

Title: GAM-E: A Cross Platform Gamification of Basic Electronics and Digital Design

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EXECUTIVE SUMMARY

Portability is one of the main functionalities that the mobile phones have to offer nowadays. The people of this new generation have more tendencies to depend doing certain tasks on technologies these intelligent devices possess. Through this scenario, the researchers come up with the idea of creating a new tool that can entertain and at the same time educates. This study entitled Gam-E: A Cross Platform Gamification of Basic Electronics and Digital Design is a research about an application intended for Android and iOS mobile phones. The application can be used by IT students and IT individuals as a review material for Basic Electronics and Digital Designs. The application can be accessed anytime and anywhere with devices with any platform but only limited to android and iOS. The application helps student and individual in terms of learning Basic Electronics and Digital Designs in his/her convenience. The researchers aim to offer this innovation for professors that instruct Basic Electronics and Digital Designs as subject. This study helps the professors in teaching lessons wherein lessons included in the application is provided and derived from the course syllabus of Basic Electronics and Digital Designs in The University of Mindanao.

Keywords: Gamification, Non-Gaming Context, Electronics, Digital Design.LibGDX