# Gamification of Extracurricular Participation in CS

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## OBJECTIVE

Focus on creating a prototype system that helps track student involvement and increase their engagement with clubs and or events, using gamification elements that focus more on key issues that pertain to the current situation based on the collected data of the students and faculty. The final design will be decided upon the observations drawn from observing the current and past situation of clubs/events.

## TIMELINE

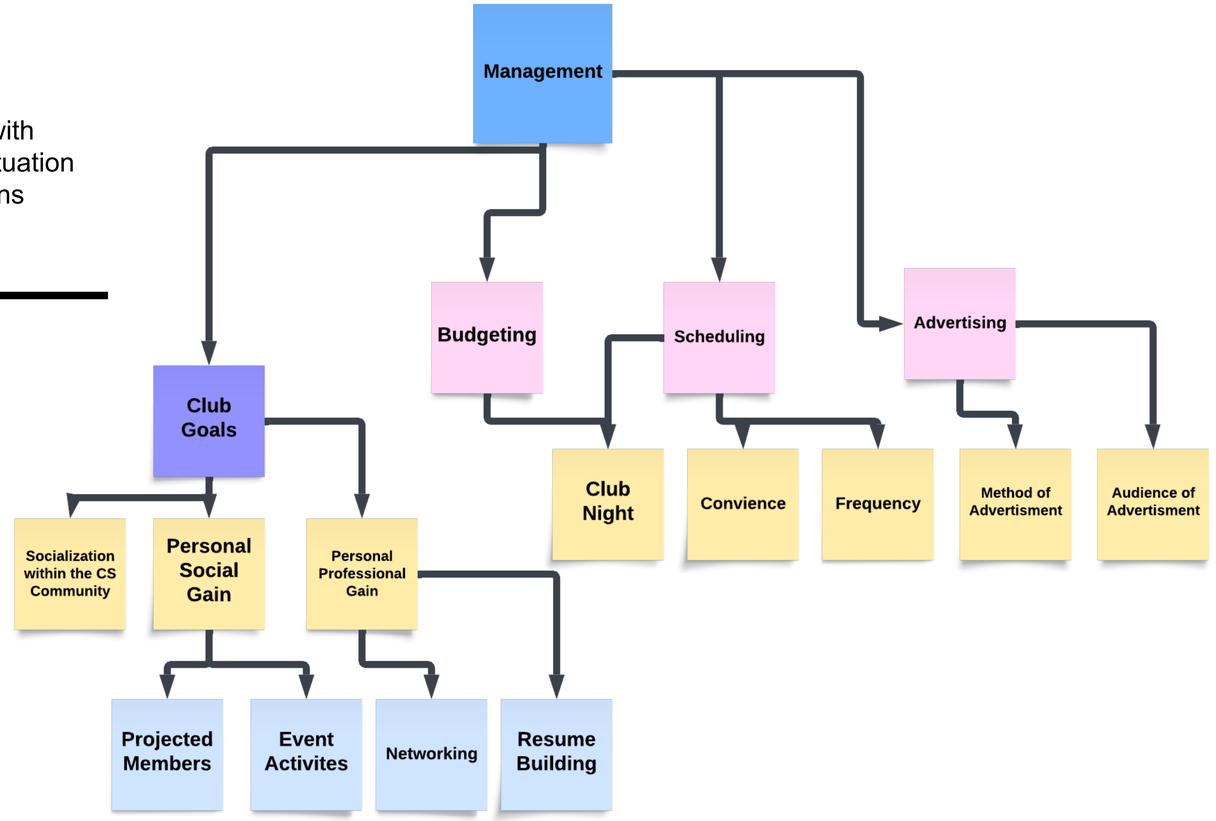
Data-driven analysis aimed at identifying actionable insights and potential solutions to enhance extracurricular engagement

Conceptual design for a functional prototype, outlining its core components and operational framework

A detailed mockup prototype will be developed to visualize and test the proposed solution

Multiple storyboard versions created based on data collected from stakeholder interviews

Dedicated to developing a robust and well-defined conceptual design in response to the problem statement




## REQUIREMENTS

- Design must be simple to understand.
- Design must be mobile functional.
- Design must integrate gamification features in a meaningful capacity.
- Design must be justified with the contextual research done on the subject.
- Design must not exceed current budget of $1000.
- Design must focus upon data collected from Computer Science related events.
- Design must incorporate UX/UI components during prototype design.

## TECHNOLOGIES

- Figma
- Python
- Expo
- React Native

## FUTURE DIRECTION

- Increase accessible knowledge for undergraduates
- Accessible for mobile devices (Backend implementation)
- User-interface tracking attendance during CS club meetings or events to track their progress
- Improve student engagement

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