

# Animation Game Engine For Interactive Presentation Of Educational Media

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# Outline

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# Motivation

- Traditional teaching methods often struggle to effectively convey dynamic concepts, making it essential to develop interactive solutions that enhance comprehension and engagement.
- Visualization plays a crucial role in learning, and by integrating real-time animations, students can better understand complex theories in mathematics, science, and computer science.
- Interactive learning fosters deeper engagement by allowing students to explore concepts at their own pace, reinforcing retention and improving problem-solving skills.
- The accessibility and ease of use of this engine empower educators to create high-quality educational content without requiring advanced technical expertise.
- Adaptive learning through real-time feedback and personalized pathways ensures that students receive tailored support, providing various options.
- With advancements, integrating interactive media in education paves the way for a more engaging, effective learning experience.

# Problem Statement

The goal is to develop a flexible and interactive animation engine for educational media using the Godot Engine and GDScript. Traditional educational tools lack interactivity, adaptability, and real-time feedback, leading to passive learning experiences. Static materials struggle to convey dynamic processes, making it difficult for learners to grasp abstract concepts.

To address these challenges, the animation engine will:

- Provide keyframe-based animations for smooth visual representation.
- Offer an intuitive scripting interface for easy content creation.
- Integrate interactive features like quizzes and variable manipulation.
- Enable real-time user tracking and personalized feedback.
- Ensure lightweight performance for broad accessibility.

# Literature Review

- **Algorithm Visualization:** Animations enhance conceptual understanding and engagement in computational processes (Kogan et al., 2024; Végh et al., 2017). AR-based visualizations further improve cognitive load management (Paredes-Velasco et al., 2022).
- **Game-Based Learning:** Gamification boosts student motivation and assessment-driven learning (Bandura et al., 2020; Shute et al., 2012). Godot Engine is recognized for developing interactive learning experiences (Manzur et al., 2018; Ranaweera et al., 2024).
- **Student-Driven Visualization:** Encouraging students to create algorithm animations enhances understanding and problem-solving (Stasko et al., 1997; Hansen et al., 2002).
- **Cognitive Load & Adaptability:** Interactive media reduces cognitive load, improving retention and adaptability in learning (Mayer et al., 2001; Wilson et al., 2019). Adaptive tools refine problem-solving strategies (Wu et al., 2021; Carneiro et al., 2022).

# Purpose

- Design an accessible animation engine using Godot Engine and GDScript for dynamic educational media.
- Simplify the creation of keyframe-based animations to illustrate complex concepts effectively.
- Foster active learner engagement with integrated quizzes, variable manipulation, and real-time feedback mechanisms.
- Enable real-time tracking and analysis of learner interactions to personalize learning paths.
- Ensure compatibility with low-end devices, democratizing access to interactive learning technologies.

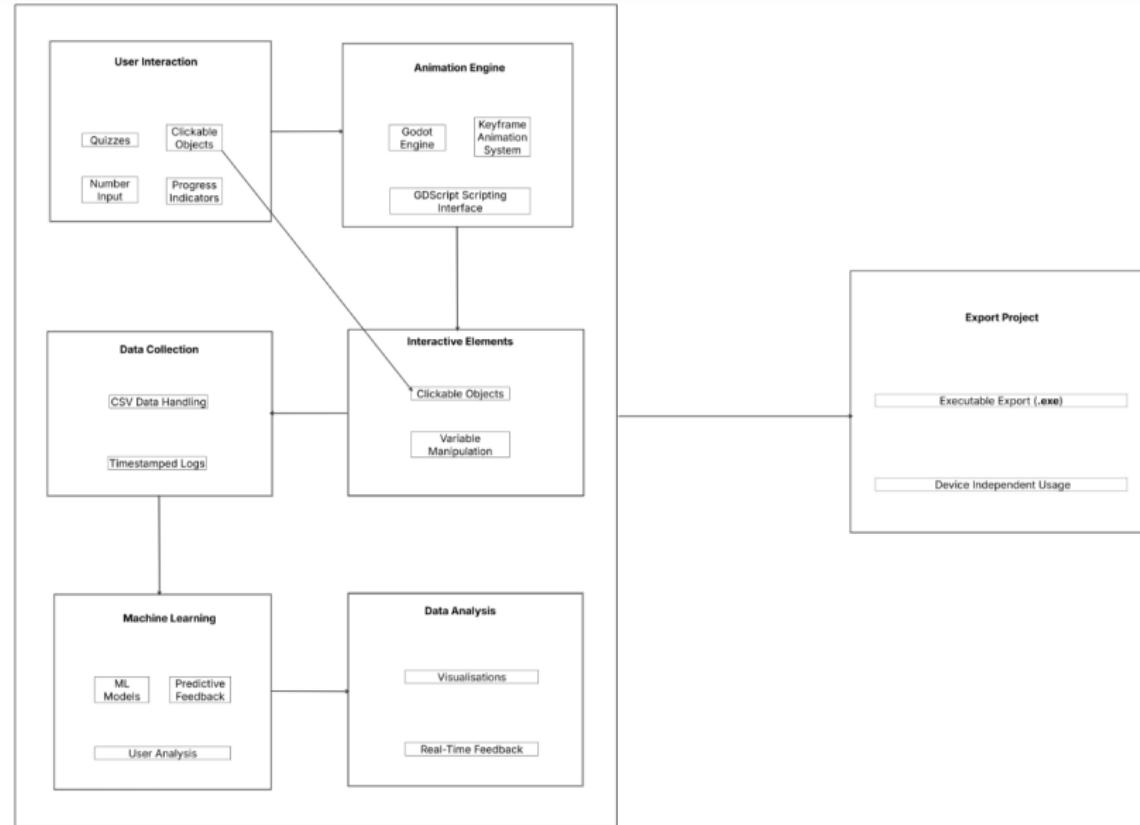
# Functionality

- Develops an interactive animation engine using Godot Engine and GDScript.
- Facilitates creation of keyframe-based animations to visualize dynamic, complex processes.
- Embeds interactive components like quizzes, clickable objects, and variable manipulation.
- Tracks learner interactions in real time and records data in CSV format for analysis.
- Integrates machine learning models to classify learner performance and provide predictive feedback.
- Exports the educational content as standalone executable files compatible with multiple platforms.
- Ensures smooth performance on low-end hardware, promoting broad accessibility.
- Allows educators to create engaging content without deep programming expertise.

# Architecture Diagram - Version 1



# Architecture Diagram - Version 2



# List of Modules

- Project Initialization
- Godot Engine Setup
- Core Feature Development
- Algorithm Implementation
- Data Collection and Analysis
- Performance Optimization
- User Interface and Experience
- Executable Export

# Project Initialization Module

- Defines project objectives, scope, and deliverables.
- Structures development phases and resource distribution.
- Identifies pedagogical and technical challenges early to refine execution strategy.

# Godot Engine Setup Module

- Configures Godot's scene hierarchy, node structure, and project settings.
- Sets up UI components, input handlers, and autoload scripts.
- Organizes project assets and workflow standards for maintainability.

# Core Feature Development Module

- Designs scenes, UI layouts, and learner interaction models.
- Implements keyframe-based animations using AnimationPlayer.
- Integrates GDScript logic for controlling animations, quizzes, and variable manipulation.

# Algorithm Implementation Module

- Implements algorithm visualizations like Towers of Hanoi, N-Queens, Josephus Problem, and Sorting Algorithms.
- Provides real-time demonstrations and variable manipulation for deeper understanding.
- Encourages user-driven exploration of algorithm behavior.

# Data Collection and Analysis Module

- Records user interactions like quiz responses, engagement patterns, and player-specific analysis.
- Stores structured data in CSV format for analysis.
- Integrates machine learning models for classification and predictive insights.

# Performance Optimization Module

- Optimizes animation rendering, memory usage, and UI responsiveness.
- Reduces latency and computational overhead for hardware compatibility.
- Ensures smooth, efficient operation without sacrificing user experience.

# User Interface and Experience Module

- Designs intuitive navigation, clear feedback mechanisms, and easy-to-use layouts.
- Supports customizable themes, layouts, and multilingual content.
- Prioritizes accessibility to suit educators and learners from varied backgrounds.

# Executable Export Module

- Utilizes Godot's export system to compile the project into standalone executables (.exe, .apk, etc.).
- Ensures compatibility across multiple platforms without requiring Godot installation.
- Facilitates easy distribution and usage in varied educational setups.

