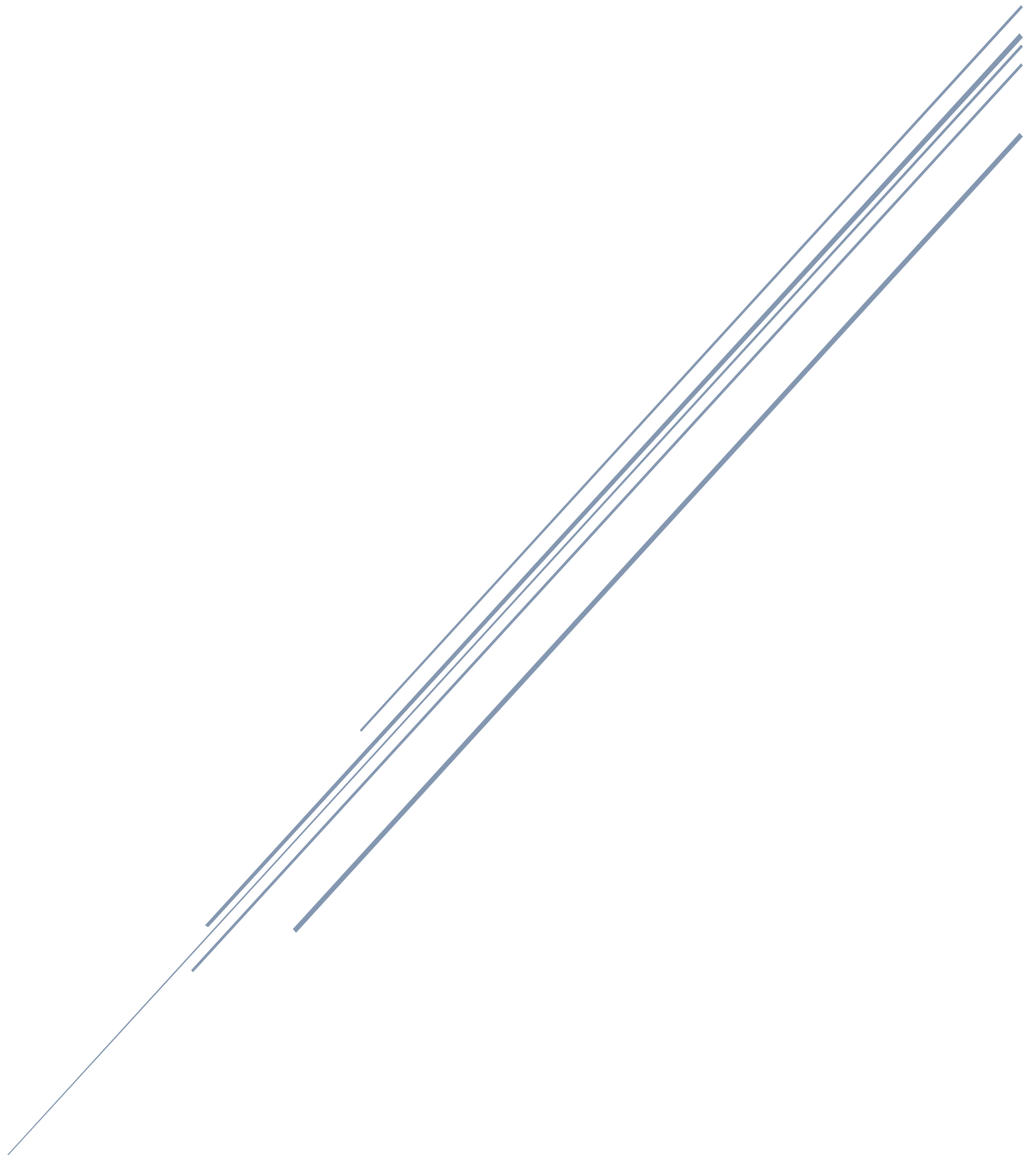


INSERT TITLE PLEASE

Subtitle please cause we have no idea yet



Technical University of Cluj-Napoca
User Interface Design

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1. Project Specification

This project aims to stimulate the participation of students to the educational process and to propose solutions for an increased awareness on their part. The approach of this project is to include principles from the gamification theory in the recurring teaching activities and to propose simple and efficient management instruments by the teaching staff and the students as well.

Regardless of the game type, be it a shooter, sports, roleplaying, etc. some features always stand out: a challenging competitive environment and a compelling reward system. The online platform that we envision plans to use these features in order to stimulate various audiences, through the appeal of games, to use their energy into a more productive way, that is, a learning environment.

2. Audience

- Q: Who is going to use the application?
A: Both students (at university level) and professors will be using the application for educational purposes.
- Q: What technologies do users need to be familiar with?
A: The regular Personal Computer user will be able to easily use the platform, with no additional requirements needed.
- Q: What would users be able to do with the application and why would they use it?
A: Users who use the application would be able to reinforce the things that they learn during classes as well as discover many other interesting facts that they did not know beforehand, everything in a more pleasant and interactive environment.
- Q: Where and how can users use the application?
A: Wherever a PC/laptop with internet connection is available.
- Q: I do not like this product! Do I have any alternatives?
A: No other platform would provide the exact services as this one, but for viable alternatives, Coursera and Moodle can be used.
- Q: Sounds complicated! Is any other tool needed in order to use the application?
A: No! The regular (updated) Google Chrome, Mozilla Firefox or Microsoft Edge is enough.

3. Task analysis examples

- **Task #1** : Solving quizzes with multiple questions and rewards
Type of user: students
Activity: Solving quizzes
Goal: The main goal is to learn from the quizzes and to collect points and achievements.

Description: The website will contain quizzes with interesting and tricky questions for the students to solve. After each answer, the student receives a feedback. At the end of the quiz, a score is computed and added to the user's profile. Also, users receive achievements in case of completing different milestones in these quizzes (for example top score in Java quiz, 10/50/100 completed quizzes).

➤ **Task #2 :** Posting fun facts

Type of users: both students and teachers

Activity: Creating and posting fun facts

Goal: The main goal is to share interesting facts on the website with the other users.

Description: Both teachers and students can post fun facts. A fun fact can contain text, images, videos and links. On the website a page is dedicated for these types of posts, where both students and teachers can share and view fun facts, and react to them with comments and smiley faces.