**Thesis structure**

It can be changed up but I would imagine something like:

* Title Material
* Abstract
* Introduction
  + Overview of problem
  + Overview of solution
  + Aims
  + Objectives
  + Contributions
  + Structure of thesis
* Background/Literature
  + Introduction to edu-games
    - Gamification
    - In education
    - Example applications
  + Machine Learning
    - Fundamentals: Data, Functions, Dimensionality…
    - Supervised vs Unsupervised…
    - Methods
      * SVM
      * Linear Regression
      * Logistic Regression…
  + Machine Learning in Educations
    - Classical approaches (lecture-based courses etc..)
    - ML Edu-games
  + Proposed solution
  + Summary and overview of proposed solution
* Methodology
  + Overview of application
    - Design
  + Overview of specific game components:
    - Gameplay area
    - Free Play area
    - Learning area
    - Achievements area
  + Evaluation of application
    - User study?
* Implementation
  + Languages, Framework etc.
  + Intricacies of the specific game components:
    - Gameplay area
    - Free Play area
    - Learning area
    - Achievements area
  + Example user stories (A UML term for case studies or example playthroughs)
* Evaluation
  + Of user studies and evaluation approach
* Conclusion/Discussion
  + Reflection on the application
    - What functionality was missed, what can be expanded etc.
  + Reflection on the evaluation
    - What did users find good/bad etc.
  + Reflection on the project development
    - Did it stay on schedule, were there unforeseen risks (covid would be one)…
  + Future Work (maybe even pie-in-the-sky stuff)
  + Summary and closing comments
* Bibliography
* Appendices

Intro: 686

Lit: 2,506

Meth: 2,008

Implementation: 5,656

Evaluation/Conclusion:

Total: 10,856 words -> Target: 20k