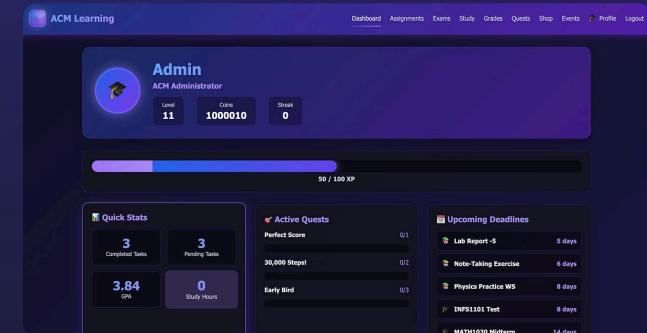


ACM Gamification Project

The ACM Gamification Project is an innovative web application designed to boost student engagement and productivity by applying gaming mechanics to academic life. Its core purpose is to transform traditionally mundane tasks into rewarding challenges, helping students effectively manage their school workload while earning incentives.

Team 1st Years: Syed Ahmed Khaderi & Manjunadha Karthikeya

ACM Gamification Hackathon



How Gamification Works in our ACM Website?

Assignments

Complete assignments to earn XP. Each assignment gives 50–200 XP depending on its priority.

Leaderboards

See how you rank against other students and compare your XP and progress with classmates. This friendly competition motivates everyone to do better and is updated in real-time as students complete tasks.

Shop & Coins

Finish tasks to get coins. You earn about 10–50 coins per completed task to spend in the shop.



Exams

Finish exams to get 50–300 XP based on how hard the exam is.

Study Sessions

Earn 1 XP for every minute you study in a session.

Quests & Badges

Do quests to earn Badges. You can showcase your badges in your profile. Badges highlight your achievements to other students, with different types recognizing various accomplishments.

How to Use the Platform

For Students: Getting Started

1 Registration

Create your account with email and password.

2 Dashboard

See your progress, XP, coins, and assignment deadlines at a glance.

3 Assignments

Create and track your school assignments within the platform.

4 Study Sessions

Use the integrated timer to log study time and earn XP.

5 Quests

Complete challenges and special tasks for bonus rewards.

6 Shop

Spend earned coins on rewards and custom themes.

7 Profile

Customize your avatar and view all your earned achievements.

For Administrators: Managing the System

Content Management

Create and manage Quests, shop items, and special Events.

User Oversight


Monitor student progress, XP accumulation, and overall platform engagement.

System Configuration

Configure rewards, set XP values for different activities, and manage the Shop inventory.


What is Gamification and Why It Works

Explaining Gamification in Simple Terms




Game-like Features

Gamification means adding game-like features to non-game activities.




Motivation & Fun

It uses points, badges, levels, and rewards to make boring tasks more fun.



Natural Desires

People naturally like to compete, achieve goals, and get rewards.



Play & Win

It taps into our basic desire to play and win.

Why It Works for Students

1

Engaging Study

Makes studying feel less like work and more like a game.

2

Instant Rewards

Students get instant rewards for completing tasks.

3

Friendly Competition

Creates friendly competition between classmates.

4

Clear Progress


Helps students see their progress clearly.

5

Sustained Motivation


Motivates students to keep going when things get hard.

Real Examples from Our Website




XP for Assignments

Get XP points for finishing assignments (50-200 XP).




Coins for Tasks

Earn coins for every completed task (10-50 coins).




Level Up

Level up as you gain more XP.



Collect Badges

Collect badges for special achievements.



Virtual Shop

Buy rewards in the virtual shop.