



The Development of Multi-platform Educational Gaming Hub Application for Online Learners

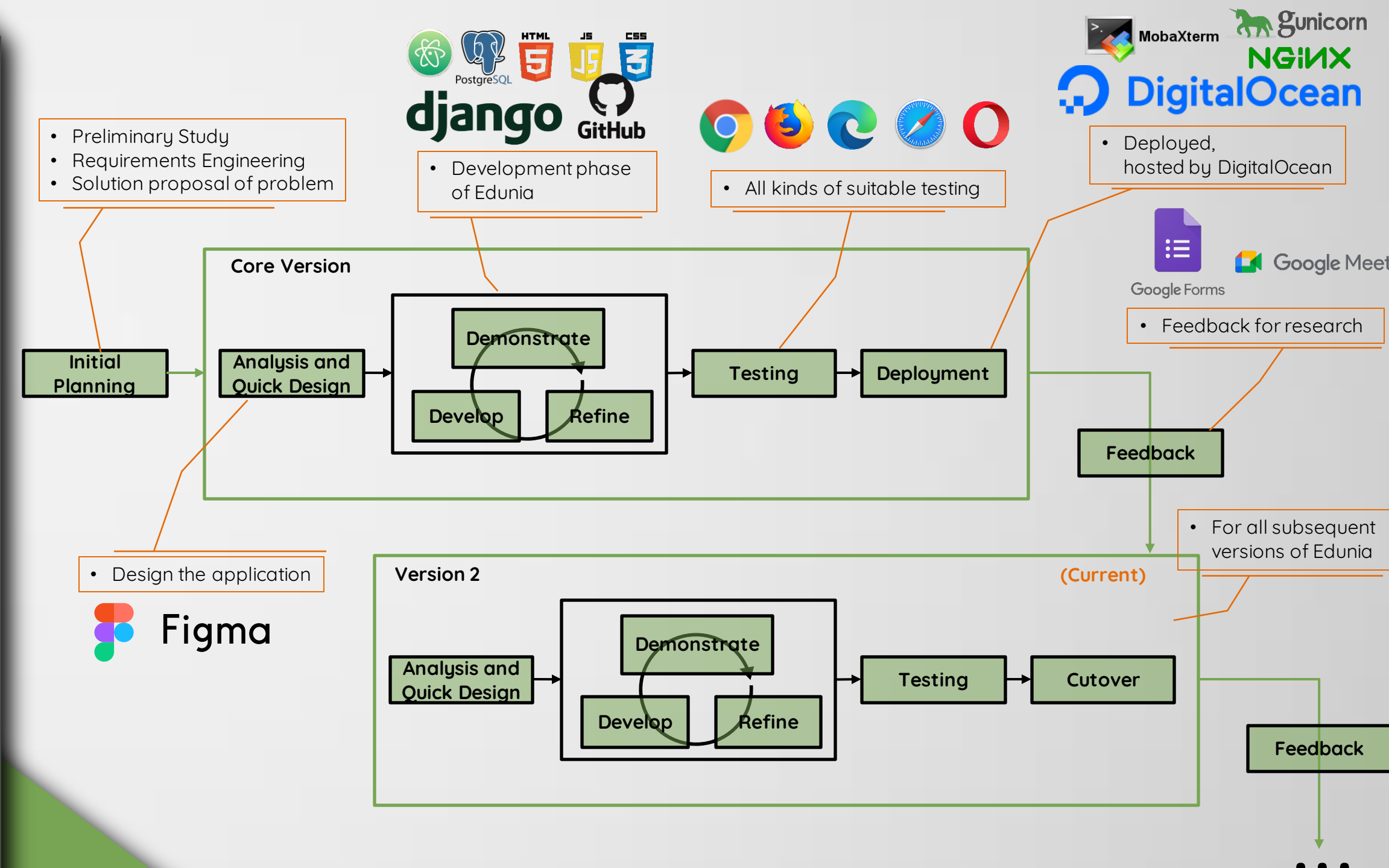
ABSTRACT

Educational Games has been a vital part to engaging newer generations of online learners. However, these vital components of fun e-learning are often scattered throughout the Internet and obscured by their non-educational counterparts. Thus, the purpose of this research is to develop a hub application that solves this problem by providing its users access to educational game. This application was developed using the Incremental Rapid Application Development model with the utilization of the System Usability Scale questionnaire by John Brooke. Result shows that the developed application delivers well and is deemed to be able to provide online learners with good access to educational game thus benefitting the users of the application.



