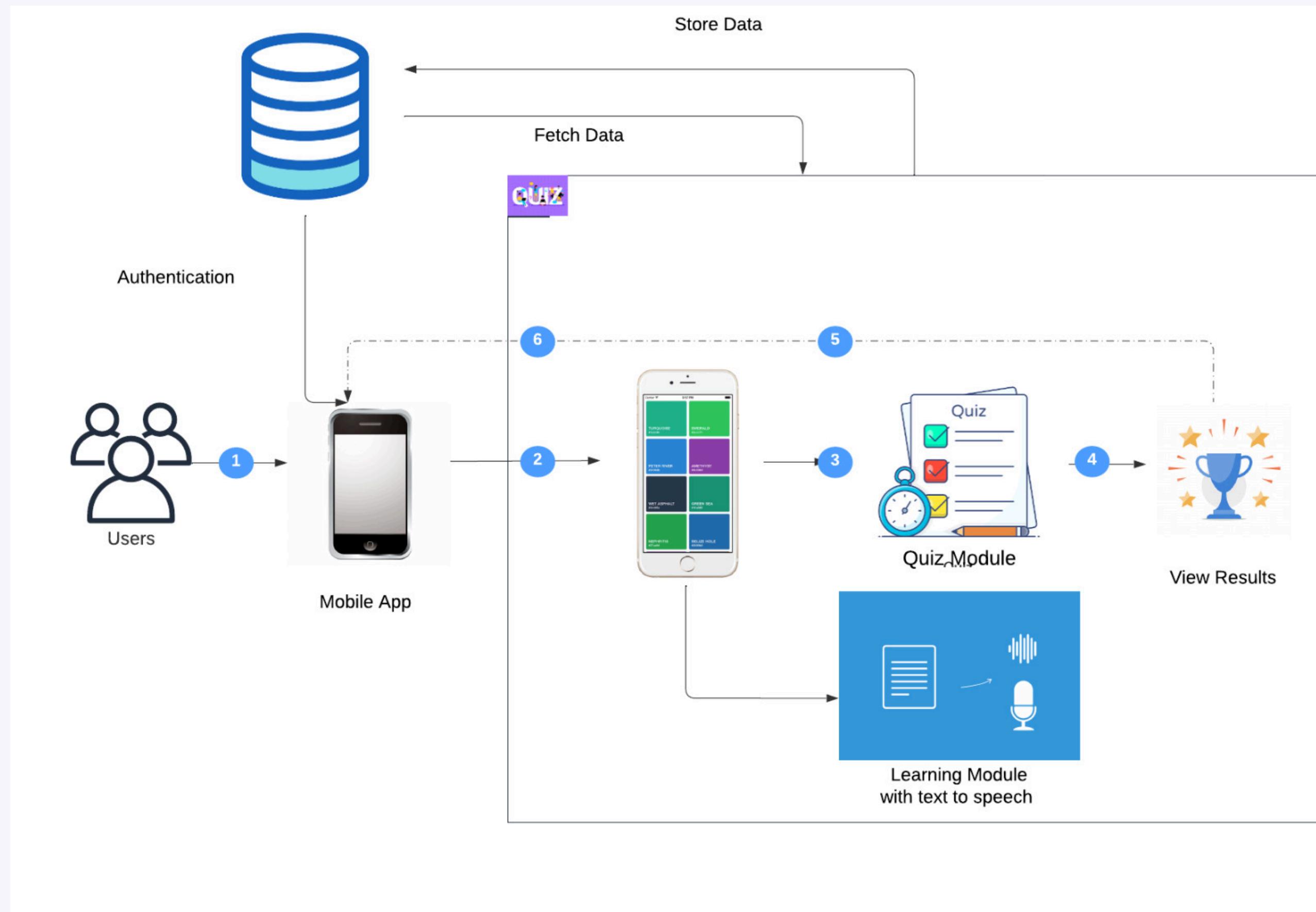
## **1. Quiz Module:**

- **The quiz module will provide interactive assessments to reinforce learning and comprehension.**
- **Upon completing a quiz, users will receive instant feedback on their performance, including correct answers and explanations.**

