2. Background information:

The trivia and puzzle learning game is designed to change the way students think about their learning materials. It aims to make learning more enjoyable and productive by combining the excitement of play with effective learning strategies. This game is aimed at students of all ages and educational levels who want to improve their learning and are looking for a fun way to research or review material. Through gameplay and interactive challenges, the game aims to help players or students improve memory, critical thinking and understanding of a subject. They gain a deeper understanding of their learning material by taking tests and quizzes while having fun listening to jokes and solving puzzles. The game deals with questions on various subjects such as mathematics, physics and life sciences, riddles and funny jokes. By allowing players to choose the subjects they want to focus on, learning experiences can be personalised. Players also have the option to choose from a range of options to choose one answer to each question. Points are also awarded to players so they can track their progress. With its innovative approach to learning and engaging game mechanics, TheThe game offers a unique and effective solution for students who want to improve their academic performance and enjoyment of learning.

3. Problem statement:

Many students have difficulties with effective and engaging learning, which results in a lack of motivation, which lowers academic performance. Traditional teaching methods mitigate the lack of interaction and fail to engage students, leading to disengagement and frustration. To meet these challenges, a solution must be found that combines the enjoyment of gaming with effective learning strategies to create an engaging and effective learning experience. This solution should serve a variety of learning styles and academic levels, providing students with customisable opportunities to focus on specific topics. By addressing these questions, students can increase their motivation to learn. Which leads to better academic results and more enjoyable learning..