METHODOLOGY

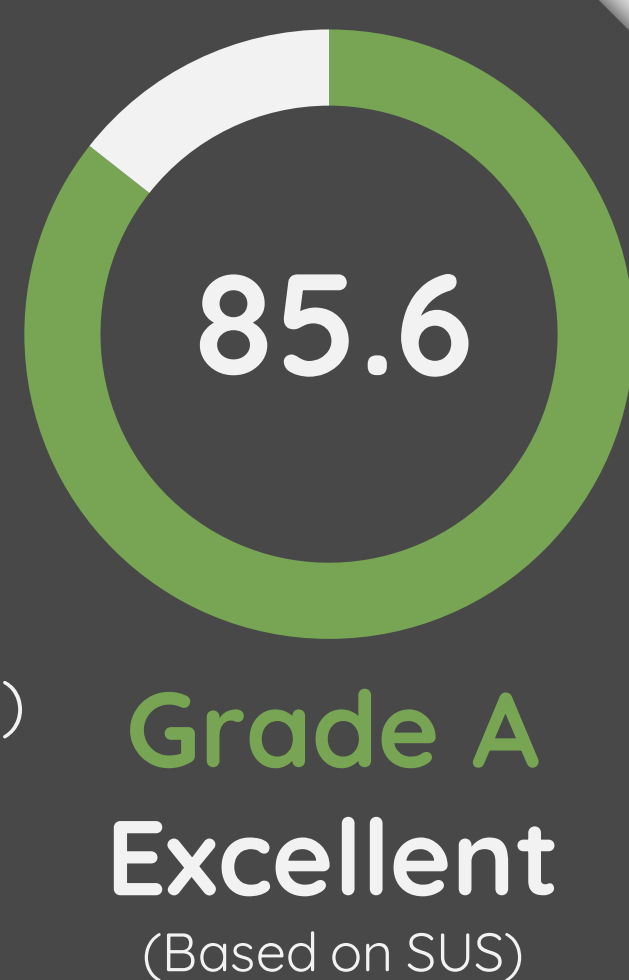
- The application being developed is called 'Edunia'.
- Uses Incremental Rapid Application Development (IRAD) model.



ANALYSIS AND RESULTS

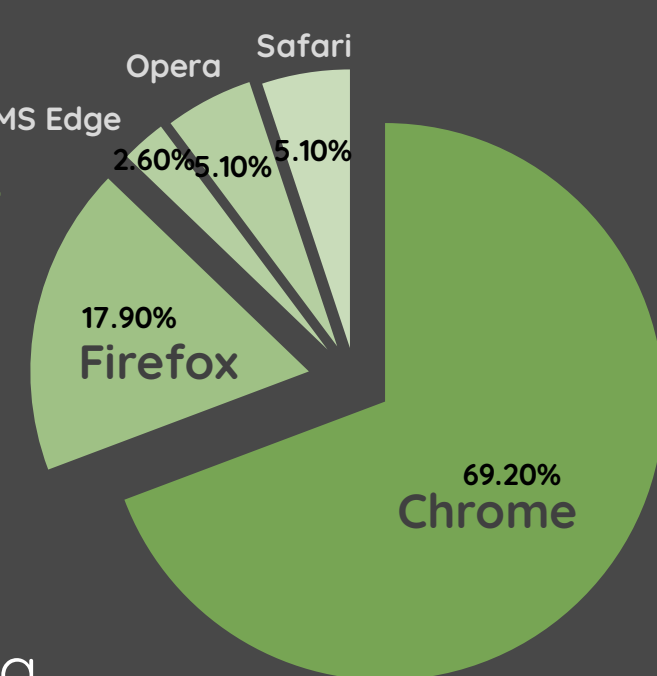
(Core Version Feedback)

Usability Evaluation using System Usability Scale (SUS) (John Brooke, 1986) scored 85.6 (Grade A – Excellent)



Popular Browser Survey

This data is usable for subsequent versions testing.



Screenshot of Edunia



COMMERCIAL POTENTIAL



"As a former teacher, I think that Edunia is a great idea that would be of great help for teachers and students alike."

