This modest app was created for my bachelor thesis at the Technical University in Munich. It was developed to support or reject the hypothesis “An individual has better knowledge acquisition of a concept, if entertainment is provided beforehand”.

The approach is as following:

* The user plays a minigame, loosely related to the concept that will be taught
* After a successful attempt, the concept will be displayed. Its content will not only be in text form, but it will also be complemented with a depiction in form of a graph, figure etc.

For this app the teachings are derived from PMBOK Software Extension, in a nutshell “How to manage software projects”, while the minigames content from the internet.