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Gamified eLearning

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Topic X
Team 33

</The Problem : How to create an immersive link between computer interface and human body signals.

Participant Disengagement

Tasks are usually repetitive, unattractive,and frustrating

Gaming

Has been an enjoyable activity for many age-groups

Neurodiversity

Every brain works (and learns) in a different way

Attractive Platform

Utilization of the Unicorn Brain Interface to monitor the user responses to stimuli

</The Solution

Website

Allows users to create an account and have access to the content (games)

Data Classification through the games

Simple 2D games with 2 input to judge curiosity and motivation

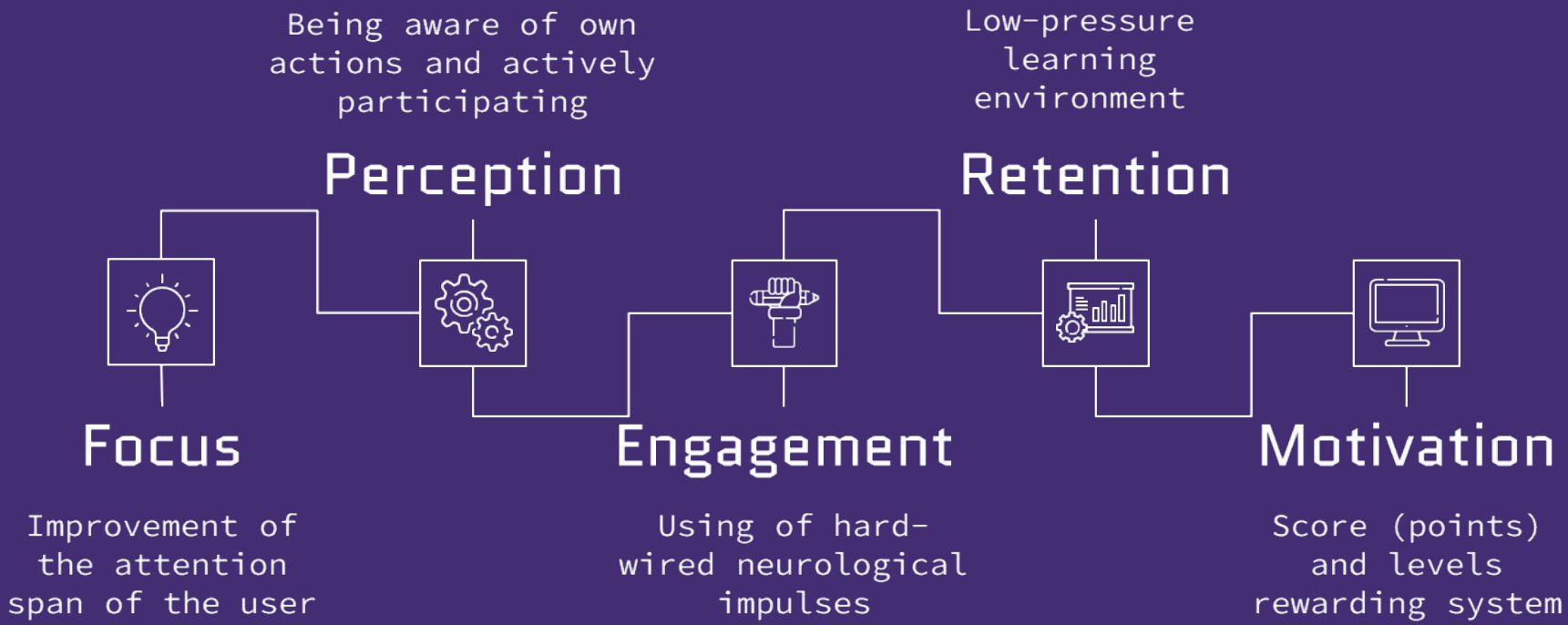
Quantifying Boredom through EEG

Slower games & condition plays. Getting the time boredom kicks in after repeating that game a couple times

The MVP

The model was trained to predict and classify the 3 classes ‘Blink’, ‘Crunch’ and ‘Relaxed’, which are used as inputs to the game

</How it works


Being aware of own actions and actively participating
Perception
Low-pressure learning environment
Retention
Focus
Improvement of the attention span of the user
Engagement
Using of hard-wired neurological impulses
Motivation
Score (points) and levels rewarding system

</Documentation

Github link:

- https://github.com/tanmayJbadhan/NTX2023Wien

Some useful links on this topic:

- https://www.ncbi.nlm.nih.gov/pmc/articles/PMC4967181/
- https://elearningindustry.com/6-ways-gamification-boosts-gamified-learning
- https://www.academia.edu/35198290/Gamification_Cognitive_Impact_and_Creating_a_Meaningful_Experience_in_Learning
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