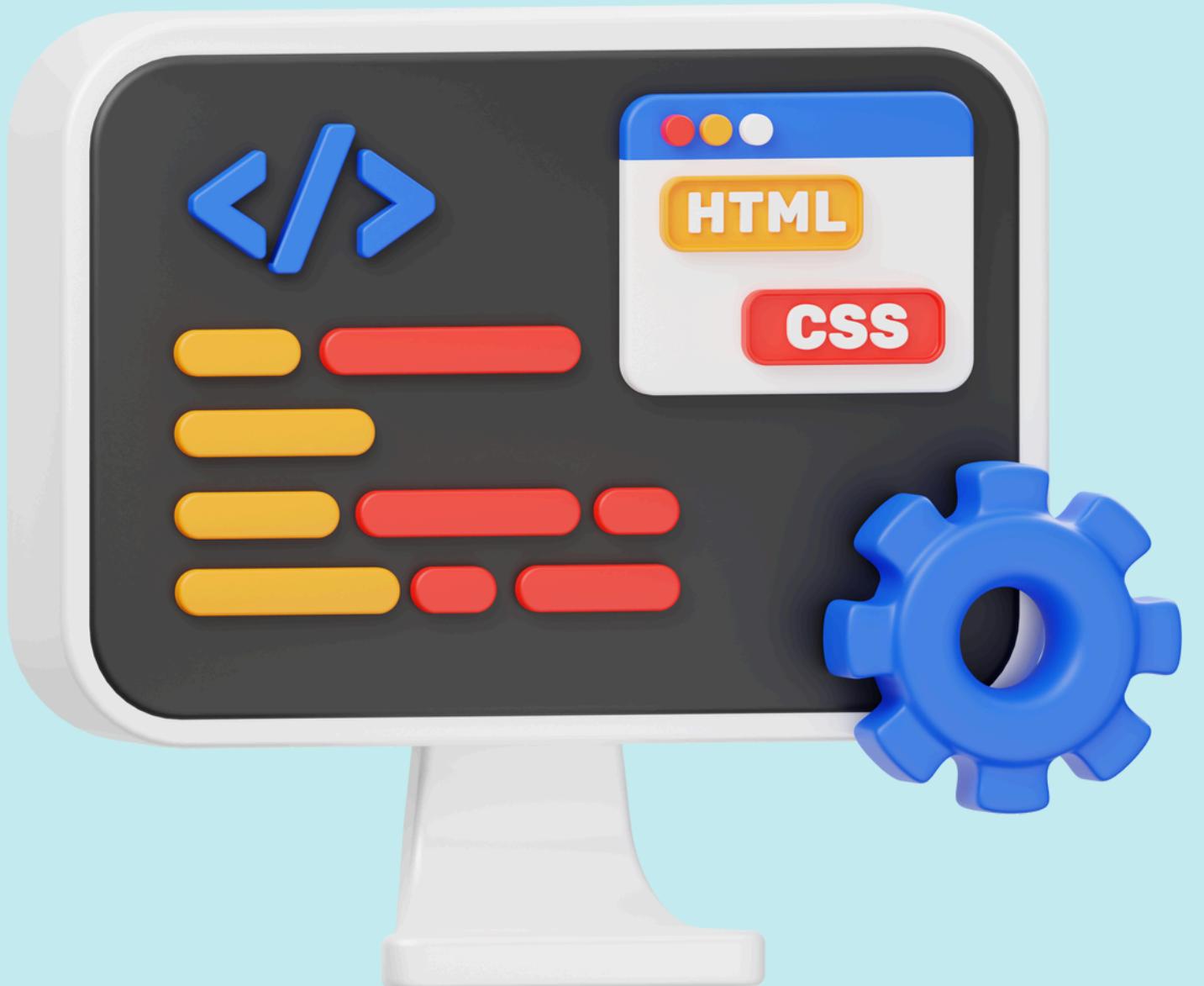
## **2. READING MODULE:**

- **Integrated text-to-speech functionality will convert written text into spoken words, facilitating accessibility for visually impaired users.**
- **This module will allow users to access educational content in a text format.**

