

Super Admin Account for Publisher: Reports and Analytics

Overview Reports

1. Total Schools Enrolled: Number of schools using the publisher's program.
2. Total Students Enrolled: Aggregate number of students across all schools.
3. Total Teachers Engaged: Number of teachers using the publisher's resources.

Program Implementation Reports

4. Curriculum Coverage: How well the curriculum is being implemented across different schools.
5. Digital Content Usage: Aggregated data on how often and how long digital content is used.

Performance and Progress Reports

6. Student Performance Metrics: Average performance scores, progress rates, and achievement levels across all schools.
7. School Comparison Reports: Comparison of performance metrics between different schools.

Engagement Reports

8. Student Engagement: Engagement rates, session durations, and completion rates across all schools.
9. Teacher Engagement: How teachers are engaging with the digital content and the program.

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Feedback and Satisfaction Reports

- 10. Parent Feedback: Aggregated feedback from parents across all schools.
- 11. Teacher Feedback: Teachers' feedback on the program's effectiveness.

Financial Reports

- 12. Revenue Reports: Total revenue generated from the program.
- 13. Outstanding Dues: Schools with outstanding payments.

Compliance and Standards Reports

- 14. Adherence to Educational Standards: How well schools are adhering to the publisher's educational standards.
- 15. Audit Reports: Results of any audits conducted.

Technical and Support Reports

- 16. System Usage: Technical metrics like system uptime, response times, and user issues.
- 17. Support Tickets: Number and resolution status of support tickets from schools.

Student Engagement Metrics

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Overall Engagement Metrics

1. Total Number of Active Users: Count of students actively engaging with the gamified content.
2. Usage Frequency: How often students log in or interact with the gamified content.
3. Session Duration: Average time students spend on the gamified platform per session.
4. Completion Rates: Percentage of students who complete specific tasks, levels, or activities within the gamified content.

Activity-Level Metrics

5. Activity Participation Rates: Percentage of students participating in different types of activities or games.
6. Activity Completion Rates: Percentage of students who complete each activity or game.
7. Time Spent per Activity: Average time spent by students on each activity or game.

Progress and Achievement Metrics

8. Level Progression: Tracking the levels or stages students achieve within the gamified content.
9. Achievement and Badge Collection: Number of achievements or badges earned by students and their distribution.
10. Milestone Reaching Rates: Frequency with which students reach specific milestones or goals within the content.

Engagement by Demographics

11. Engagement by Grade Level: Engagement metrics segmented by grade level or class.
12. Engagement by Gender: Analysis of engagement rates by gender, if applicable.
13. Engagement by Time of Day/Week: When students are most active, identifying peak usage times.

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Behavioral Insights

- 14. Repeat Engagement Rates: Frequency with which students return to engage with the content.
- 15. Drop-off Rates: Points at which students stop engaging or abandon activities.
- 16. Popular Content: Identification of the most and least popular activities or games.

Performance and Feedback Metrics

- 17. Performance Scores: Average scores or performance levels achieved by students in gamified activities.
- 18. Error Rates: Frequency of errors or mistakes made during activities, indicating difficulty levels or areas needing improvement.
- 19. Student Feedback: Ratings or comments from students about the gamified content and their overall experience.

Teacher and Admin Insights

- 20. Teacher Interaction Metrics: How teachers are engaging with the gamified content (e.g., monitoring student progress, providing feedback).
- 21. Admin Monitoring: Insights into how administrators are using the system to track student engagement and performance.

Reporting and Visualization

- 22. Dashboards: Interactive dashboards to visualize and track these metrics in real-time.
- 23. Graphs and Charts: Bar graphs, pie charts, and line graphs to represent engagement trends and patterns.
- 24. Detailed Reports: Customizable reports that allow administrators to drill down into specific

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metrics or time periods.