"Quizilla: Enhancing Learning with Quizzes"

A Database System Proposal

In partial fulfillment of the requirements for
Human Computer Interaction

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Introduction

The Quizilla System Proposal presents an exciting and challenging quiz game designed to engage users in a fun and educational experience. Developed by a team of 10 enthusiastic members, this system aims to provide an interactive platform where users can test their knowledge across various subjects. With a user-friendly interface and comprehensive features, Quizilla aims to entertain and educate users of all ages.

The proposed system is a straightforward quiz game that incorporates several features. It offers a login form that requires users to register or create an account to access the platform. Once logged in, users can select from a range of subjects or fields to take quizzes and answer questions. Quizilla consists of 5 categories or subjects, each designed to enhance and challenge one's ability and knowledge in a specific topic.

During the quiz, the system displays the correct answers for each question and provides the user's score upon completion. The game challenges players to test their critical thinking, decision-making, and comprehension within a limited time frame. Each question has a one-minute time limit, and once the time is up, the system automatically submits the question.

By blending these components, the Quizilla System Proposal presents an engaging and educational quiz game. With its user-friendly interface, comprehensive features, and focus on challenging users' knowledge and skills, Quizilla aims to provide a fun and rewarding experience for users of all ages.

Objective

The objective of the game is for the player to engage in an educational quiz and learn about the resources we have programmed with our Visual Basic. There are multiple subjects that we have in our Program there are English Grammar, Understanding the Self, Discrete Math, Historical Events, and Programming Fundamentals. With the given subjects provided the player can choose and will have to finish the game until they reach the end where they can see their score. Quizilla aims to cater to a wide audience with varying interests and educational backgrounds.

To ensure an appropriate level of difficulty, Quizilla will scale its questions to match the content typically covered in a first-year college curriculum. This approach will challenge users while still being accessible to players at that level. The game incorporates a one-minute timer, encouraging quick thinking and fostering a sense of excitement.

Upon completion of the game, users will have the option to either exit the program or continue playing by selecting a different or the same subject. This allows players to further explore their interests or revisit topics they want to reinforce their understanding of.

By focusing on engaging gameplay, diverse subjects, and appropriate difficulty levels, Quizilla aims to provide an enjoyable and educational experience for users, fostering their knowledge and critical thinking skills.

Logo of the system

The logo of the Quizilla quiz game system features a unique combination of symbols: a curvy light bulb topped with an academic cap, accompanied by the name "Quizilla" and the tagline "Quiz Quest Begins." The logo tells a story of the system's evolution and the vision of its creators. Originally, the team of members behind Quizilla envisioned the logo to incorporate an owl, symbolizing wisdom and knowledge. However, after careful consideration, they decided to take a different approach to represent the system's essence.

The curvy light bulb represents the spark of curiosity and creativity that is ignited through the quiz game. It symbolizes the idea of enlightenment and the generation of new ideas and knowledge. The graduating cap on top of the light bulb signifies achievement and growth, indicating that players can expand their understanding and educational journey through Quizilla.

The inclusion of the name "Quizilla" and the tagline "Quiz Quest Begins" reinforces the game's purpose and captures the excitement of embarking on a quest for knowledge and intellectual exploration. It signifies the beginning of a thrilling adventure where players can engage in quizzes, challenge themselves, and expand their understanding across various subjects.

Target End Users

The Quizilla quiz game system is designed to cater to a wide range of end users, as anyone can benefit from its engaging and educational experience. However, to provide specific examples, the following groups can particularly find value in Quizilla:

Students: The quiz game serves as an interactive tool to reinforce learning in various subjects. College-level students studying English Grammar, Understanding the Self, Discrete Math, Historical Events, or Programming Fundamentals can use the game to test their knowledge, identify areas for improvement, and enhance their understanding through practical application.

Teachers: Educators can leverage the quiz game as a supplementary teaching aid. They can incorporate it into their lessons to assess student comprehension, generate discussion, and encourage critical thinking. The game's college-level difficulty ensures that teachers can challenge their students appropriately.

Parents and Guardians: The quiz game offers an opportunity for parents and guardians to engage in educational activities with their children. They can use the game as a fun and interactive way to help their children learn and reinforce concepts related to the subjects.

While the quiz game is open to anyone interested, it specifically targets students, teachers, and parents and guardians seeking to engage with college-level content in the fields of English Grammar, Understanding the Self, Discrete Math, Historical Events, and Programming Fundamentals. Its purpose is to facilitate learning, foster critical thinking, and provide an enjoyable experience while maintaining an appropriate level of challenge.

Benefits of Using the System

Utilizing Quizilla offers numerous benefits to its users, ensuring a rewarding and enriching experience. The following are key advantages of using the system:

1. Enhanced Learning Experience: Quizilla serves as an effective tool for expanding knowledge across multiple subjects. By providing a curated selection of pre-defined quiz questions, users can immerse themselves in a rich learning environment and gain valuable insights in areas such as English Grammar, Understanding the Self, Discrete Math, History, and Programming Fundamentals. The system encourages active learning through engaging quizzes, fostering a deeper understanding of the chosen topics.

2. User-Friendly Interface: With a focus on simplicity and intuitiveness, Quizilla offers a user-friendly interface that enables seamless navigation and interaction. Users can easily create accounts, log in, and select their preferred subjects, ensuring a hassle-free experience from start to finish. The system's intuitive design allows users to focus on the quiz content and maximize their learning potential.

3. Comprehensive User Management: Quizilla features a robust user management system that maintains individual user accounts within an Excel spreadsheet. This allows for efficient tracking of usernames, passwords, scores, answers, and time limits. By centralizing user data, the system enables personalized progress tracking and facilitates targeted feedback, enhancing the overall user experience.

4. Engaging and Challenging Quizzes: The inclusion of a dynamic timer adds an element of excitement and challenge to each quiz. With a limited time frame of one minute per question, users are encouraged to think quickly and make educated choices, simulating a competitive environment. This feature not only makes the quiz experience more thrilling but also enhances users' cognitive abilities by promoting rapid decision-making and critical thinking skills.

5. Review and Reflection: Upon completing a quiz, users have the option to review their answers, providing an opportunity for self-assessment and reflection. By reviewing both correct and incorrect answers, users can identify areas for improvement and consolidate their knowledge. This feature promotes a continuous learning mindset and encourages users to strive for better performance in subsequent quizzes.

6. User-Friendly Options: Quizilla offers users the flexibility to choose their next steps after completing a quiz. Whether they wish to restart the quiz for a different subject, log out to resume later, or exit the program entirely, the system accommodates their preferences. This freedom allows users to tailor their experience and seamlessly transition between sessions, ensuring a personalized and user-centric approach.

In conclusion, Quizilla is a straightforward and entertaining quiz game designed to engage users in a variety of subjects. With its user-friendly interface, predefined quiz questions, and basic features such as score tracking and a timer, Quizilla offers a simple and enjoyable quiz experience. Users can choose from different subjects, review their answers, and decide whether to restart, log out, or exit the program. While it may not have advanced functionalities or extensive learning features, Quizilla serves as a fun way to test knowledge and pass the time.