Testimony from a 2019 former teacher.

- Can be commercialized through education institution



Schools



Colleges



Universities

If commercialized properly, Edunia may also have a big online presence as it is one of its kind.

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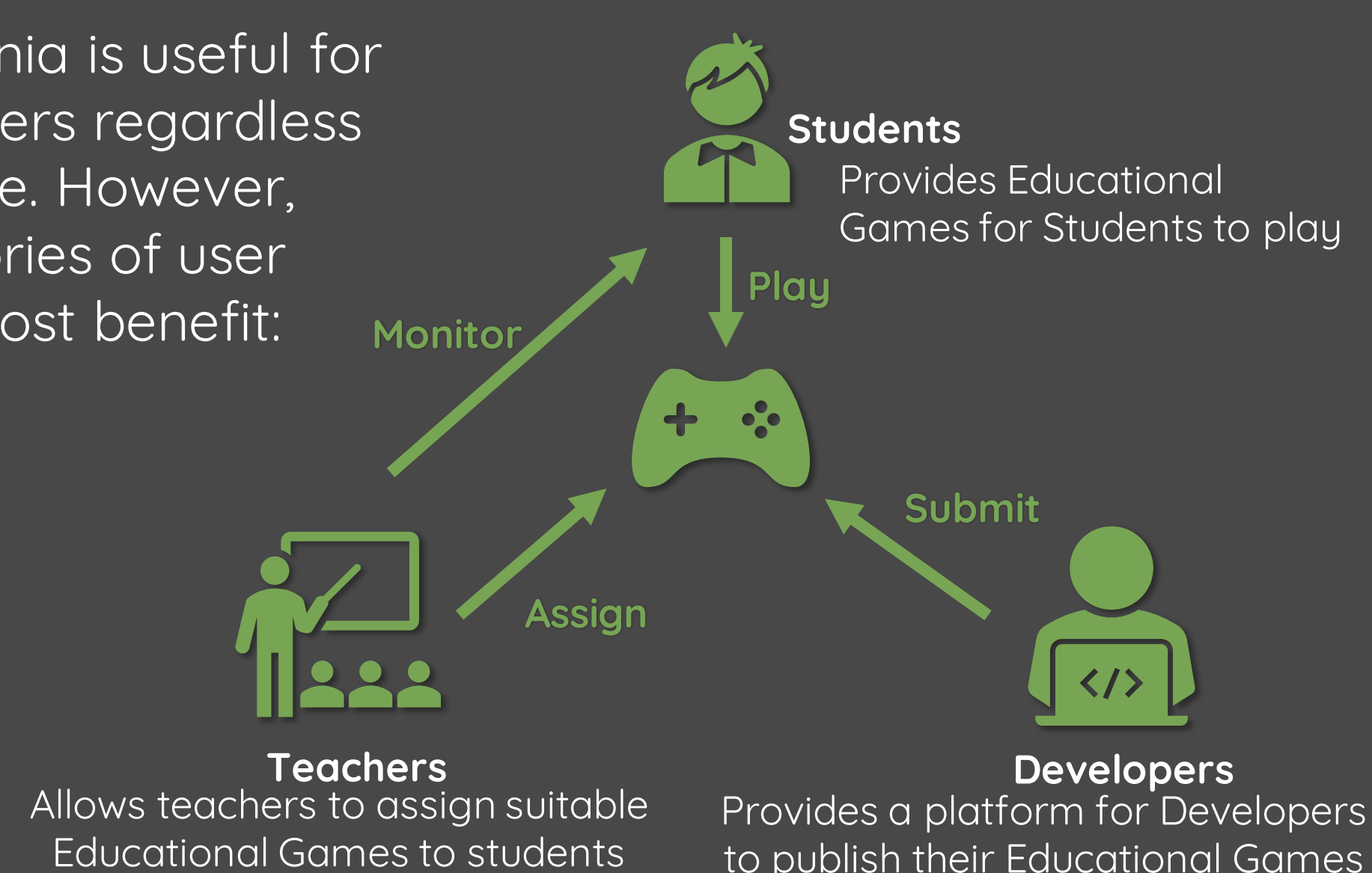


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USEFULNESS

Generally, Edunia is useful for all online learners regardless of who they are. However, these 3 categories of user receives the most benefit:



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