PROJECT PLAN - WIDGET OF A GEOGRAPHY QUIZ

Cecilia Ritzén,
Ondrej Blazek,
Tomislav Cavala

WS 2015

GROUP MEMBERS

Name Matrikelnummer E-mail
Cecilia Ritzén 1530967 cecilia.ritzen@student.tugraz.at
Ondrej Blazek 1531072 oblazek@student.tugraz.at
Tomislav Cavala 1531082 tomislav.cavala@gmail.com

TOPIC

Develop a widget that's related to a learning scenario.

ABOUT

We are going to design and implement a geography quiz. The purpose of the quiz is to examine knowledge of the European countries in an innovative and funny way. The target group is primary school students in the age of 10-12 years. The quiz is adjusted to their level and thereby not too hard, but still enough challenging to make it fun. It should provide a good way to check basic geography skills fast and entertaining.

FEATURES

At first the user gets to choose between an English or German version of the widget.

The user is provided with multiple choice questions. The user has to click on the desired option and will immediately get positive or negative feedback depending on if he/she answered correctly or not. The user can either use the quiz for gaining new knowledge about the countries, since feedback about the chosen answer immediately displays. Or use it for practice and repeating already gained knowledge.

When the user starts the quiz a clock will display. The quiz is on time to make more of a competition out of it to challenge the user. When the quiz is finished the user will be given the results and the opportunity to run the quiz again to improve the results.

Below is a rough example of how a question in the quiz could look like. This is a situation when the user's clicked on the right option "Sweden":

2. WHAT COUNTRY IS THIS?

FINISH QUIZ

1. FINLAND

2. NORWAY

3. DENMARK

4. SWEDEN

DESIGN OF THE SYSTEM

We will use HTML to write the basic information in the program and CSS to design the interface. JavaScript and JQuery are used to implement the functionality behind buttons and features like English/German version and time taking.

TIME TABLE

Use case creation and documentation: 5 h
Study technology: 25 h/group member
Installation/configuration environment: 3 h
Web Interface basic design: 15 h
Implementation of features: 15 h
Testing and evaluating: 5 h