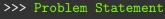
>>> GAMIFIED LINUX TUTORIAL

>>> a user-friendly, extensible platform for teaching linux command line

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Date: November 6, 2019



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>>> Problem Statement

How can we use principles of User Experience and Gamification to create an approachable, non-threatening teaching environment for Linux command line, aimed at new users?

Platform layer Engine layer Game logic Gameplay scripts

Platform layer ✓ Engine layer Game logic Gameplay scripts

[~]\$_

Platform layer ✓ Engine layer ✓

Game logic

Platform layer ✓
Engine layer ✓

Game logic \checkmark

Platform layer ✓ Engine layer ✓

Game logic ✓

Gameplay scripts all hands on deck!

>>> Lines of code

Language	Files	LOC
С	12	1411
Lua	9	874
GLSL	6	136
SUM	27	2421

Platform layer
Engine layer
Game logic
Gameplay scripts

Platform layer Naman

Engine layer

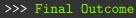
Game logic

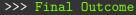
Platform layer Naman Engine layer Naman

Game logic

Platform layer Naman
Engine layer Naman
Game logic Prince and Abbas
Gameplay scripts

Platform layer Naman
Engine layer Naman
Game logic Prince and Abbas
Gameplay scripts Prince and Abbas





1. Educational platform to create Linux CLI tutorials: \checkmark

>>> Final Outcome

- 1. Educational platform to create Linux CLI tutorials: \checkmark
- 2. Extensible and adaptable to various use cases: \checkmark

>>> Final Outcome

- Educational platform to create Linux CLI tutorials:
- 2. Extensible and adaptable to various use cases: 🗸
- 3. Platform independent libraries for portability: 🗸

>>> Final Outcome

- 1. Educational platform to create Linux CLI tutorials: \checkmark
- 2. Extensible and adaptable to various use cases: \checkmark
- 3. Platform independent libraries for portability: ✓
- 4. Demo course as a platform's showcase: in progress

Thank you for your time