



# GAMIFIED LEARNING

## LEARNING MADE EASY AND FUN

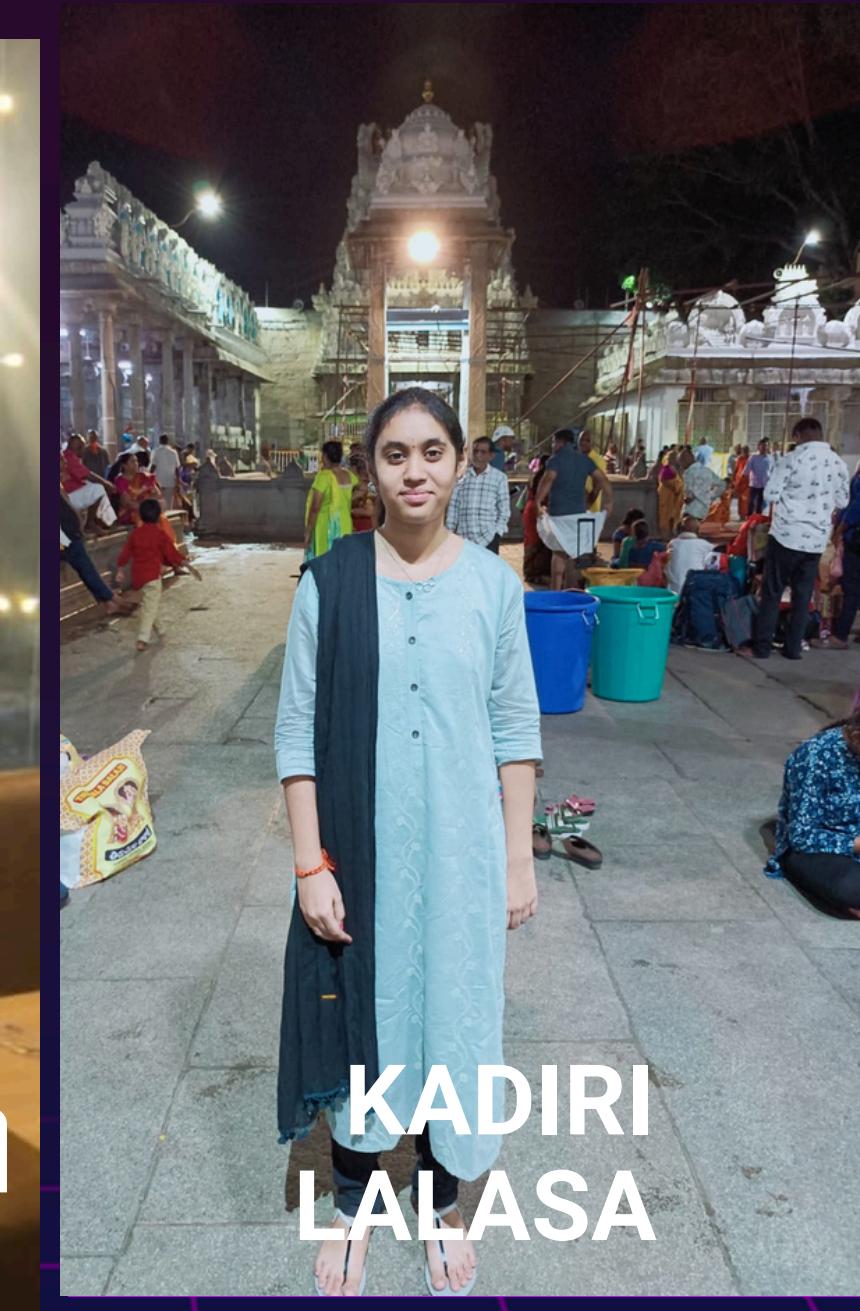
# MEET OUR TEAM



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PRASANNA

# OUR MISSION

We aim to develop an interactive learning tool that enhances access to quality education for children in remote areas and incorporating local languages and culture



# REQUIREMENTS

## SOFTWARE:-

Pycharm IDE(python)

Jupyter notebook

Deep learning framework

neural network framework

## HARDWARE:-

Microsoft Windows 11 Pro

X64 based PC

storage-16GB

# WHAT IS GAMIFIED LEARNING?

-In 2002 the term gamification was officially coined, but prior to that experts vary on how much the concept was applied to engagement strategies.