# Output Screenshots

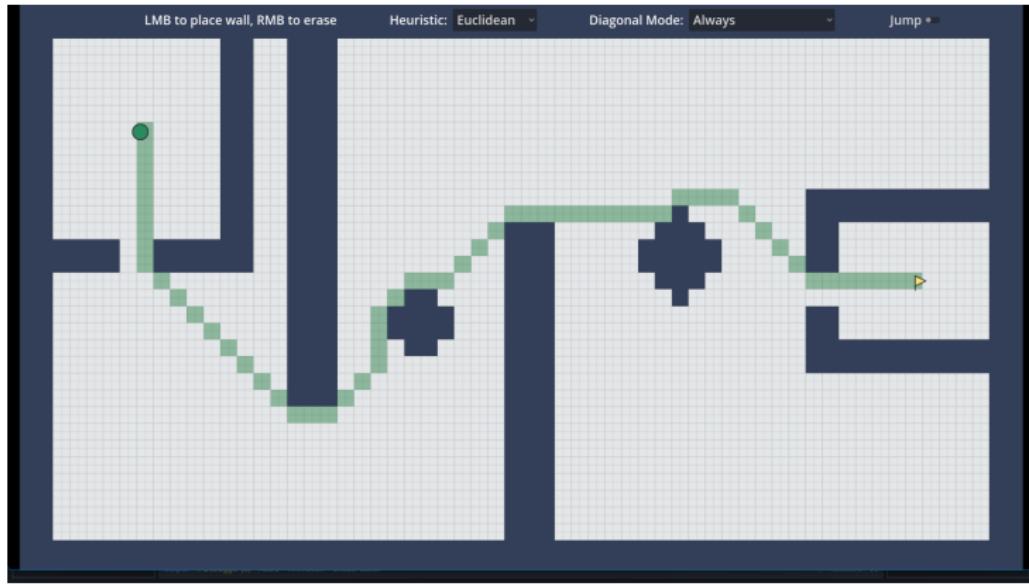


Figure: A-Star Implementation

# Output Screenshots

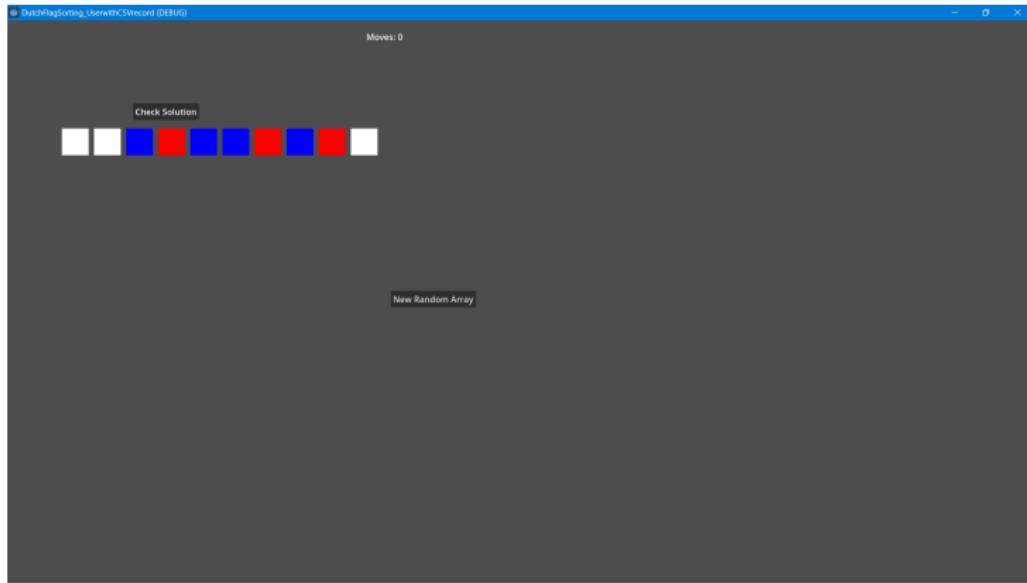


Figure: DNF Implementation

# Output Screenshots

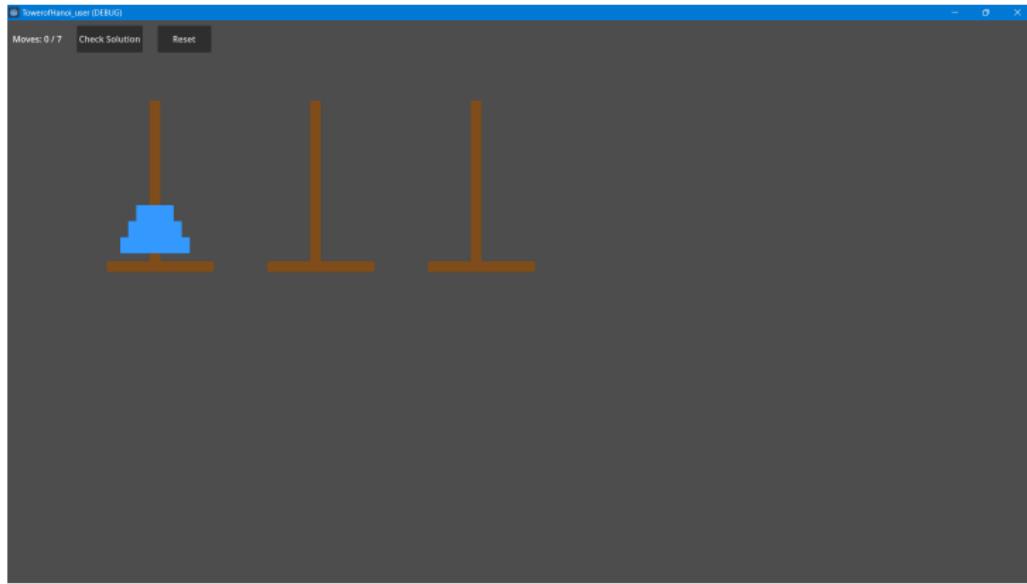


Figure: Towers of Hanoi Implementation

# Output Screenshots

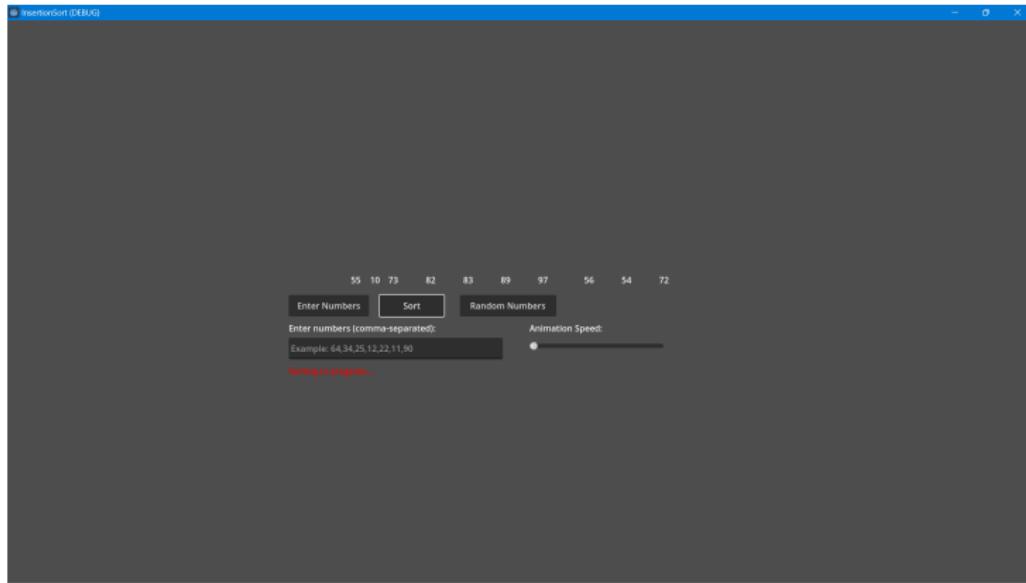


Figure: Insertion Sort Implementation

# Output Screenshots

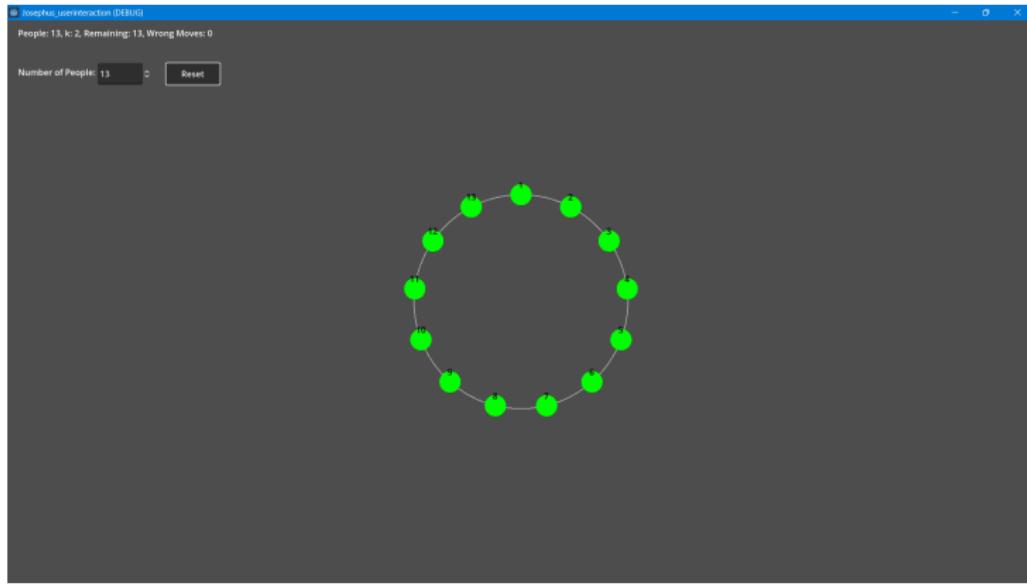


Figure: Josephus Implementation

# Output Screenshots

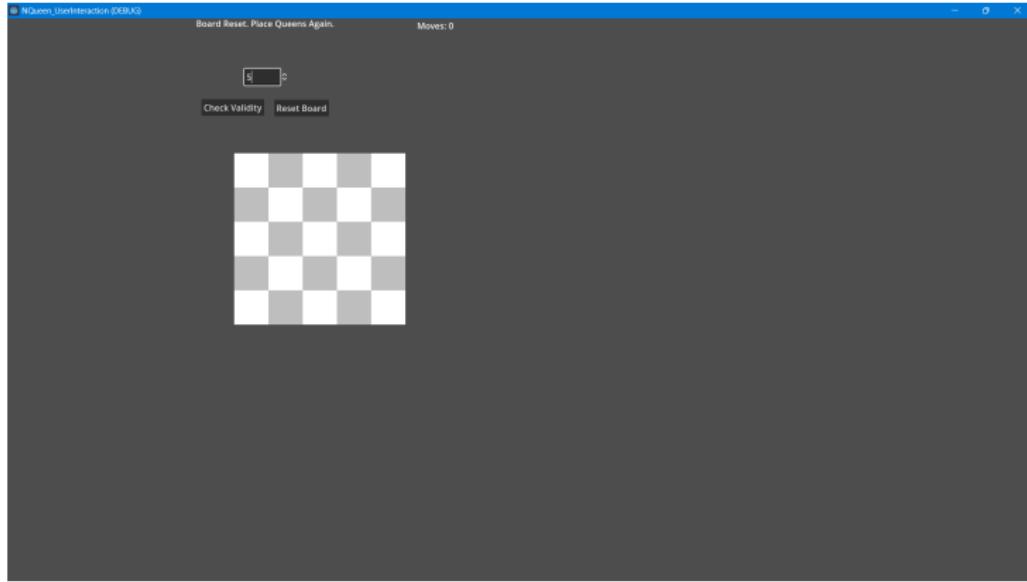


Figure: N-Queens Implementation

# Output Screenshots

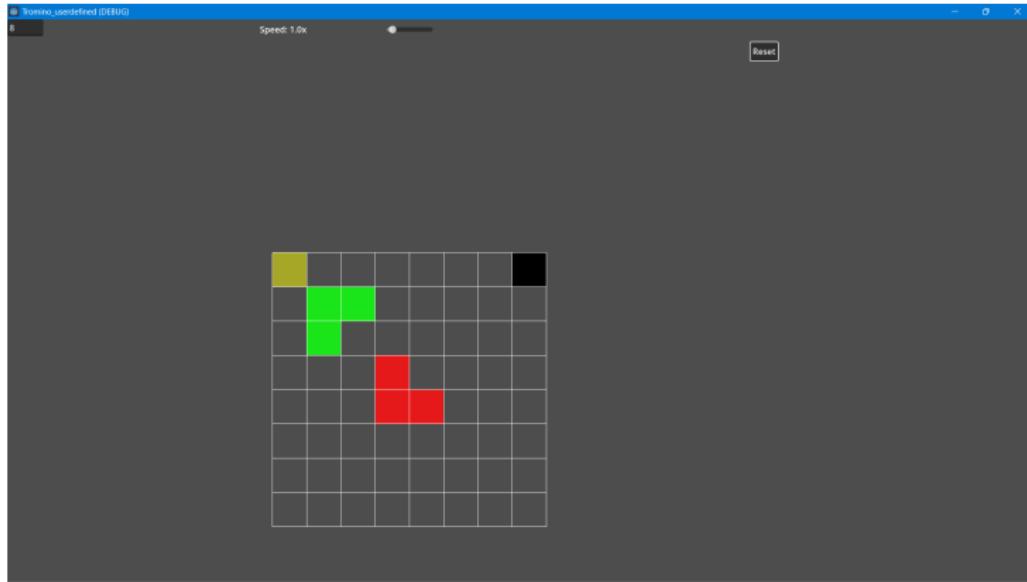


Figure: Tromino Implementation

# Output Screenshots

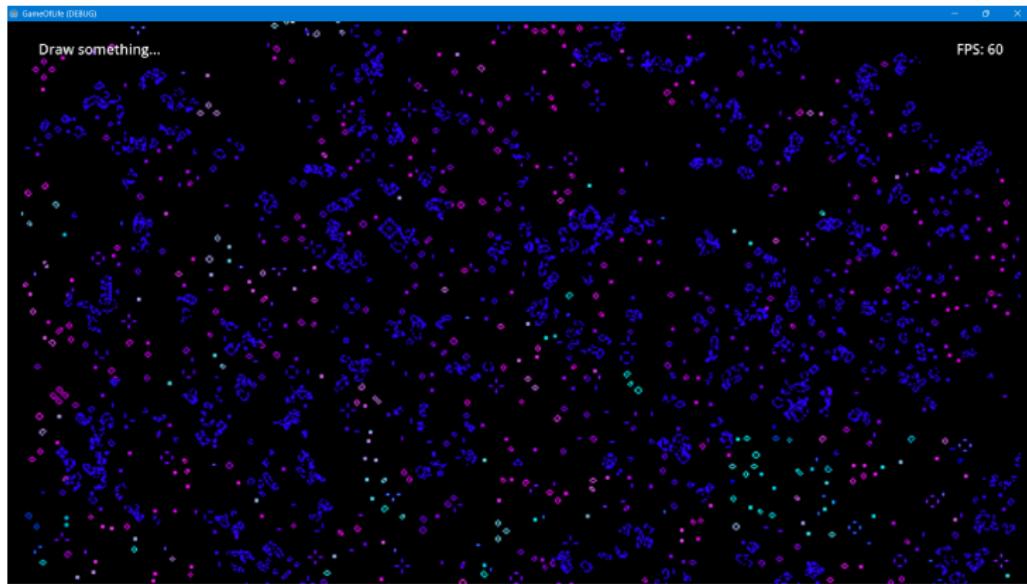


Figure: Cellular Automaton Implementation

# Performance Analysis

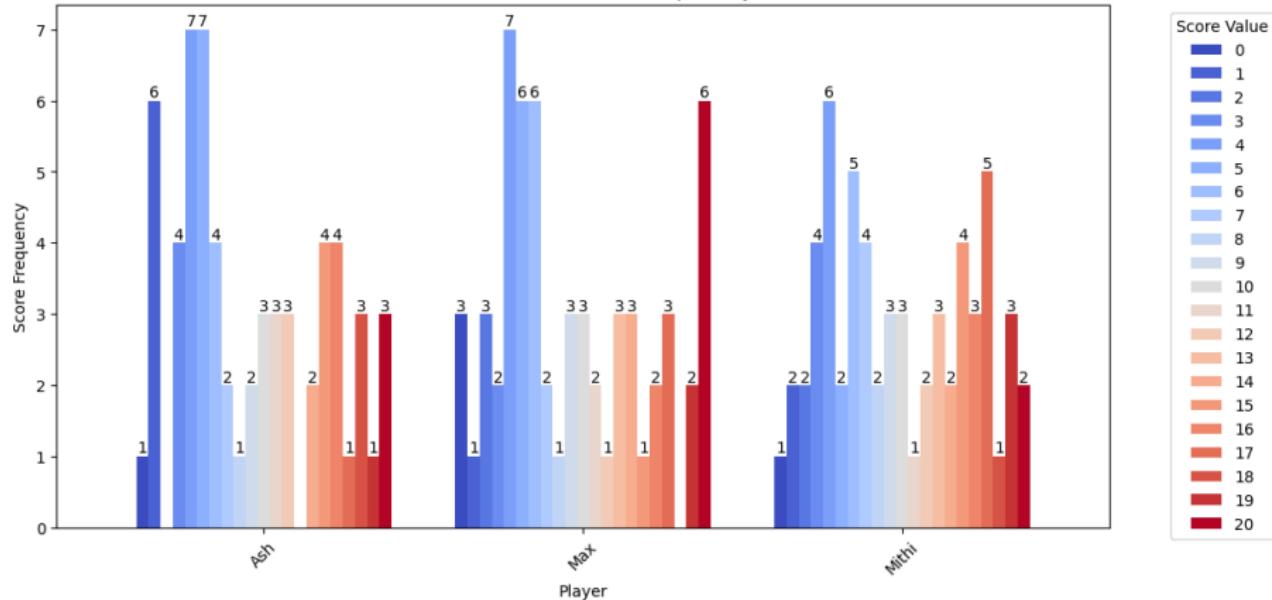
- Dutch National Flag Algorithm
- Tower of Hanoi Algorithm
