

## PsychQuest: Web-based Gamified Learning Application with Mental Health Resource Mapping

### Benefactor

PsychQuest is created for students of Mariveles, Bataan to explore psychology topics and learn about mental health in a fun and interactive way. It also supports schools and teachers in guiding students. Mariveles Mental Wellness and General Hospital is also a benefactor since they provide mental health seminars and awareness programs for the community.

### Problem

Mental health lessons are often boring and hard for students to relate to. Many do not know where to seek help, even though services like school guidance offices and seminars from Mariveles Mental Wellness and General Hospital exist.

### Solution

PsychQuest makes learning about psychology engaging through games and activities. It also connects students to support services with its resource map, including schools, guidance offices, and seminars or programs from Mariveles Mental Wellness and General Hospital.

## AutoSched: Web-Based Automated Class and Room Assignment Scheduling with Blockchain and Email Notification Technology

### Benefactor

AutoSched will benefit SOFTNET Information Technology Center Inc. in creating class and room schedules faster and more accurately which makes the best use of school resources while reducing the workload of administrators.

### Problem

Softnet faces difficulties with manual scheduling because it takes too much time, repeats tasks, and often causes mistakes like double-assigned rooms, timetable conflicts, inefficient use of resources, and limited transparency.

## Solution

AutoSched is a web-based scheduling system that makes the process faster and easier. It features drag-and-drop scheduling, subject assignment based on specialization, and real-time room tracking. It also uses blockchain for secure and transparent records and sends email notifications to keep faculty and students updated.

## OrienToon: Motion-Animated School Orientation Platform

### Benefactor

The main benefactor of this project is SOFTNET Information Technology Center Inc. The system will help the school administration make orientations more efficient and engaging. It will also benefit new students by giving them an easier and more enjoyable way to understand school rules, services, and facilities.

### Problem

At SOFTNET, orientations are usually done through long talks and static presentations, which students often find boring and hard to remember. Since the school does not provide a student handbook, many students lack a clear reference for school policies, leading to frequent violations of rules and regulations. This makes important details about policies, facilities, and services even harder to retain. On the other hand, the staff and student council need to repeat the same orientation tasks every year, which takes time and effort.

## Solution

The proposed solution is to create an animated orientation platform for SOFTNET. This system will use short motion-animated modules to explain the school's mission, rules, services, and facilities in a more engaging way. It will also have simple quizzes and progress tracking so students can learn at their own pace while ensuring they understand the content. The admin panel will allow the school to update and reuse the system for future orientations.

## Mind Heroes: An Educational Animation for Building Psychological and Emotional Awareness

### Benefactor

The primary beneficiaries of this project are elementary schools and their students in Mariveles, Bataan. The animation supports schools in providing engaging, child-friendly resources for teaching psychological and emotional awareness. Mariveles Mental Wellness and General Hospital also serves as a benefactor by conducting mental health seminars and programs that further guide schools and students.

### Problem

Many elementary students struggle to understand and express their emotions because of limited engaging mental health education. While schools and institutions like Mariveles Mental Wellness and General Hospital provide seminars, these efforts are not always enough to reach children in ways they can easily relate to, leading to stress, anxiety, and poor emotional management.

### Solution

Mind Heroes offers fun, age-appropriate animated stories to teach students about emotions, coping strategies, and positive mental health practices. Together with support from schools and seminars by Mariveles Mental Wellness and General Hospital, it makes learning about mental health both entertaining and impactful.