Project Charter for “Sense” (Gaming)

# Prepared by:

Dishti Dave - 10451780

Dyuti Dave - 10453480

Vaishnavi Gopalakrishnan - 10444180

## Stevens Institute of Technology - Team Worksheet 3

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# Description:

Multi-player game-based interactive learning platform that makes it fun to understand and know each other. User-generated multiple choice quizzes can be created and accessed via Browser. Different types of quizzes to choose from Movies, General Knowledge, Places and more. The game allows you to invite friends and play together.

## What is your target population?

Our target audience include all ages and genders. Anyone interested in gaming can play. It is a social learning which can be used more by the school teachers to post their quizzes.

## What is the Primary E you are trying to improve?

We are trying to improve the dimension “Engaging” by attracting users. We are engaging our users with quizzes. These questions are time-based and score-based leadership boards. Reports are available for download.

## How will you measure improvement of the E you selected?

We can measure the improvement of the “E” selected by looking at the number of visits by the users, hours of activity for each visit and number of referrals sent by the user to others. The referrals help us track the user activity. The number of games played and created, bounce rate can also be used to measure the improvement. These details can be viewed only by admins.

## What industry sources are you using to gather data that will be used for the basis of your persona?

* Questionnaires/Surveys
* Question-Answer dataset from Kaggle
* Ideas from similar applications

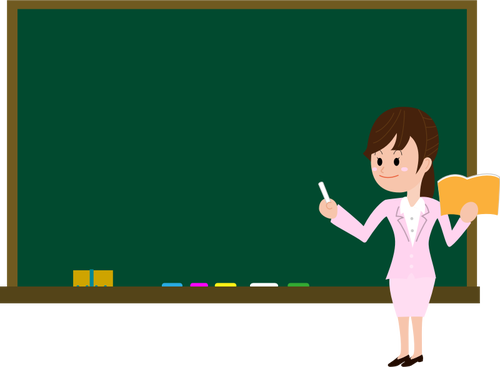
## Provide a description and picture of your persona. Also indicate what data you drew from to create your persona. Give an example of a persona trait that was derived from the data and provide the supporting data.

We checked various similar applications like Kahoot, Quizlet and Khan Academy which is extensively used by teachers and students in schools as an interactive learning platform. So we used the Student and Teacher persona for our application.

We have chosen some question-answer set from kaggle. The supporting data can be found here;

<https://ai.google.com/research/NaturalQuestions>

We have shown the Persona, its description and traits below;



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| --- |
| **Teacher Persona:** Teacher wants   1. To create a quiz assignment for the class/group 2. To analyze class performance 3. To make the students read in a fixed interval |



|  |
| --- |
| **Student Persona:** Kids wants   1. To play interactive game with friends 2. To check the competency between friends |

## Provide a user story for your project, describing a user interaction with your project.

1. Two teachers are discussing how to test the students for weekly classes with quiz assignments. The teacher says to other teacher that;

As a class teacher, I want a quiz application for a group test so that I can test my students' knowledge.

As a class teacher, I want a quiz application with interaction so that I can make my students learn repeatedly the same set of questions until they excel it.

As a class teacher, I want a quiz application with a report so that I can analyze my students' scores.

1. Two kids were talking about playing a quiz game where they can create their own question set. But it would be a tedious job to write again and again and pass on to friends. So they need an application where they can create a quiz and share the link/game pin for the quiz with friends to play.

As a kid, I want a quiz application so that I can play with my friends in a more interactive way.

As a kid, I want a quiz application so that I can check my friend’s competency level.