The Journey to Curiosity

Proposed by:

Team Curiosity

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Problem Statement

Create a software that can be a viable study method for students (scholars), whether they use a premade quiz for a topic or they make their own quiz to help others! Students, to be more specific, in our case, scholars often struggle to find effective and interactive study methods tailored to their individual learning styles and their own academic needs. Sometimes, students need a quick motivation to study. For instance, we interviewed Katara, an 8th grader from 8-camia, who really is just like a sloth; she mentioned. "It would be better for her to engage in software that allows her to learn. She said, "In this project, our team Curiosity wants to solve this issue, through a software we'd like to call '**The Journey to Curiosity.**'

Through this project, we can create an engaging way of studying, otherwise a collaborative way of learning.

Project Objectives

Were you ever curious about things? When we were still little, we used to constantly ask why, why do things function the way they do, and these questions made our curiosity grow. The same curiosity has stayed with us–it grew with us, and strengthened over time. As scholars, it's our mission to discover things that Filipinos aren't really fond of, and we must translate these scientific terms into simple words that they can understand.

But let's be honest: Memorizing thousands of terms can feel overwhelming, it turns us into a dictionary that doesn't even have definitions, which is why.

Our team embarked on a year-long journey to share our knowledge about the world, helping our fellow Filipinos discover ways to be more captivated, knowledgeable about various topics, and more intrigued the next time they encounter the topics. But before this, the Filipinos must have a role model, the Scholars.

The scholars often struggle: We, the scholars, can't keep up with everything, so why, before the Philippines, or even the whole world, enters the knowledgeable era, must we help our own future to be further developed?

Planned Features

Through this **software**, students can embark on these features:

- **Creating your own quiz**: Just like how you can generate your own quizzes in Kahoot, you can do it here, too! We can also implement an AI to give definitions, why the answer was incorrect, what the correct answer is, and primarily explain!
- **Take premade quizzes**: In this feature, we can use our stock knowledge to our own advantage and/or disadvantage to answer these questions.
    - If you get it **correctly**, you will get an explanation of why it is correct. This is to take your knowledge onto the spiritway of curiosity, or in simpler terms, to add to what you know.
    - If you get it **incorrectly**, you will get an explanation on why it is wrong. But it doesn't mean you can't take the question again. If you get the question wrong, you will have a .25 deduction, so you can keep taking the question until it's correct! Scores can be an integer or a floating-point number.
- **Collaborative**: In this software, we will implement a leaderboard system, where we can see who got all the answers correctly! Through this, we can ask for tutoring from this Very Important Person! It also engages the mind to do its best to achieve a score.
- **Review Correct and Incorrect:** In this software, the user will be able to review what answers they got correctly and what answers they got wrong to focus on.

Planned Inputs and Outputs

The user will be given two choices: Take a quiz or make a quiz.

They have to input: 1(**Take Quiz)** or 2(**Make a quiz**)

For creating a software quiz, the user will be given the input, “What is the question?”

“What is the answer?” “Why?” But to make it easier for them, they can just create a file and import a quiz, ready to be used.

For this software quiz, we plan to make the program super interactive. This project revolves around inputs from the user. If we can have our scholarly mind developed advancedly, instead of the user typing their answers, they will click the choice button beside the letter of their choice.