- Josephus Problem Algorithm
- N-Queens Problem Algorithm

# Dutch National Flag Algorithm

- Achieved excellent accuracy with an R-squared score of 1.00, indicating near-perfect prediction capability.
- Random Forest Regressor effectively identifies whether the color sorting was successful.
- Error metrics: Mean Absolute Error (MAE) of 0.06 and Root Mean Squared Error (RMSE) of 0.12, demonstrating high precision.
- Predicted scores range between 2 and 9, accompanied by remarks such as "Correct! The colors are properly sorted!" and "Not quite right. Keep trying!"
- Despite minor fluctuations, the model consistently offers valuable insights into sorting accuracy and performance trends.

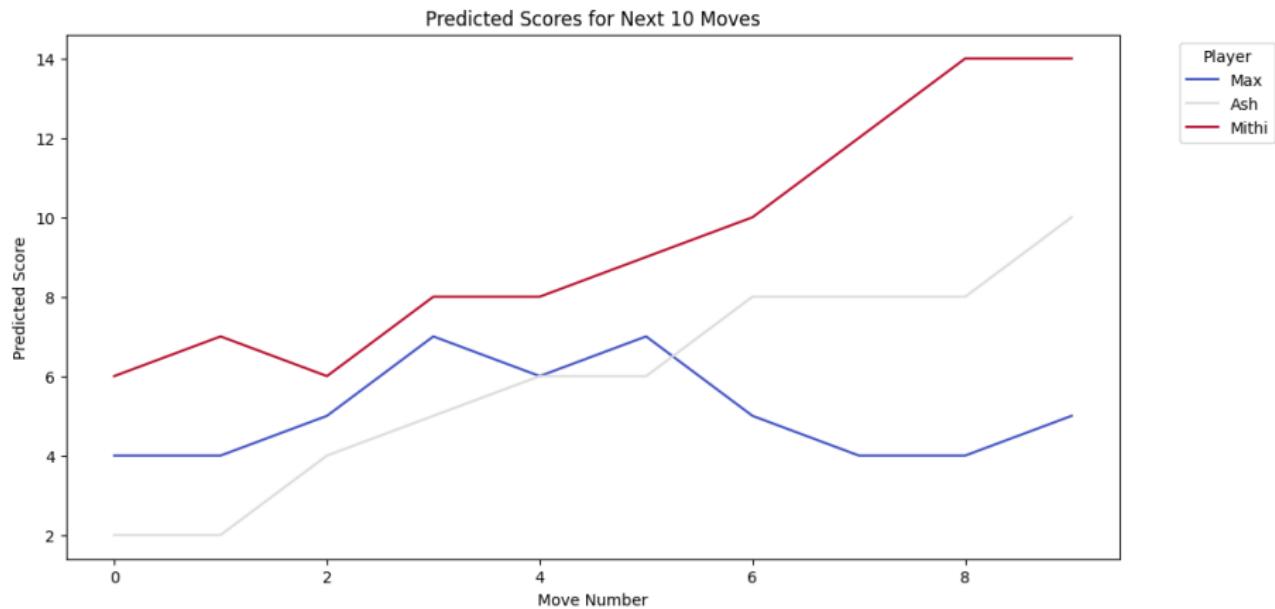
# Dutch National Flag Algorithm - Metrics

Clustered Bar Chart of Scores per Player



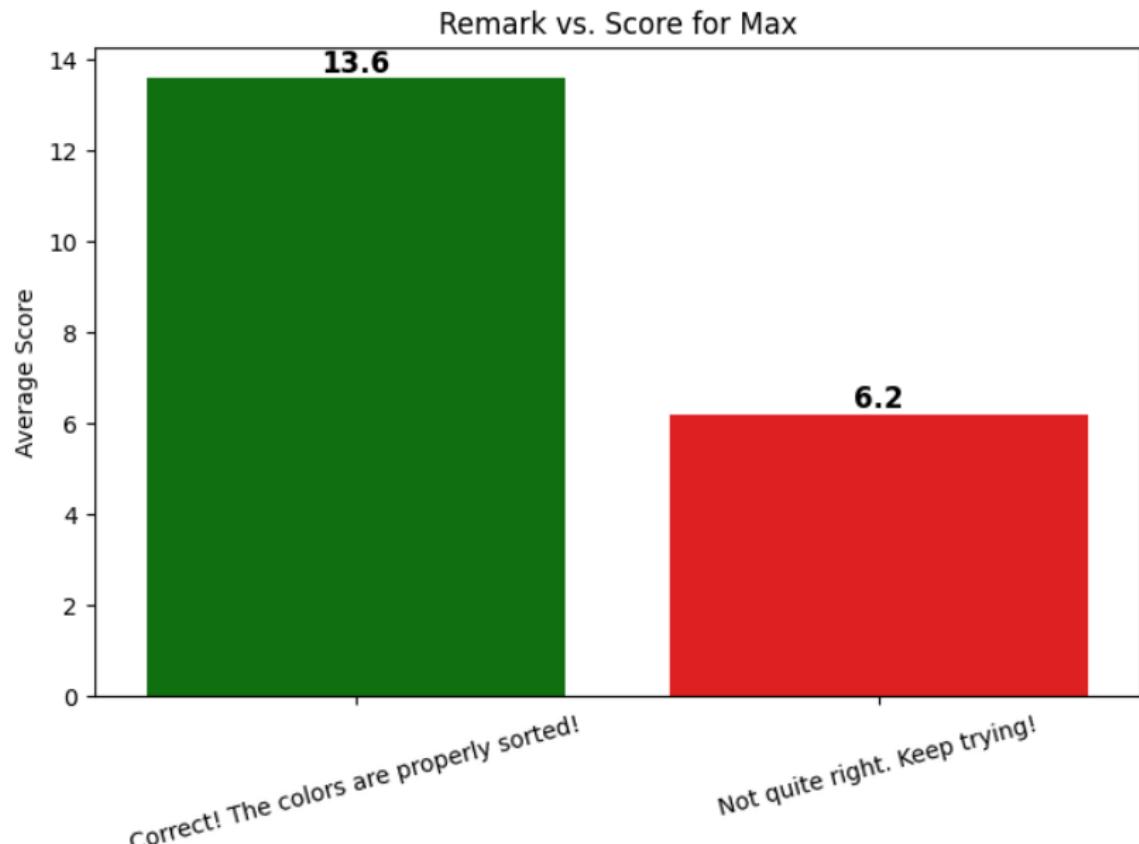
Clustered Bar Chart Of Scores Per Player In DNF