# SYSTEM ARCHITECTURE:



# SYSTEM REQUIREMENTS:



FRONTEND: KOTLIN  
BACKEND: KOTLIN  
DATABASE: FIREBASE

# MODULES USED:

USER  
AUTHENTICATION

LEARNING MODULE

ASSESSMENT  
MODULE

FEEDBACK  
MODULE

# OUTPUT:

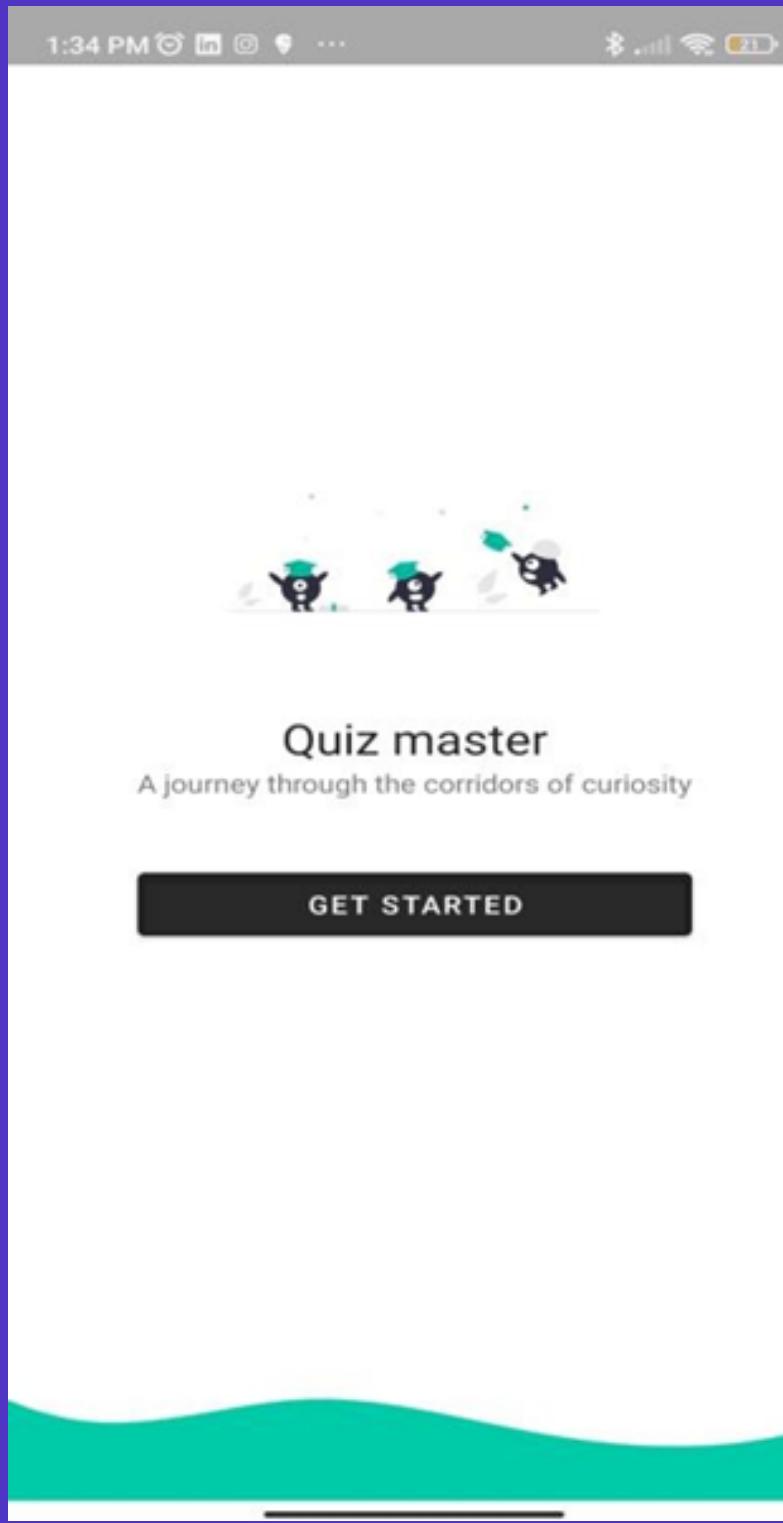


Fig 9.1 Start page

The login page has a white background with a wavy teal pattern at the bottom. The title "Login" is at the top, followed by the instruction "Enter your email address and password". There are two input fields: "Email" and "Password", each with a light gray background and rounded corners. Below these is a large black "LOGIN" button with white text. At the bottom, a link reads "Don't have an account? Signup".

