



BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY



Introduction to Computing

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Start



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This project is a website designed as a gaming-format learning platform created to help IT students and upcoming IT students in their study of Introduction to Computing. Its main purpose is to provide all course-related content and study materials into an accessible and organized platform, making navigation easier for students. It combines learning with interactive features and aims to enhance learning while making the experience more fun and efficient.



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- The 'Home' section contains an interactive button that hyperlinks directly to an external app called "Gizmo" which is where quizzes were made.
- Quizzes have a leaderboard feature, showing the rank of users that answered the quizzes.
- The website has a Discord Community Server where users can ask questions, share tips, and discuss lessons with others.
- The website has modules that hyperlink to a PDF of the module, which can be downloaded offline.



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Overall, the project aims not only to simplify the learning process but also to modernize the way students engage with foundational IT concepts. By combining structured lessons, interactive elements, and an accessible interface, the platform seeks to create a more immersive and enjoyable learning environment. Ultimately, this website serves as a comprehensive tool that supports continuous learning, encourages user participation, and helps learners build a strong foundation in the field of Information Technology.