# Dutch National Flag Algorithm - Metrics

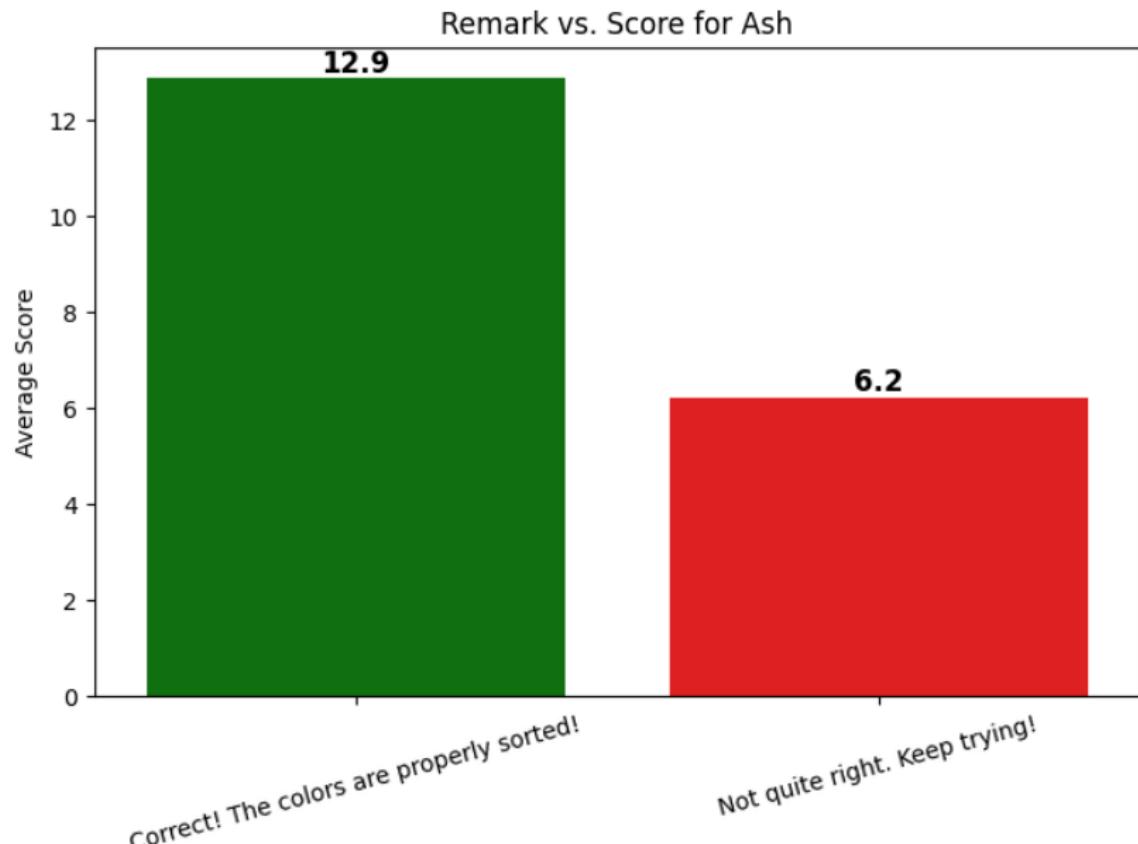


Predicted Scores For Next 10 Moves(dynamic) In DNF

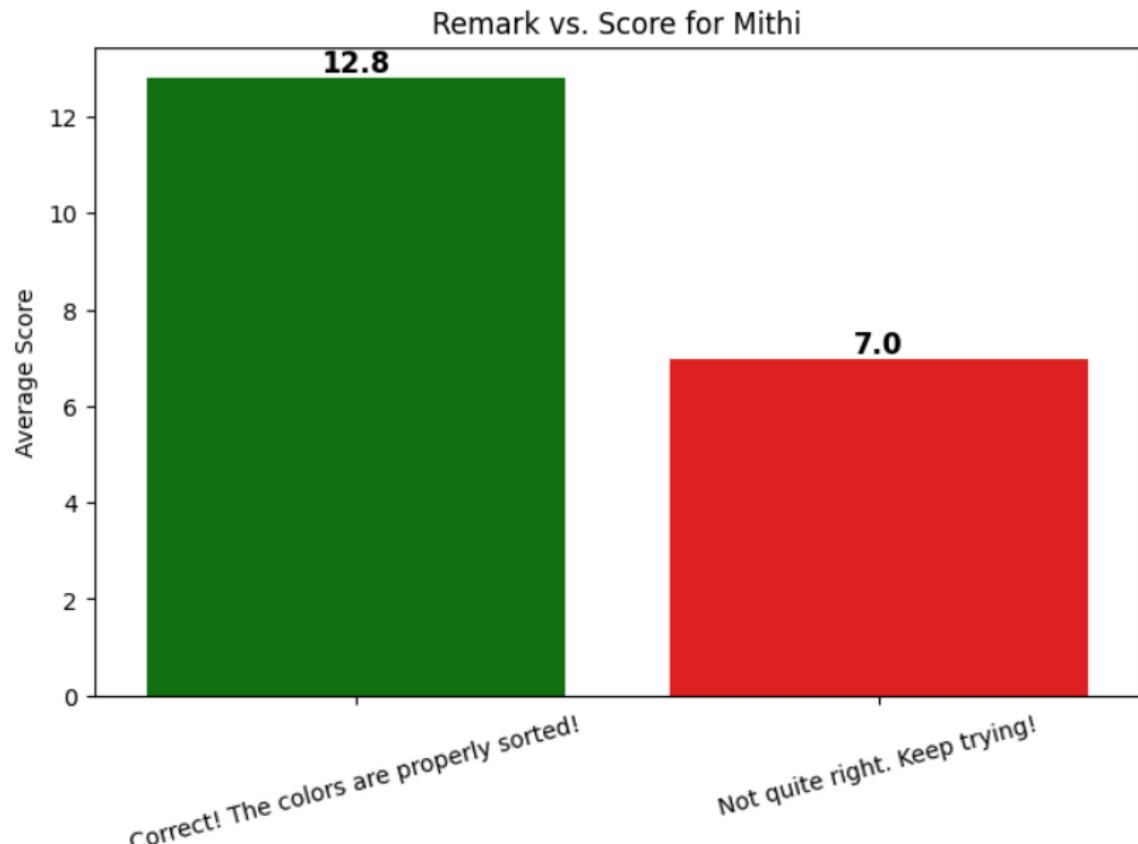
# Dutch National Flag Algorithm - Metrics



# Dutch National Flag Algorithm - Metrics



# Dutch National Flag Algorithm - Metrics



# Dutch National Flag Algorithm - Classification Report

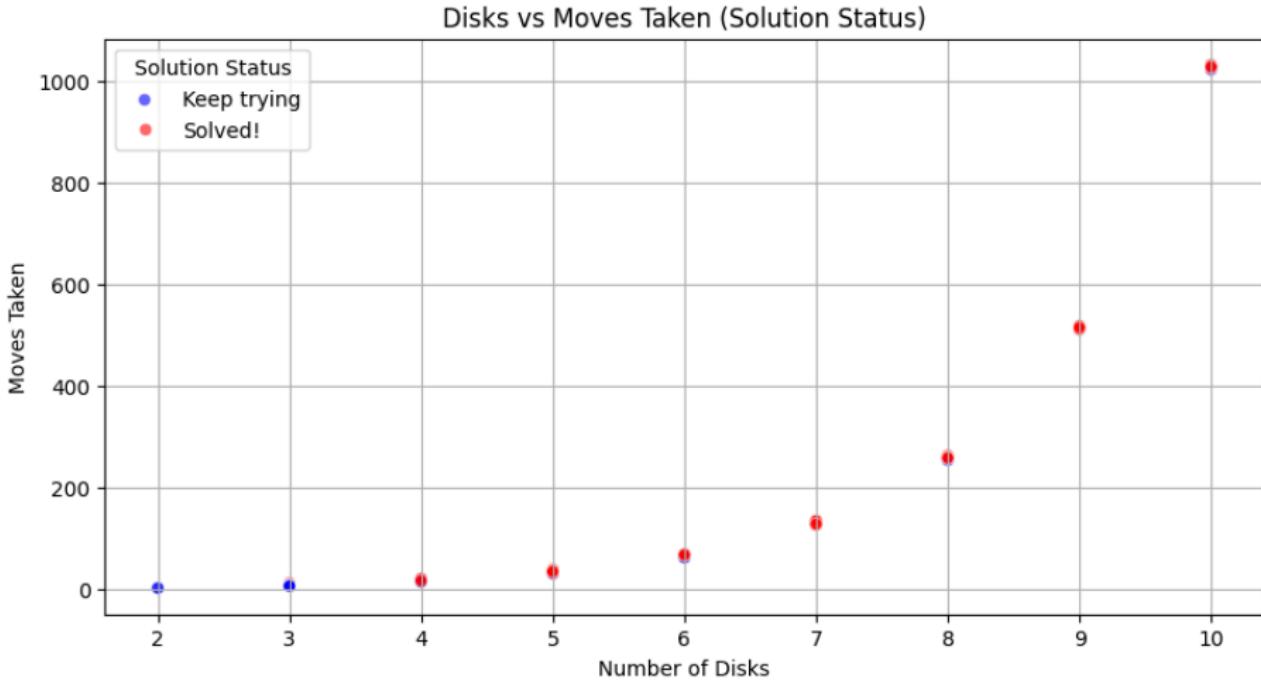
| Metric                         | Value |
|--------------------------------|-------|
| Mean Absolute Error (MAE)      | 0.06  |
| Mean Squared Error (MSE)       | 0.01  |
| Root Mean Squared Error (RMSE) | 0.12  |
| R-squared ( $R^2$ Score)       | 1.00  |

**Table:** Performance Metrics for Dutch National Flag Algorithm using Random Forest Regressor

# Tower of Hanoi Algorithm

- The Tower of Hanoi model was evaluated using Decision Tree Classifier and Support Vector Machine (SVM) Classifier approaches.
- Decision Tree Classifier achieved high classification accuracy of 95%, correctly distinguishing between "Solved!" and "Keep trying" outcomes.
- Classification report indicates strong precision and recall for the "Keep trying" class, with slightly lower recall for "Solved!" cases.
- SVM Classifier demonstrated lower accuracy of 43%, with inconsistent performance, especially in identifying "Solved!" cases.
- Overall, Decision Tree Classifier outperformed SVM, providing reliable classifications of learner performance across varying disk counts.