Fig 9.2 Login page

The sign up page has a white background with a wavy teal pattern at the bottom. The title "Stay Connected" is at the top, followed by the instruction "Enter your email address and password to get access to your account". There are three input fields: "Email", "Password", and "Confirm Password", each with a light gray background and rounded corners. Below these is a large black "SIGNUP" button with white text. At the bottom, a link reads "Already have an account ? Login".

Fig Sign Up page

# OUTPUT:



Fig 9.4 Home page

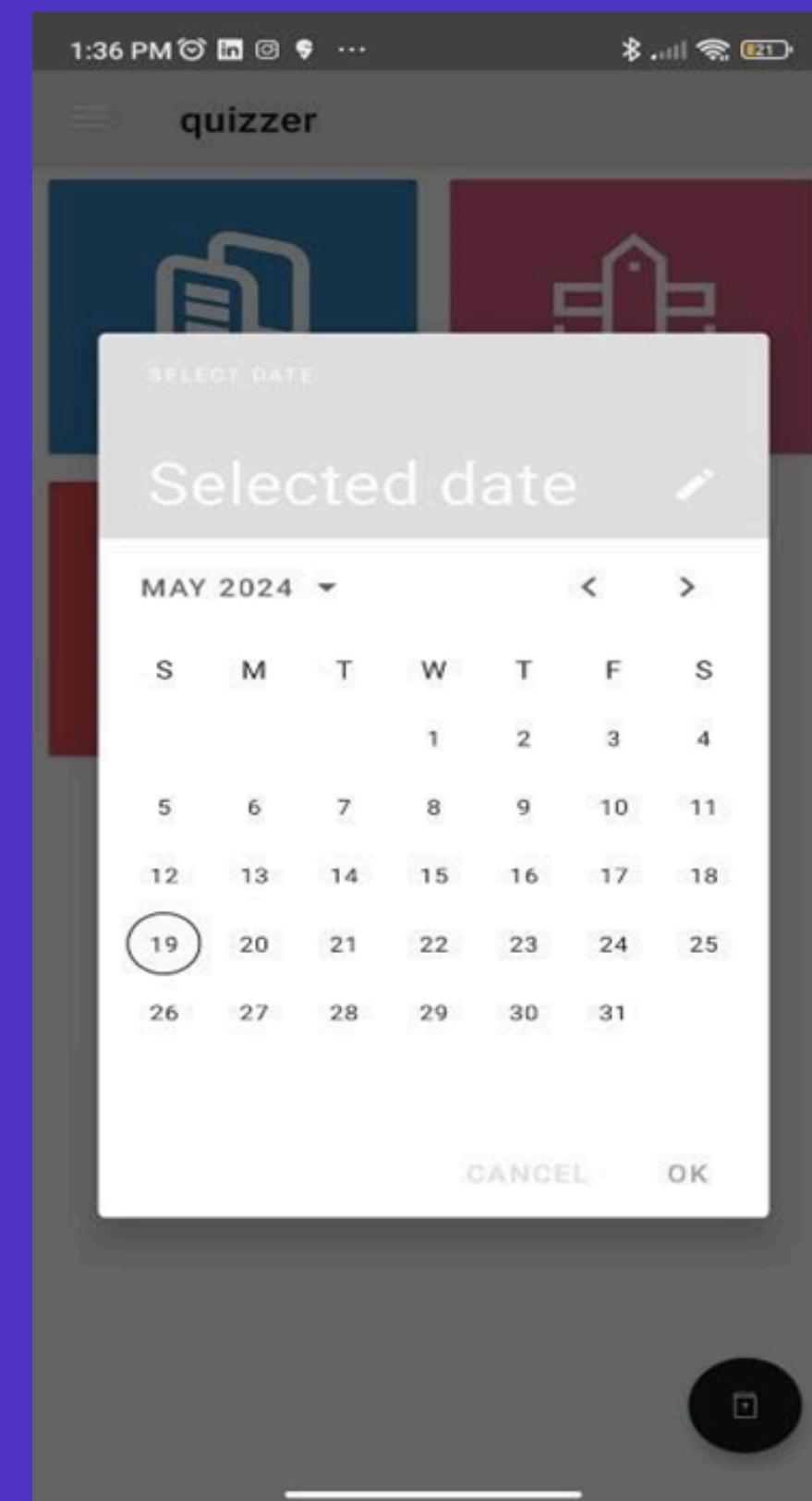