-Gamification is not just designed for learner's fun and enjoyment,it also can be instructional approach used to enhance the effectiveness of instruction on student learning



# WHAT IS THE DIFFERENCE THEN?

## Gamification Vs GBL

### GAMIFICATION

VS

### GAME BASED LEARNING

The point is to motivate people to take some action and learn and do something.

Usually game-like features are added to the LMS or any other system rather than the content.

Being intrinsically rewarding is optional.

Is usually easier and cheaper.

The tasks have points or some form of reward.

The point is to motivate people to take some action and learn as an end result.

Content is usually modified to fit the story and scenes of the game.

Playing the game is intrinsically rewarding.

Is usually hard and expensive to build.

Games have defined learning objectives.

# OUR IDEA



our idea is to deliver the users a fully functional website where they are to learn important concepts in the form of a game which keeps their interest intrigued and helps in easy memorization



The courses are in terms of quests where the user has to finish them step by step to unlock more advanced concepts.



After the completion of the course the user gets a certificate of excellence



# QUEST ACADEMY. learning made fun and easy

Welcome to the world of E-learning where  
education is made easy with the help of  
quests and journeys yet to be fulfilled!



Explore Full Courses 

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# COURSES OFFERED

This is the space to introduce the Services section. Briefly describe the types of services offered.

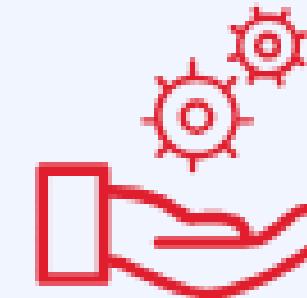
## DATA STRUCTURES AND ALGORITHMS

Data Structures and Algorithms (DSA) is a fundamental part of Computer Science that teaches you how to think and solve complex problems systematically. Using the right data structure and algorithm makes your program run faster, especially when working with lots of data.

- Beginner

## DATA BASE MANAGEMENT SYSTEMS

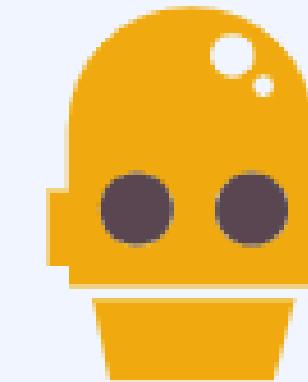
Database Management Systems (DBMS) are software systems used to store, retrieve, and run queries on data. A DBMS serves as an interface between an end-user and a database, allowing users to create, read, update, and delete data in the database.



- Intermediate

## ARTIFICIAL INTELLIGENCE

Artificial intelligence is a field of science concerned with building computers and machines that can reason, learn, and act in such a way that would normally require human intelligence or that involves data whose scale exceeds what humans can analyze.



- Beginner

2/ Get Inspired by

# START YOUR QUESTS

CLICK ON THE BUTTONS AND START YOUR LEARNING JOURNEY WHERE EVERY LESSON IS A QUEST YET TO BE FULFILLED .

-SOLVE PUZZLES AND VARIOUS TASKS USING THE THEORETICAL CONCEPTS



DATA STRUCTURES



DATA BASE MANAGEMENT SYSTEM



ARTIFICIAL INTELLIGENCE

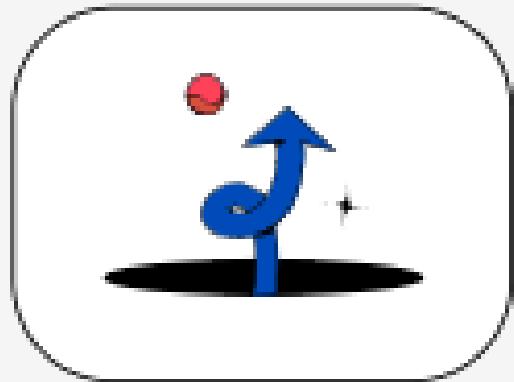


Data Structure

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**THANK YOU**