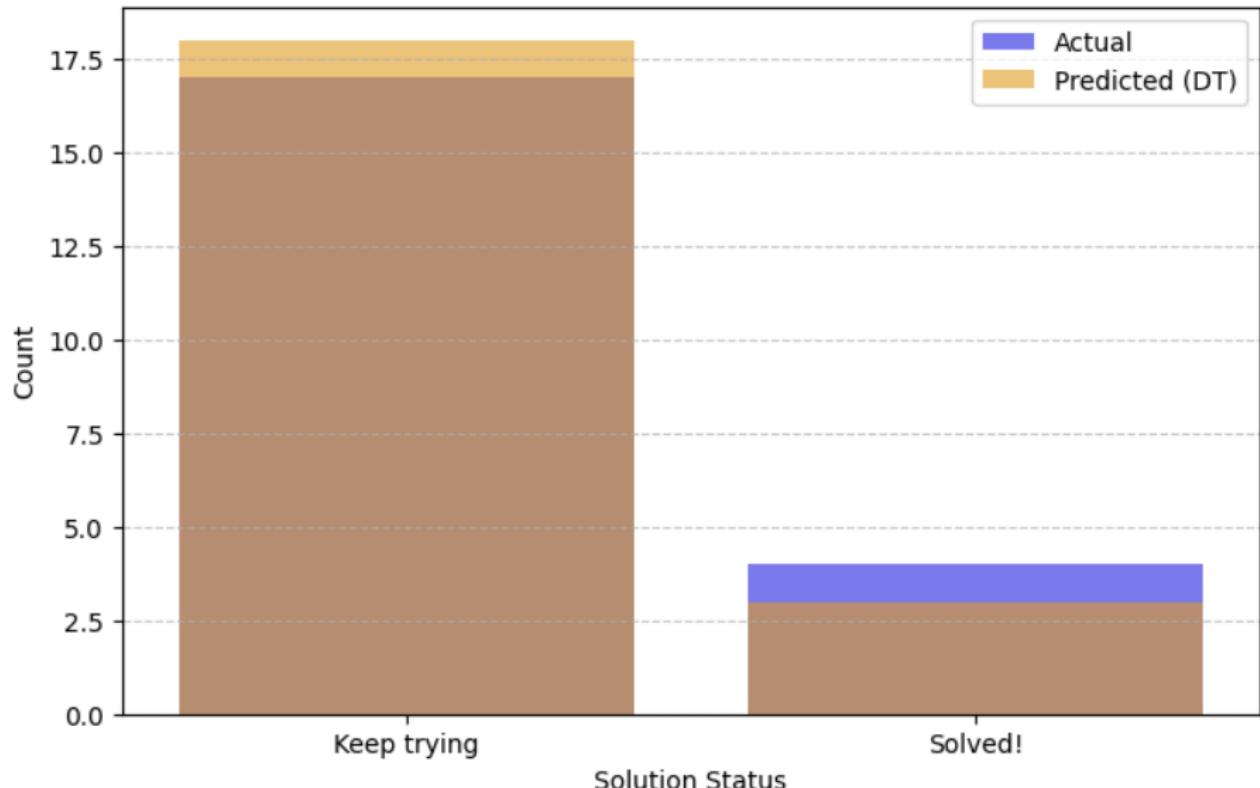
# Tower of Hanoi - Metrics



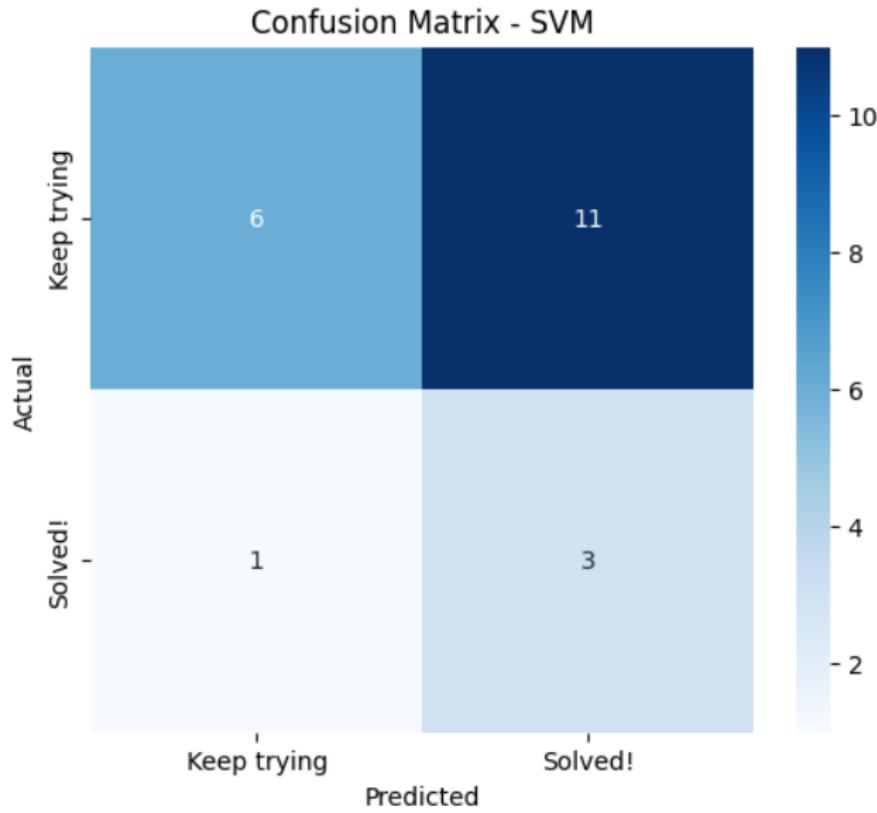
Disks vs Moves Taken In Towers Of Hanoi

# Tower of Hanoi - Metrics

Decision Tree: Actual vs Predicted Solution Status

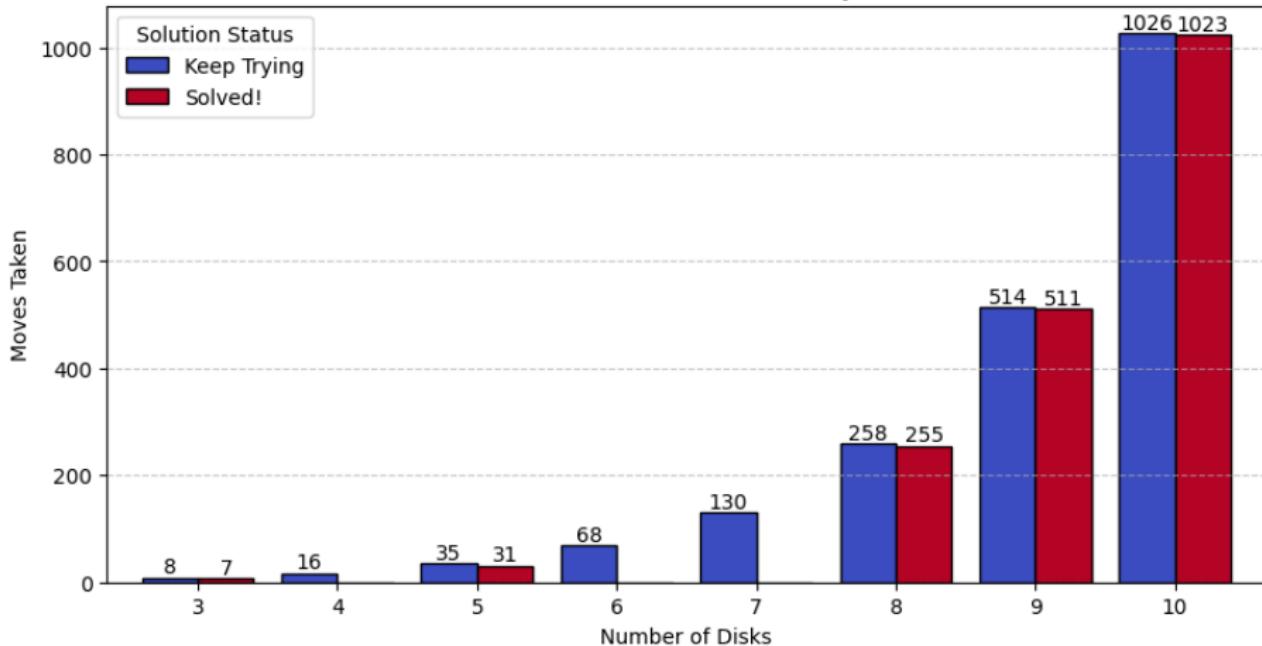


# Tower of Hanoi - Metrics



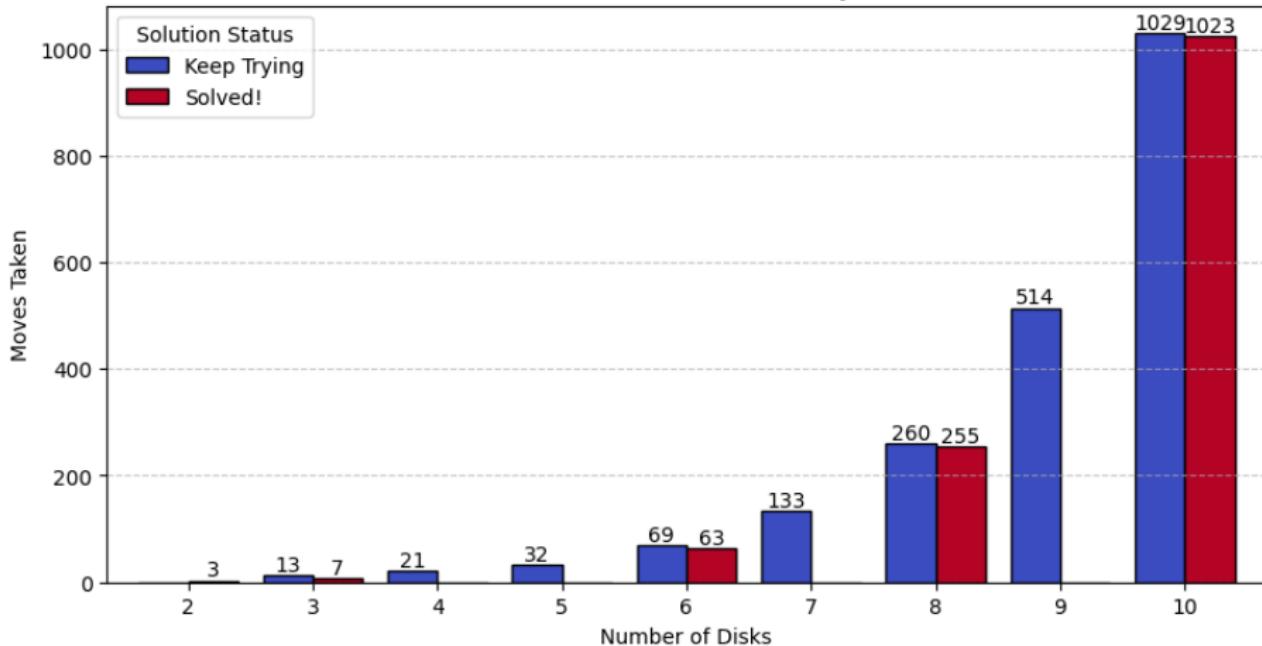
# Tower of Hanoi - Metrics

Disks vs Moves Taken for Max (Clustered by Solution Status)



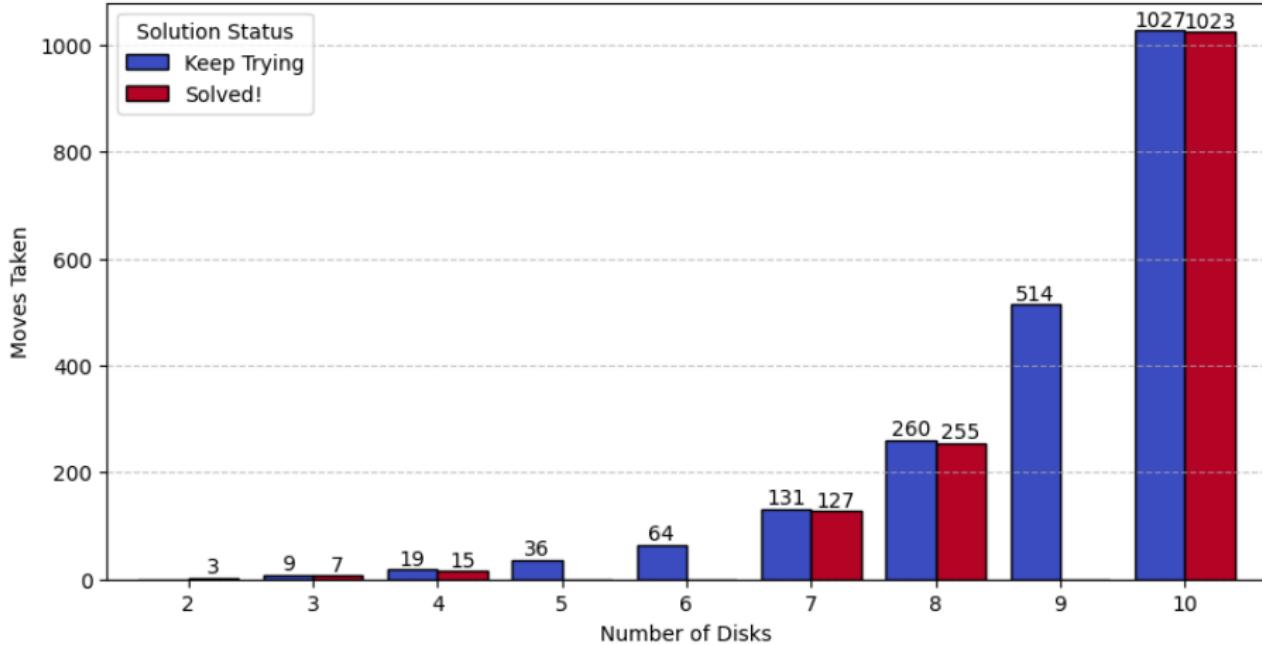
# Tower of Hanoi - Metrics

Disks vs Moves Taken for Ash (Clustered by Solution Status)



# Tower of Hanoi - Metrics

Disks vs Moves Taken for Mithi (Clustered by Solution Status)



# Tower of Hanoi - Decision Tree Classifier

| Decision Tree Classifier |           |        |          |         |
|--------------------------|-----------|--------|----------|---------|
| Class                    | Precision | Recall | F1-Score | Support |
| Keep trying              | 0.94      | 1.00   | 0.97     | 17      |
| Solved!                  | 1.00      | 0.75   | 0.86     | 4       |
| <b>Accuracy</b>          | -         | -      | 0.95     | 21      |
| Macro avg                | 0.97      | 0.88   | 0.91     | 21      |
| Weighted avg             | 0.96      | 0.95   | 0.95     | 21      |

Table: Classification Report for Tower of Hanoi using Decision Tree Classifier

# Tower of Hanoi - SVM Classifier

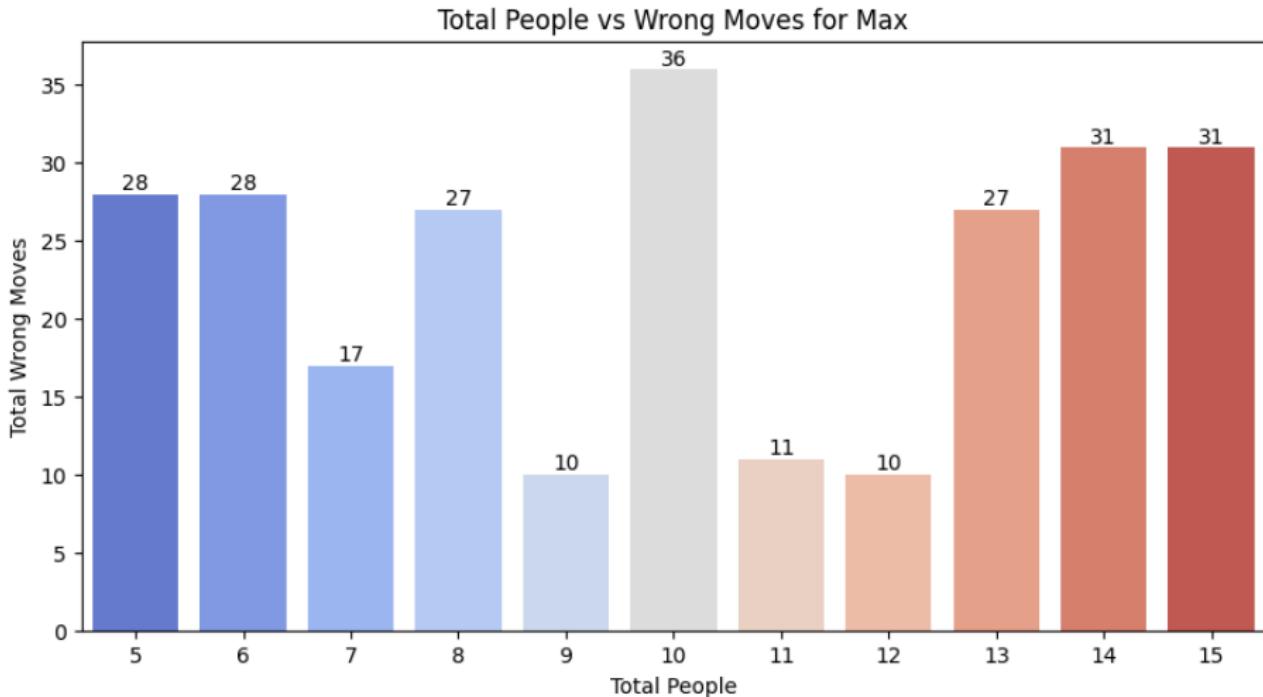
| SVM Classifier  |           |        |          |         |
|-----------------|-----------|--------|----------|---------|
| Class           | Precision | Recall | F1-Score | Support |
| Keep trying     | 0.86      | 0.35   | 0.50     | 17      |
| Solved!         | 0.21      | 0.75   | 0.33     | 4       |
| <b>Accuracy</b> | -         | -      | 0.43     | 21      |
| Macro avg       | 0.54      | 0.55   | 0.42     | 21      |
| Weighted avg    | 0.73      | 0.43   | 0.47     | 21      |

