

# Modular Application in Rails to combine Games and SCORM Resources

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# Chapter 1

## Introduction

This end-degree project is driven by the possibility to explore new paths to motivate students during their education. During my early years, I have realized how video games have influenced me and how they were one of the main time expenditures also, one of the main knowledge sources. I never understood, why it was not applied to education itself(in general), or the way was applied, it wasn't very accessible to teachers.

In this project I am giving a solution to this problem, considering technical requirements of a software project. In particular taking into account, modularity, future improvements, code re-utilization



## Chapter 2

# Modular Rails



## Chapter 3

# SCORM and Games