Status Report: Erasmus+ Knowledge Project

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Overview

Delivery
April 29th

Recent Completion
- Quiz mode with scoring and particles

- Native player showing multiple videos

Key Risk
Four weeks until code freeze.

Technology

Quiz

- Ported quiz from last year Knowledge project to Native.

- Made all my own Native components where necessary along with native rendering and general rewrites

- Native additions included fitting the quiz into screen stack, particle system, radio buttons and running server on external IP

Video

- Created Native video player and thumbnail listings for medical videos provided to me

- Being set to use native controls this works fully and *automagically* on both iOS & android **(tested)**

- Created a scrolling view playlist using my custom thumbnail touchable opacity buttons

Research

Amsterdam

- Thanks to the Erasmus side of this project I went to Amsterdam back in January where another week of workshops took place.

- This was full of Coeliac information, eye tracking tests and my own personal Austrian design students to help me mock up overall screen layout and designs

Lit Review

- Further delved into many studies as listed in my references to hone in on one study and produced a couple drafts of literature review.

- This was built up around Gamification and why it matters using (Cugelman 2013) as my one key research paper

Attention areas

Deadline

- Four weeks is plenty of time *if* that time is used efficiently

- Aim to work six or seven days per week, getting each and every detail of this project wrapped up until I am satisfied to deliver
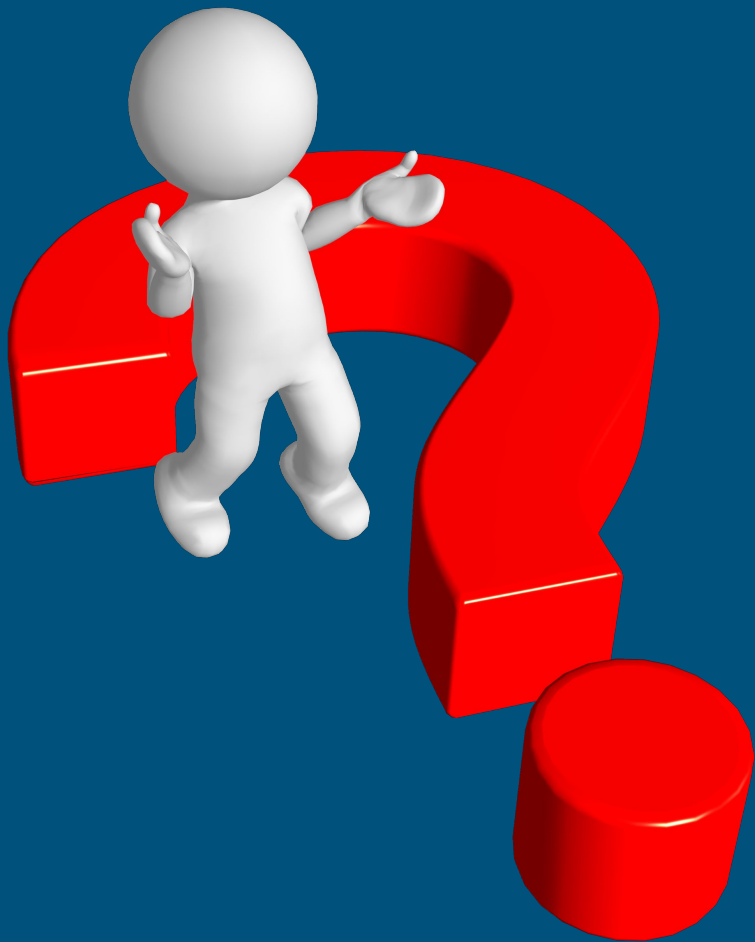
Study

- Recent pandemic has made the 21 Day Challenge, which was integral to my proposed study, impossible

- I have been advised to simply state my original plan as for these extreme circumstances I may not be able to come up with another study

Next steps

Quiz Feedback: Link with Daire to find the quiz question feedback, allowing users to see where they went wrong on each quiz

Coins with real world impact: Use my animated coin component in tandem with quiz scoring as a badge collection system, these coins can be then accessed from outside the Quiz and used to purchase upgrades (e.g keep login streak going) and eventually having **real world application** hopefully allowing patients to purchase GIP sticks or other Coeliac items at a potential **discount**

User Metrics: Wire up the pre-existing API for data point collection allowing me to reward the player with extra coins for daily logins and more- tying back into the purchasing upgrades mentioned above

Questions?