Table: Classification Report for Tower of Hanoi using SVM Classifier

# Josephus Problem Algorithm

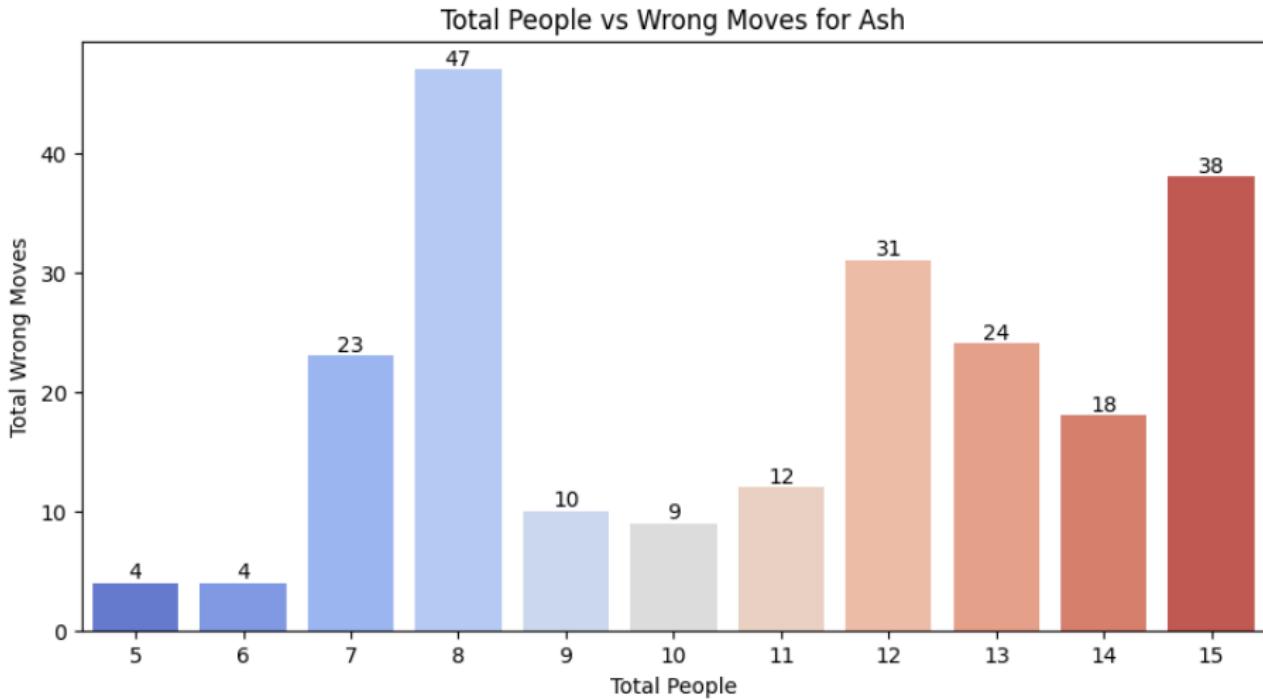
- Achieved high classification accuracy of 94% using Random Forest Regression.
- Strong precision and recall in predicting wrong moves, especially with higher support counts.
- Variability observed due to inherent complexity and randomness of the problem.
- Occasional misclassifications due to imbalanced data, especially with fewer wrong moves.
- Offers valuable insights into learner behavior and identifies error-prone areas effectively.

# Josephus Problem - Metrics



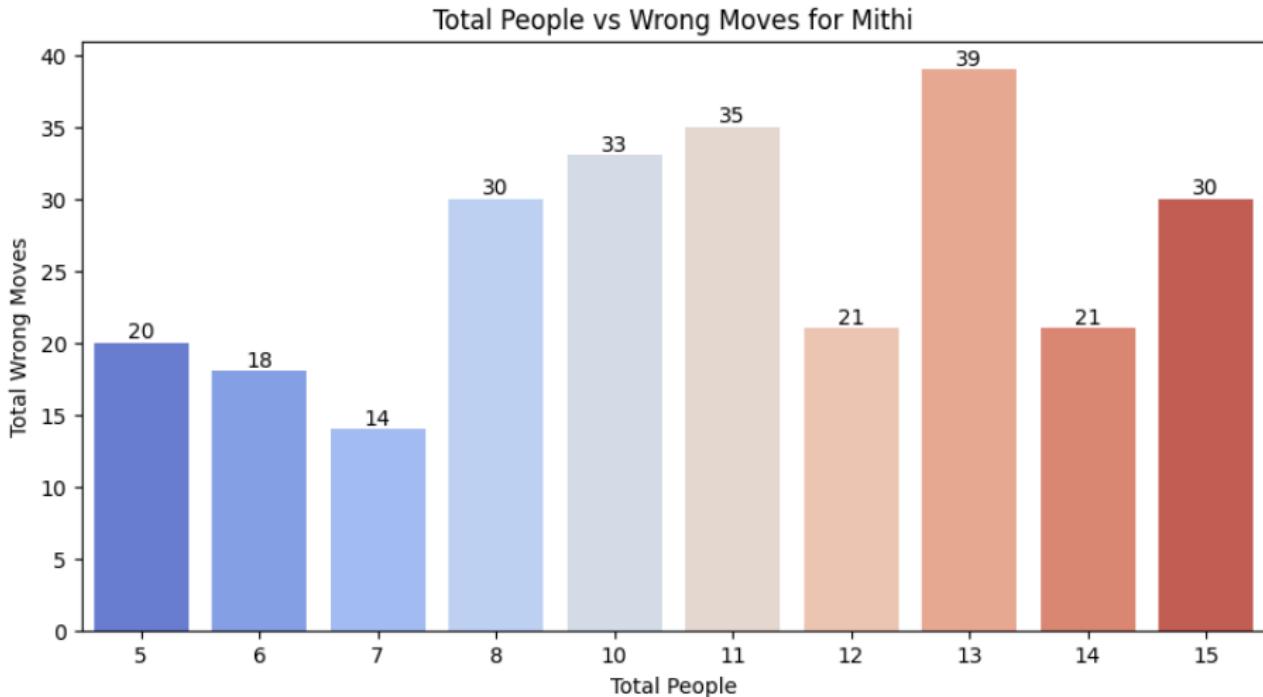
Total People vs Wrong Moves For Max In Josephus Problem

# Josephus Problem - Metrics



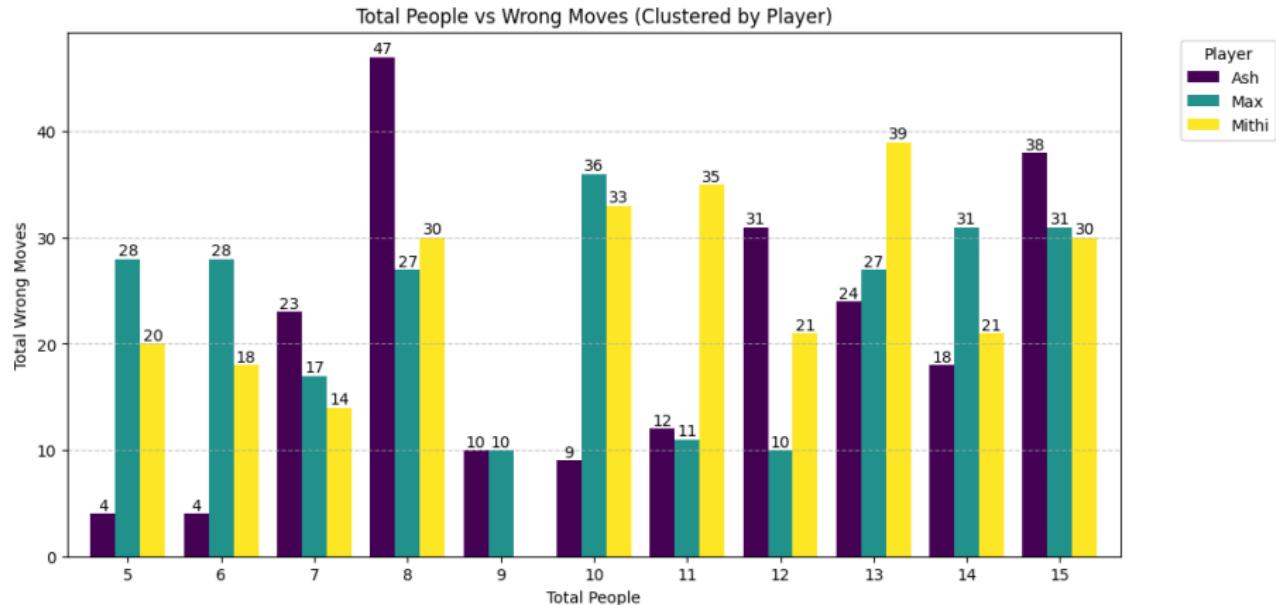
Total People vs Wrong Moves For Ash In Josephus Problem

# Josephus Problem - Metrics



Total People vs Wrong Moves For Mithi In Josephus Problem

# Josephus Problem - Metrics



Total People vs Wrong Moves For Every Player(Clustered) In Josephus Problem

# Josephus Problem - Performance Metrics

| Metric              | Precision | Recall | F1-Score | Support |
|---------------------|-----------|--------|----------|---------|
| <b>Accuracy</b>     | -         | -      | 0.94     | 31      |
| <b>Macro Avg</b>    | 0.73      | 0.77   | 0.75     | 31      |
| <b>Weighted Avg</b> | 0.91      | 0.94   | 0.92     | 31      |