Fig 9.5 Calender page

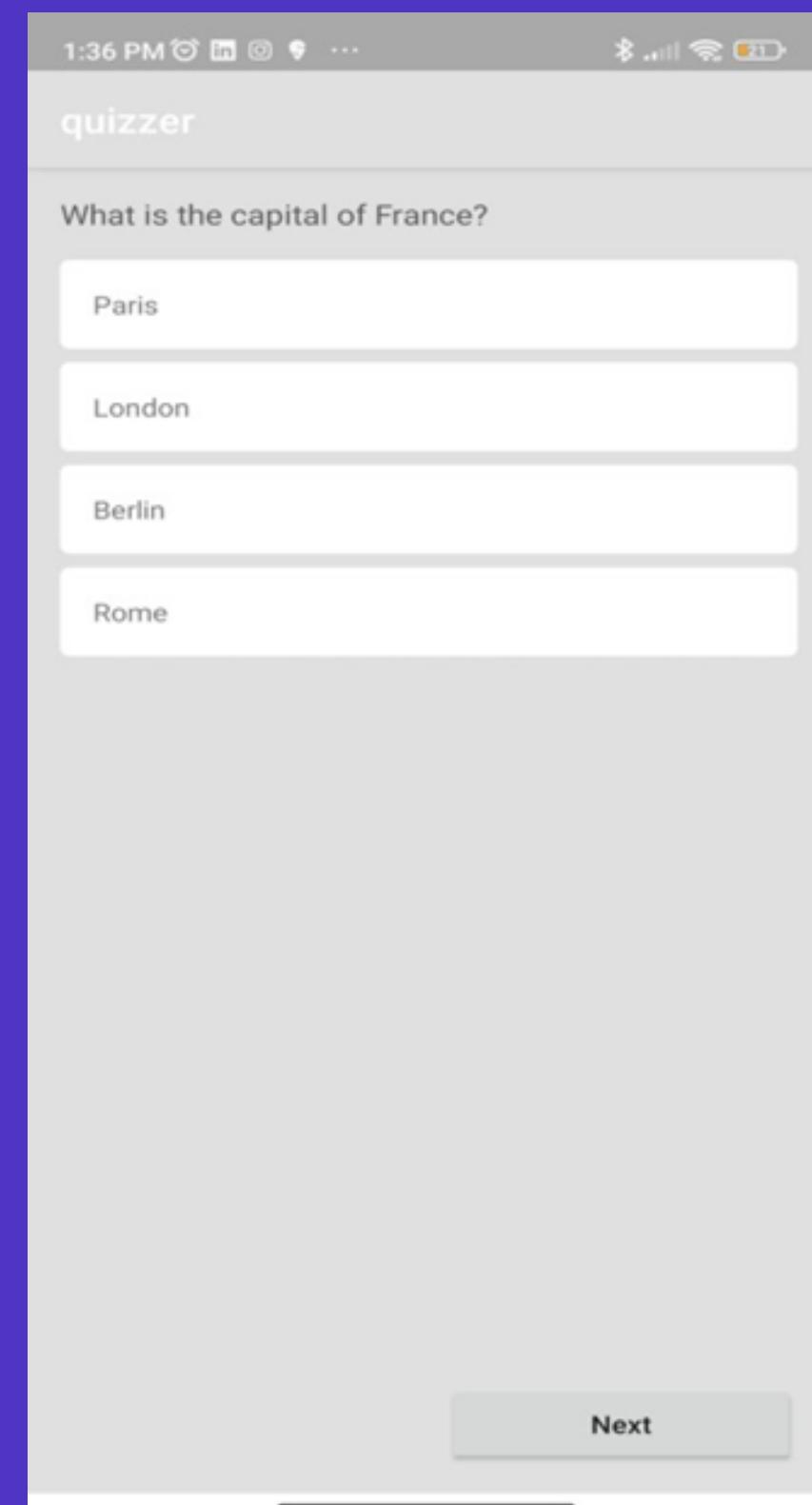


Fig 9.6 Quiz page

# OUTPUT:

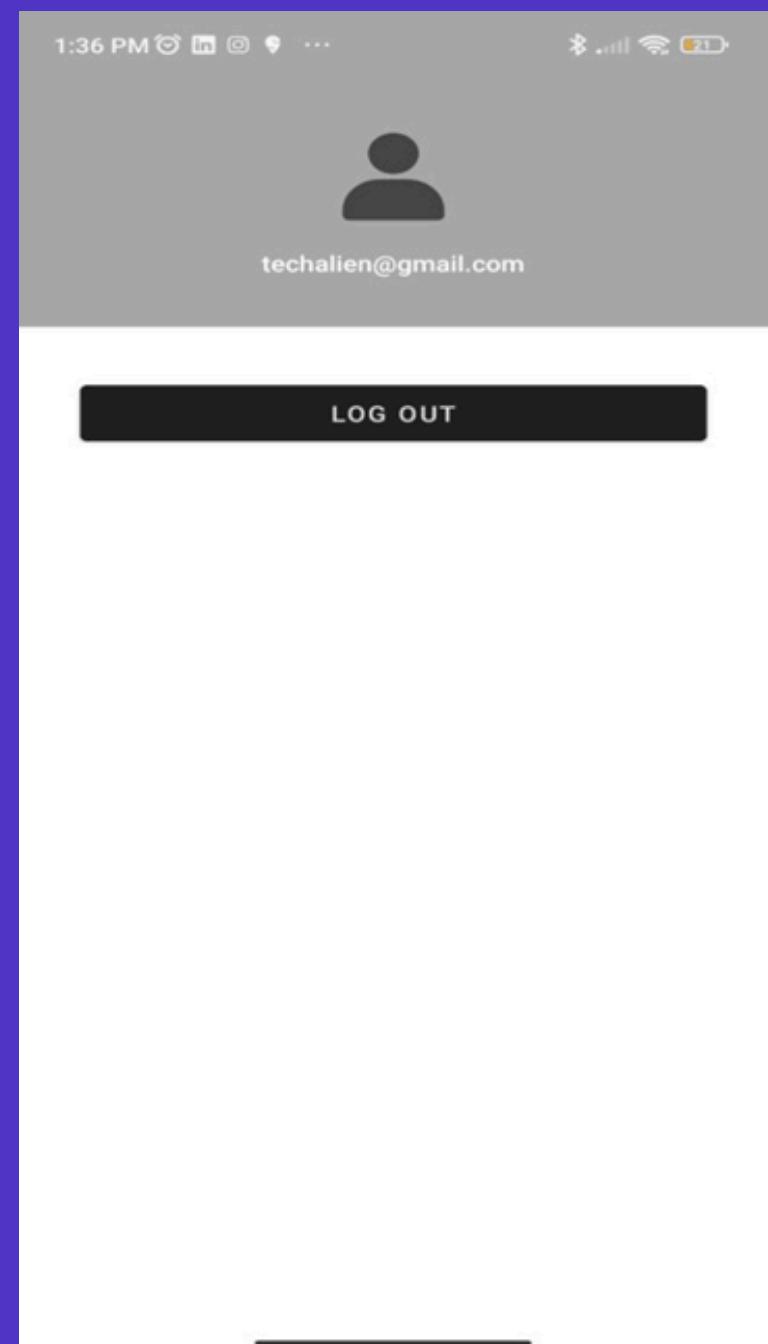
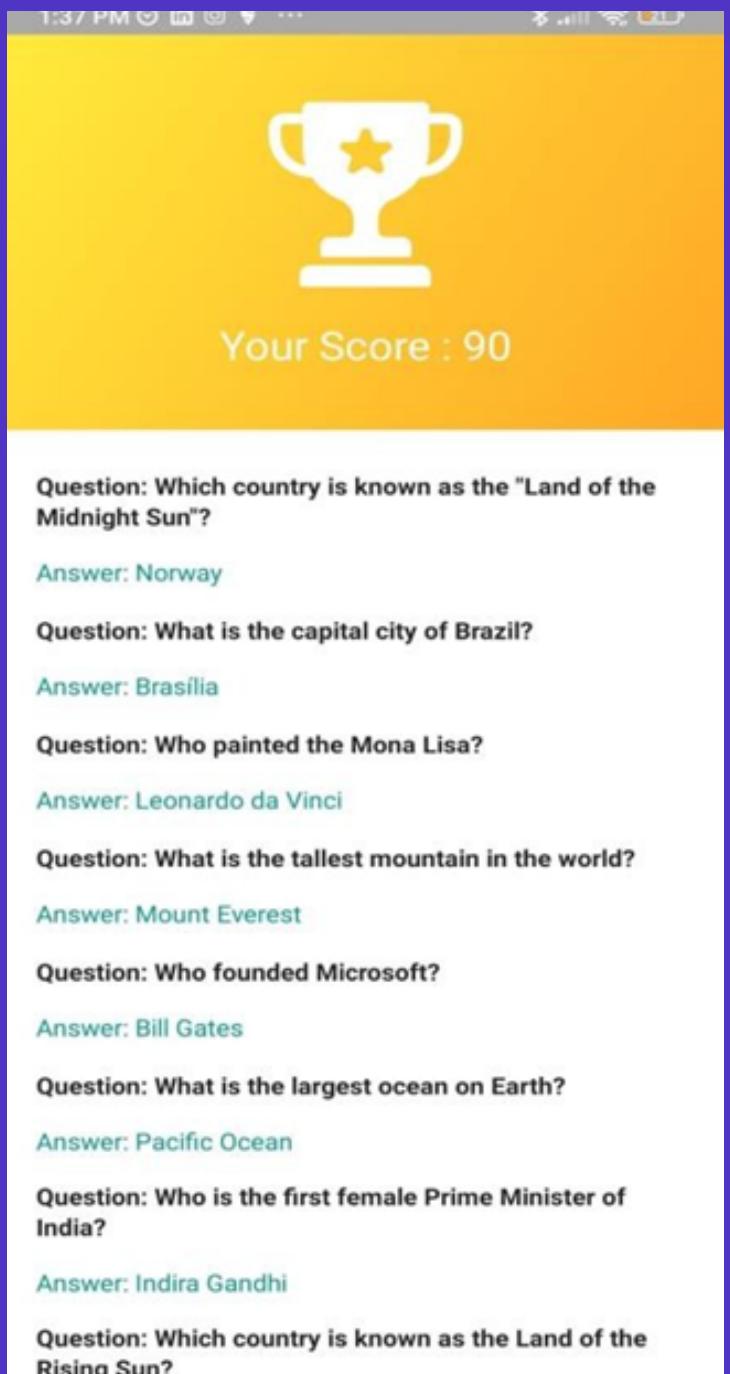


