



Faculty Mentors:
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Client:
Nicole Koontz, MS



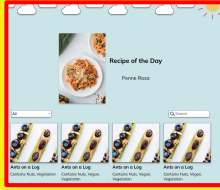
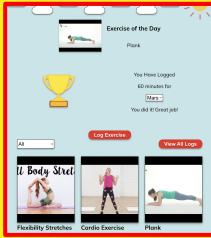
Henry Gets Moving



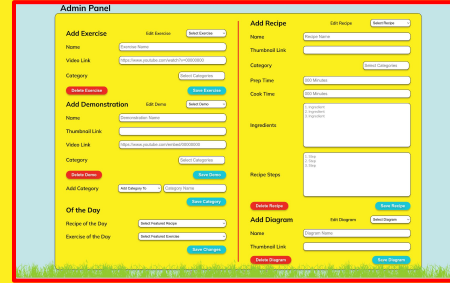
Members:
Melody Hammel
Mars Williams
Kiri Woodruff

Purpose: Henry Gets Moving is an immersive learning project centered around Henry, a hamster who moves to a new school and overcomes his struggles by getting active and eating healthy. The project aims to encourage kids to be like Henry, promoting the benefits of exercising 60 minutes a day, eating healthy foods, and having fun while doing it!

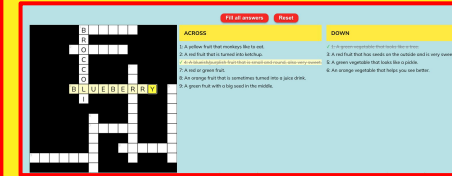
Get moving and eat healthy - Stored on the website are catalogs of exercises to do and healthy recipes to make, all sorted by categories and filterable with a search bar, to make it as easy as possible for kids (and their families) to stay healthy.



Easy to manage - A fully-featured admin panel to easily add, edit, and remove exercises, recipes, diagrams and more, handling all conversion and database manipulation with no coding necessary.



Have fun! - A full page of modernized interactive games centered around exercise and healthy eating to keep kids engaged and downloadable paper games from the immersive learning project.



Tech Stack:
ReactTS AdonisTS MySQL Docker

Log Exercise and view logs - To encourage kids to stay active and to help our client keep track of her students' exercise during the immersive learning project, kids and their parents can create exercise logs that fill up a trophy for them the closer they get to 60 minutes in a day and which can be viewed on the calendar page, with a name, the type of exercise, the duration, and the intensity.