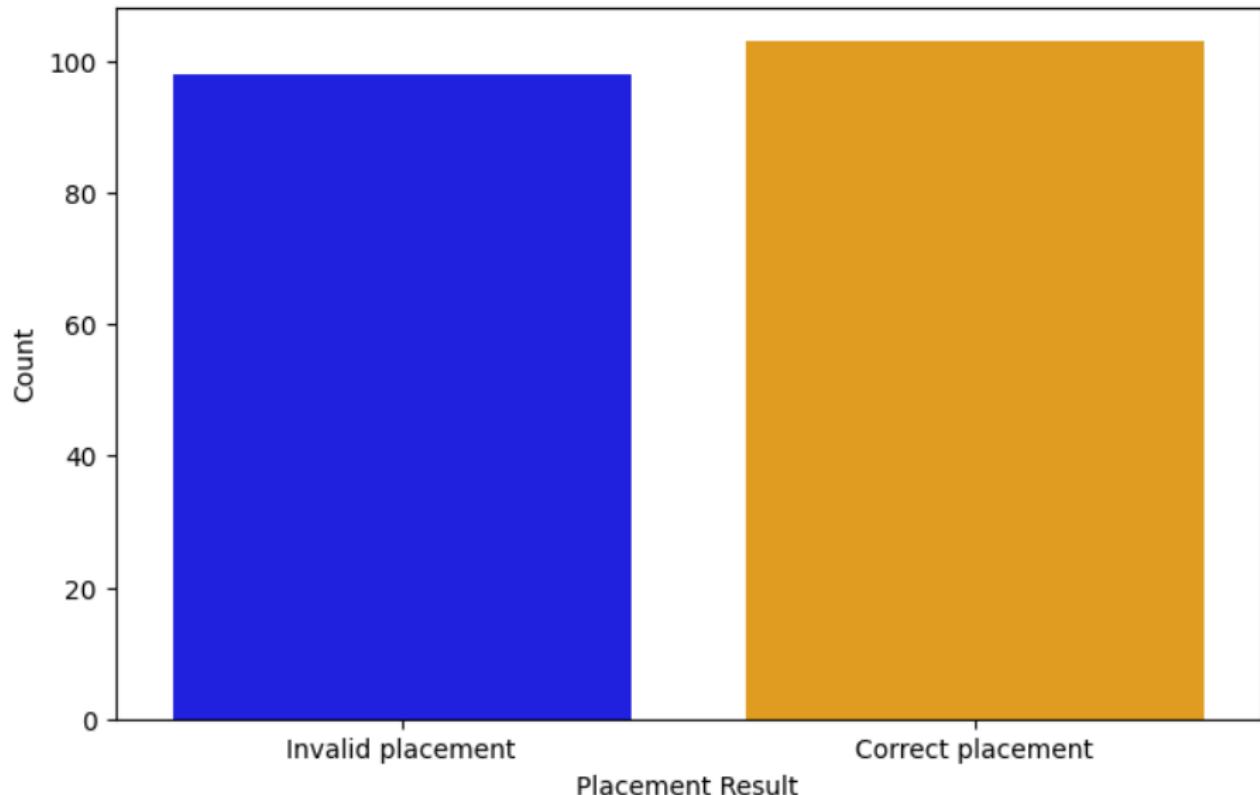
**Table:** Classification Report Summary for Josephus Problem using Random Forest Regression

# N-Queens Problem Algorithm

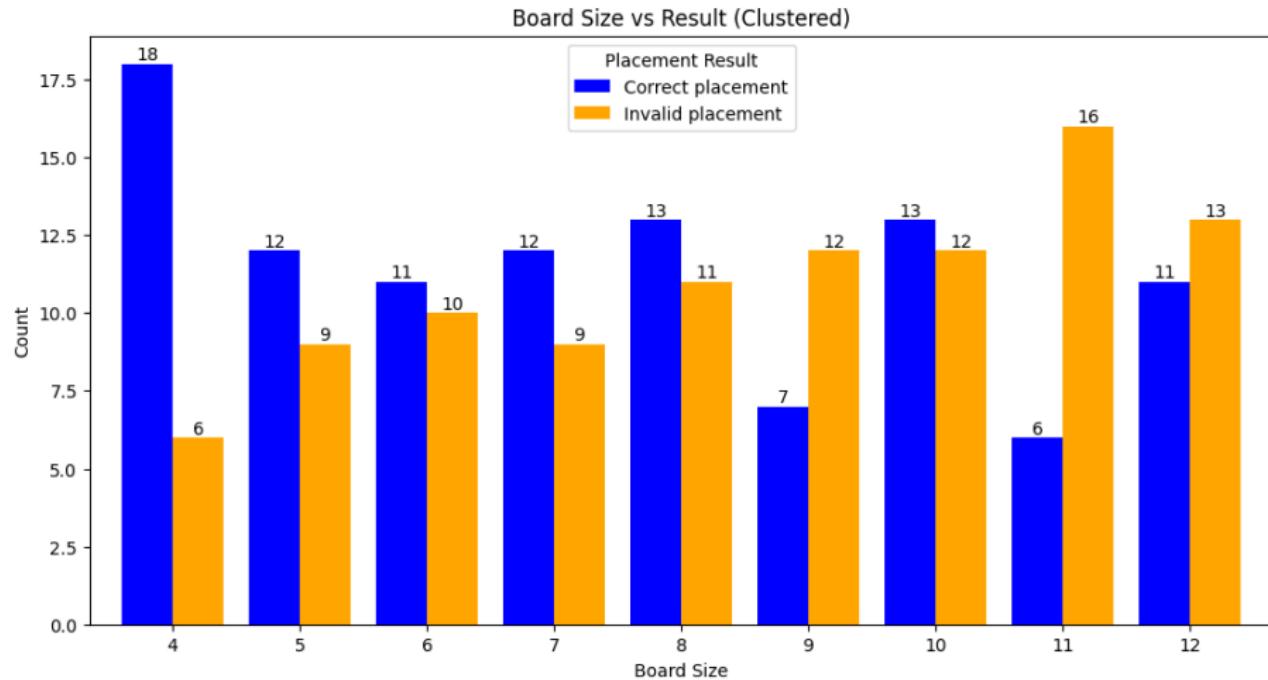
- Achieved moderate classification accuracy of 56% using Decision Tree Classifier.
- Effectively distinguishes between "Correct placement" and "Invalid placement" scenarios to some extent.
- Classification report shows balanced yet slightly lower precision and recall, especially for invalid placements due to data imbalance.
- Demonstrates reliable predictions for smaller board sizes, with variability increasing as board complexity rises.
- Player-specific analysis indicates predicted outcomes mostly align with actual placements, offering valuable feedback.
- Potential for improvement exists to enhance model consistency for larger boards.