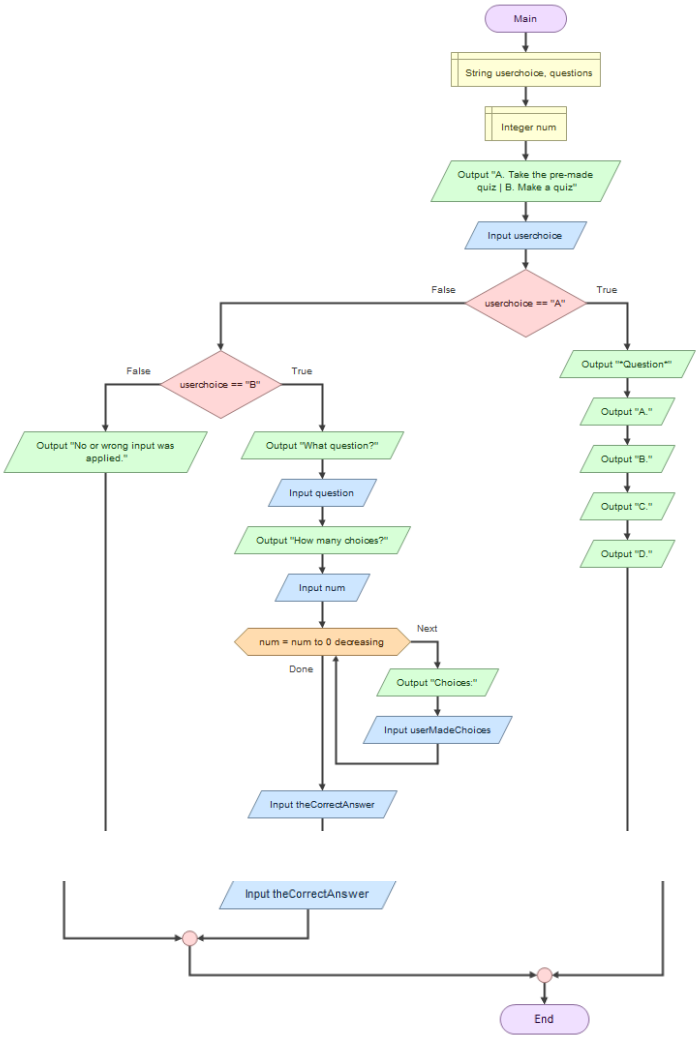
A question will be flashed onto the screen, and they won’t be given a timer since this pressures them into guessing and making mistakes. The choices will be as follows:
A, B, C, D, else it could be either True or False or Modified True or False.

After the student chooses an answer, it will check the validity of it.

1. If the question were a multiple-choice, the user would be given four choices to answer from.
    a. If they get it correctly, the software will congratulate them, and the software will also explain how the answer was correct.
    b. If they get it incorrectly, the software will motivate them and give them hints, and the software will explain why it's wrong.
2. If the question were a modified true or false question, they would just input true if it's true; else, if it's false, they have to explain why.
    a. If they get it correctly, the question will be explained.
    b. Else if they get it incorrectly, the question will be explained, they are given a chance to answer again, but they just have to choose true; if they answered false (modified) or if they answered true, they have to explain why it's false.
3. If the question was true or false, the same rules from the multiple-choice test will be applied.

After the quiz, the software will rank them based on how many they have correct.

Logic Plan




```
def one():
    print("Your topic is: *Topic*")
    print("* Question*")
    print("A: Choice")
    print("B: Choice")
    print("C: Choice")
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```
    print("D: Choice")
    input questionAns
    if questionAns == A:
        #The flow keeps going

def two():
    print("Your topic is: will be insert *Topic*")
    print("*Insert Question*")
    print("A: insert Choice")
    print("B: insert Choice")
    print("C: insert Choice")
    print("D: insert Choice")
    print("What is the correct answer?")
    # The flow keeps going

def main():
    print("1. Take Quiz", end="")
    print("2. Make a Quiz")
    userChoice = int(input)

userChoice = main()
if userChoice == 1:
    one()
elif userChoice == 2:
    two()
else:
    print("I'm sorry, wrong input.")
```

Conclusion

In conclusion, “The Journey to Curiosity” is an engaging software program designed to simplify and make learning easier by providing an interactive and collaborative platform to our fellow students to engage with various subjects through quizzes and other programs. By allowing users to create and participate in quizzes, our platform aims to develop curiosity, create creativity, and exemplify critical thinking while promoting academic excellence. With features such as creating your own quizzes, taking premade quizzes, and collaborating with different people for a study session. This software has the potential to make learning fun, accessible, and effective for students. By empowering students to enhance their creativity and curiosity, **“The Journey to Curiosity”** can help bridge the gap between knowledge and application, contributing to the development of a more informed, engaged, and curious community. Now our scholars are able to be the role model to our fellow Filipinos, having the ability to translate scientific words to simpler ones.

Team Curiosity!

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