Fig 9.7 Score page

Fig 9.8 page

Fig 9.9 Profile page

# OUTPUT:

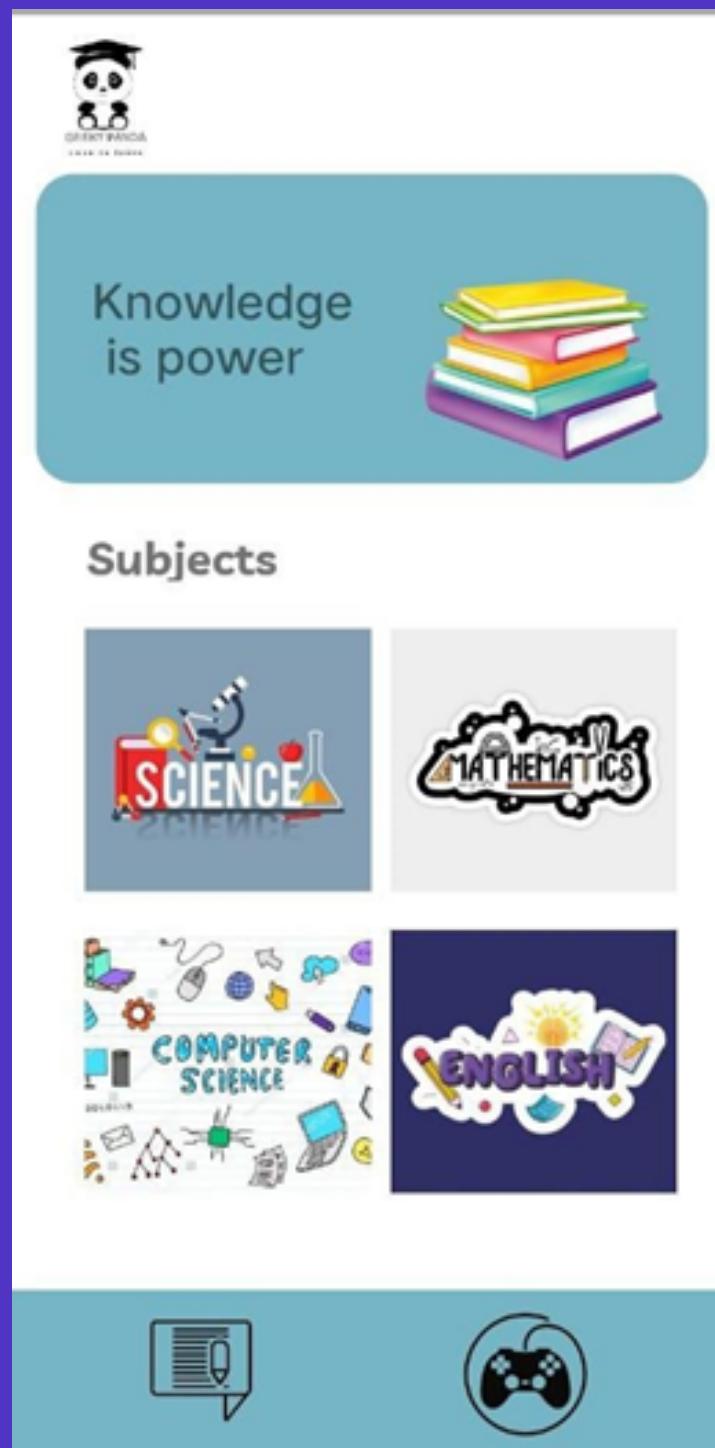


Fig 9.10 Learining page

A screenshot of a mobile application's topics page for the subject "Science". The page has a teal header with a back arrow and the word "Science". The main content area is white and contains a section titled "Topics" with a descriptive text: "Exploring the Boundless Frontiers of Knowledge: Science Unveiling Nature's Mysteries." Below this are four grey rectangular buttons with white text: "THE LIVING WORLD", "PLANT KINGDOM", "CELL UNIT OF LIFE", and "ORGANIC CHEMISTRY".

Fig 9.11 Topics page

A screenshot of a mobile application's reading page for the topic "The Living World". The page has a teal header with a back arrow and the title "The Living World". On the right side of the header is a speaker icon and a language selection switch set to "PT-BR". The main content area is white and contains a section titled "Overview" with a detailed text about living organisms and biomolecules. At the bottom, there are two sections with truncated text: "Role Of Different Substances" and "Role of Water".

Fig 9.12 Reading page

# CONCLUSION:

- 01 In conclusion, our Game-Based Learning App presents a transformative approach to education, fostering engagement, accessibility, and learning outcomes for all users.
- 02 By integrating a reading module with speech functionality and a quiz module, we have created a comprehensive learning platform that caters to diverse learning needs and preferences.
- 03 Through innovative features and user-centric design, our app empowers learners to engage with educational content in meaningful ways, ultimately enhancing their academic achievement and fostering a love for lifelong learning.

# REFERENCES:

# IMPLEMENTATION



# THANK YOU