# N-Queens Problem - Metrics

Class Distribution: Correct vs. Invalid Placement

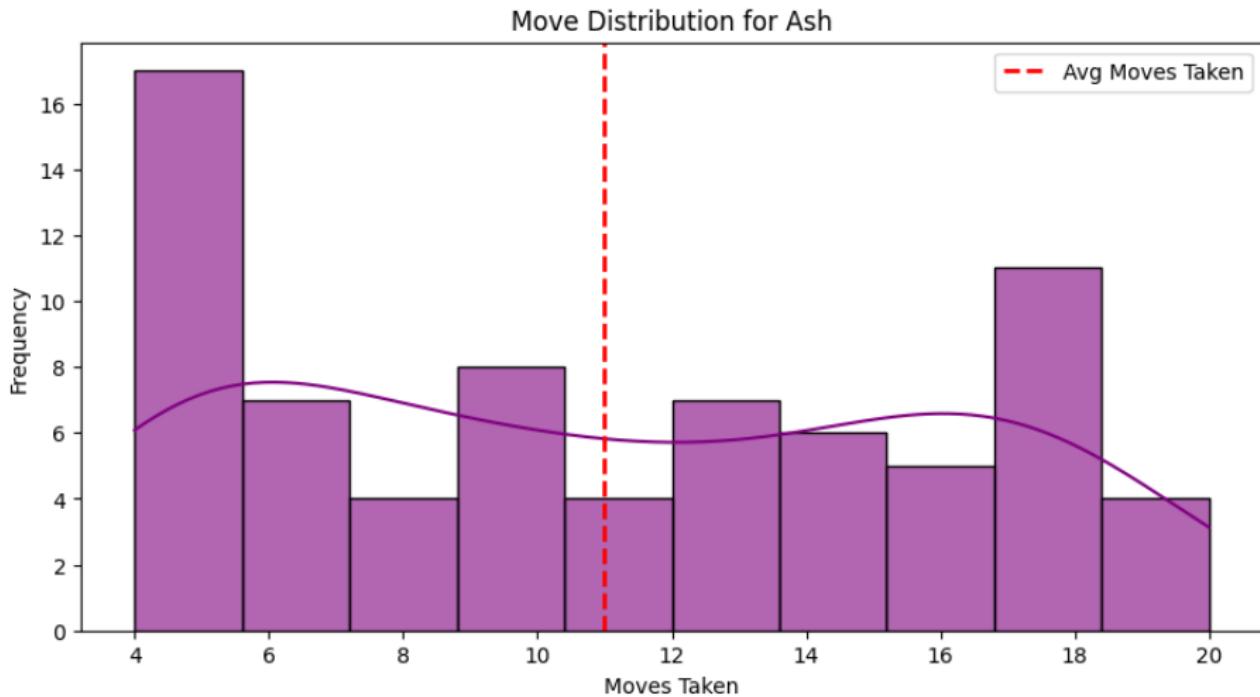


# N-Queens Problem - Metrics



Board Size vs Result In N-Queens

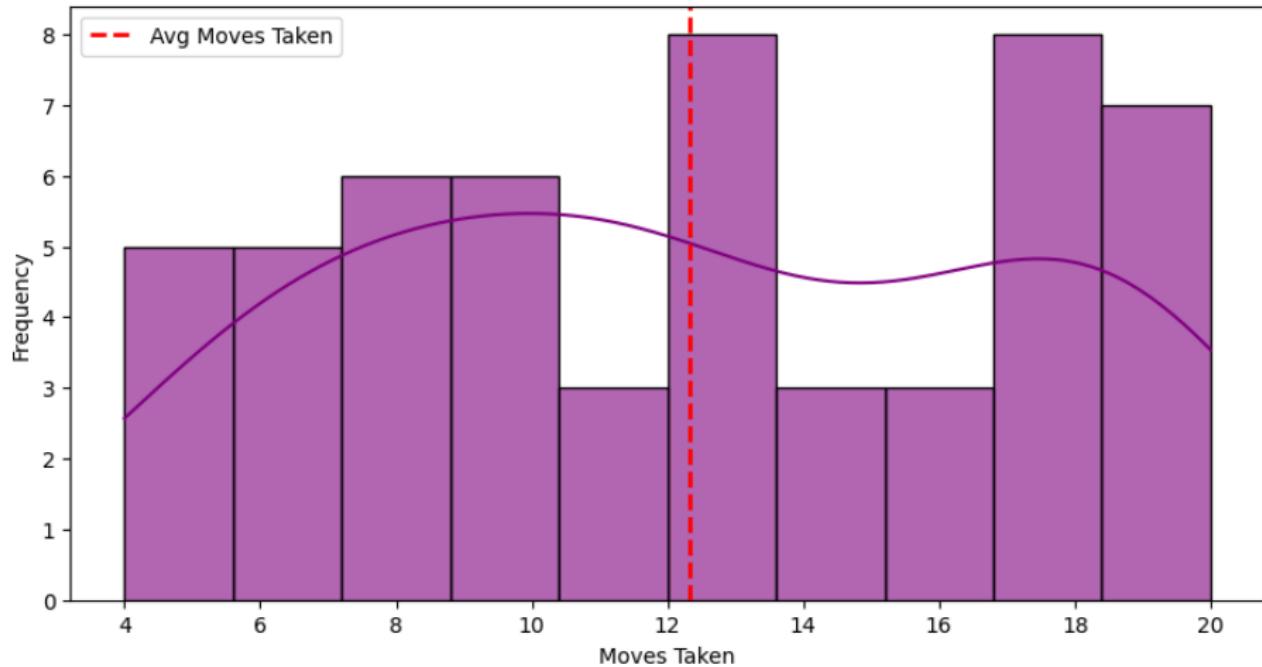
# N-Queens Problem - Metrics



Move Distribution For Ash In N-Queens

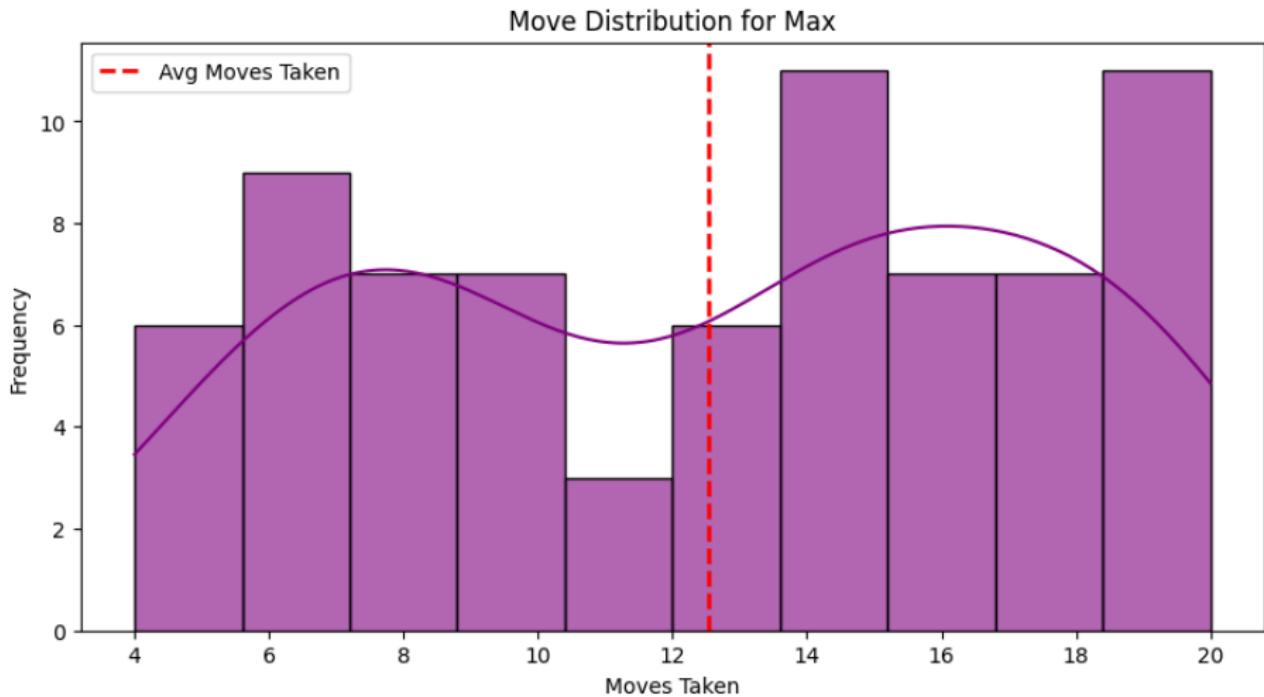
# N-Queens Problem - Metrics

Move Distribution for Mithi



Move Distribution For Mithi In N-Queens

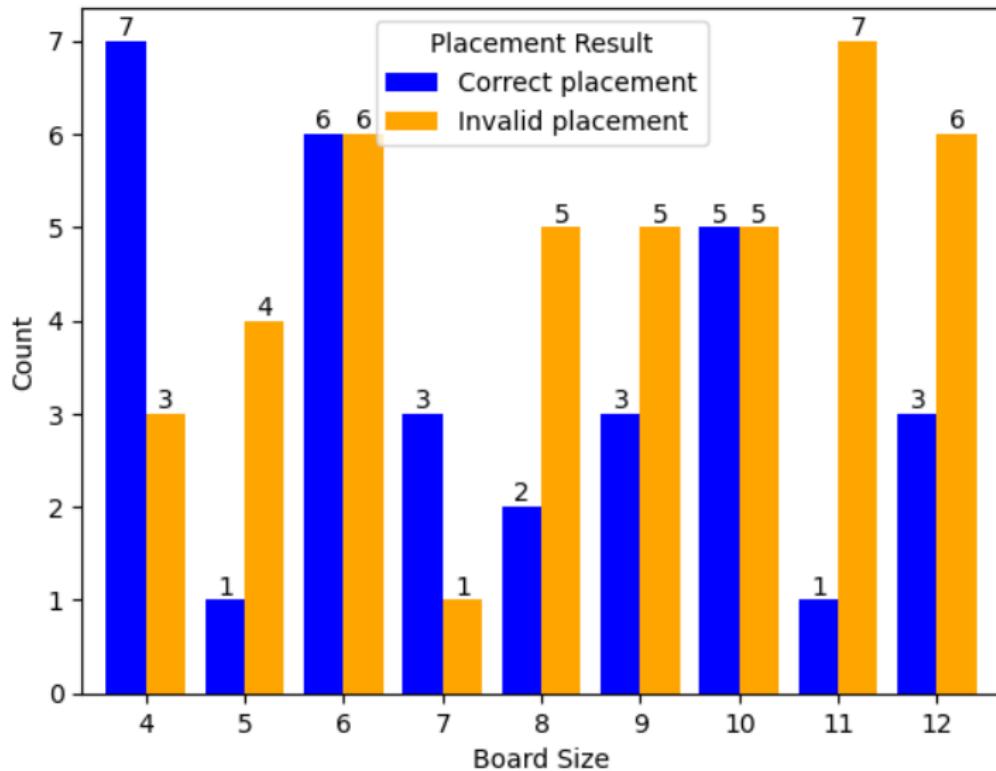
# N-Queens Problem - Metrics



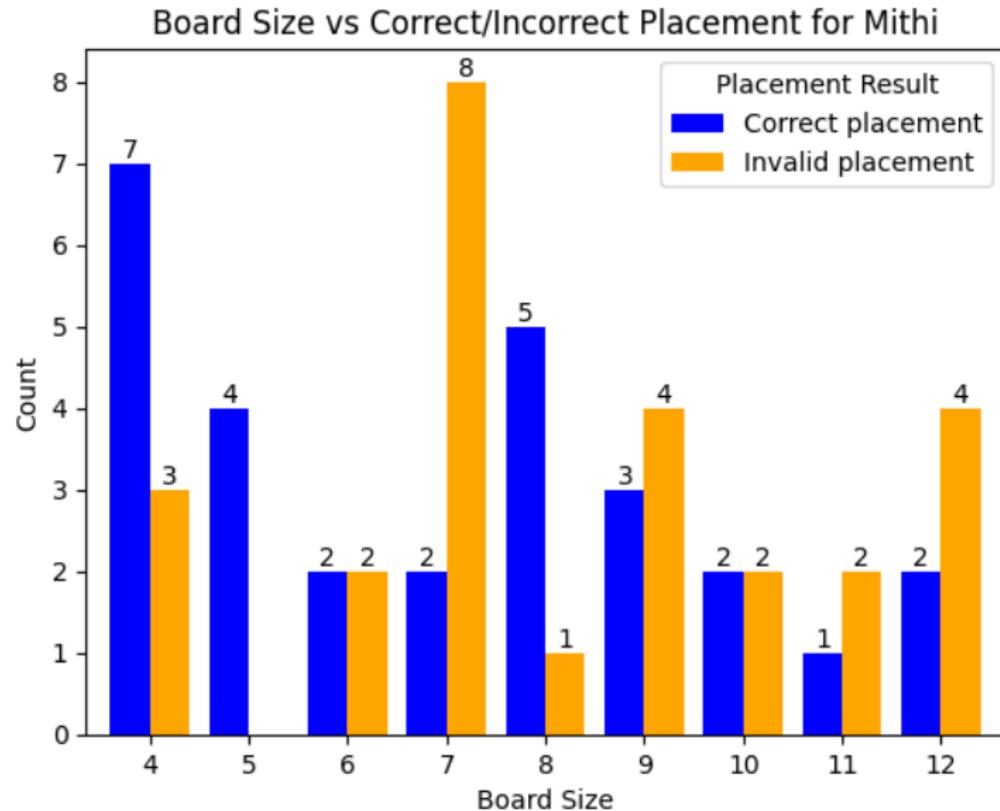
Move Distribution For Max In N-Queens

# N-Queens Problem - Metrics

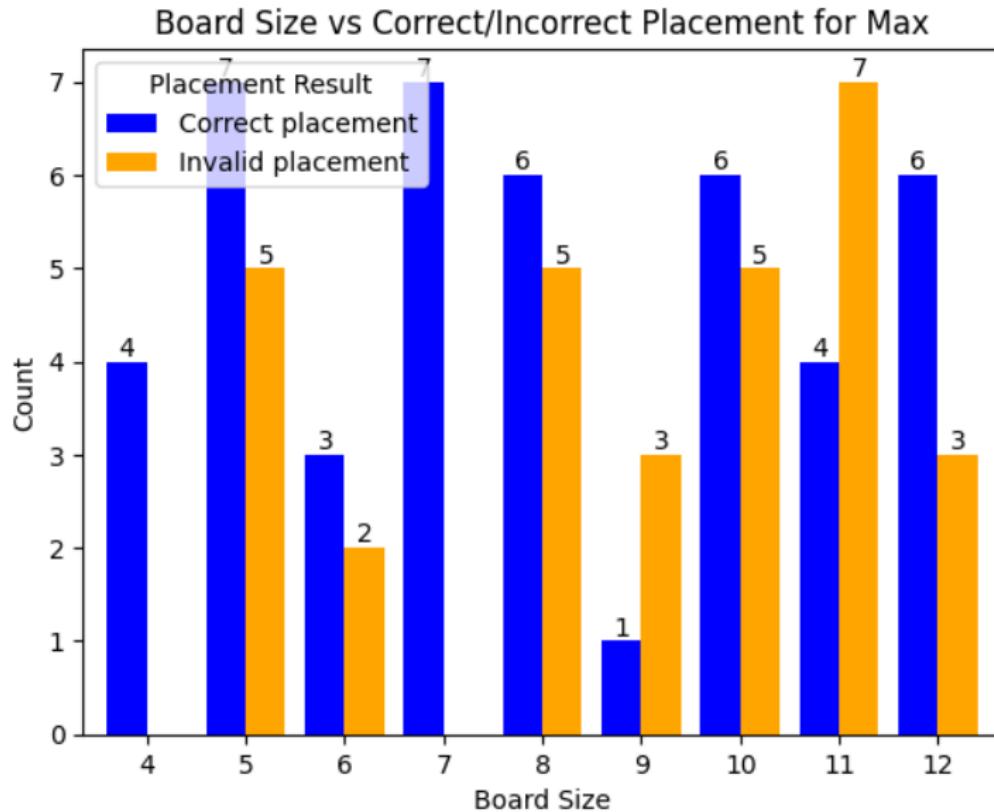
Board Size vs Correct/Incorrect Placement for Ash



# N-Queens Problem - Metrics



# N-Queens Problem - Metrics



# N-Queens Problem - Classification Report

| <b>Class</b>          | <b>Precision</b> | <b>Recall</b> | <b>F1-Score</b> | <b>Support</b> |
|-----------------------|------------------|---------------|-----------------|----------------|
| 0 (Correct Placement) | 0.70             | 0.59          | 0.64            | 27             |
| 1 (Invalid Placement) | 0.39             | 0.50          | 0.44            | 14             |
| <b>Accuracy</b>       | -                | -             | 0.56            | 41             |
| <b>Macro Avg</b>      | 0.54             | 0.55          | 0.54            | 41             |
| <b>Weighted Avg</b>   | 0.59             | 0.56          | 0.57            | 41             |

**Table:** Classification Report for N-Queens Problem using Decision Tree Classifier

# Impacts Pertaining to Society, Health, Safety, Legal, Environment, and Culture

- **Societal Impact:** Democratizes education by making interactive learning accessible to students from diverse backgrounds with minimal hardware requirements.
- **Health Impact:** Reduces cognitive fatigue through engaging, multisensory learning. Personalized feedback lowers stress and enhances retention.
- **Safety & Legal Impact:** Ensures data security, privacy, and compliance with intellectual property laws, fostering a safe digital learning ecosystem.
- **Environmental Impact:** Promotes sustainability by reducing reliance on paper-based materials and minimizing e-waste through low-energy requirements.
- **Cultural Impact:** Supports multilingual and customizable content, ensuring inclusivity for students from diverse linguistic and cultural backgrounds.

# Plan for submitting Project Work

| <b>Month</b>      | <b>Task</b>                                 |
|-------------------|---|
| April             | Paper writing                               |
| April end and May | Peer Review                                 |
| May end           | Submit paper to journals, conferences, etc. |

**Table:** Task Submission

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# Thank You