



College of Engineering, Informatics, and Applied Science

The Problem

Team Gaming Ed has made a learning management system from scratch in order to create a game-like environment that will allow professors greater flexibility when teaching a course.

A learning management system is a web application that allows schools to teach courses online. However, current versions also follow strict models for how they want classes to be taught. Any additional capabilities need to be manually done by professors. Unfortunately, the large companies behind these systems have very little competition or incentive to change this practice. Furthermore, gaming in general is still seen largely as a useless practice with no practical application. Our team aims to change that.

Company Comparison



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6. L.A

3 People

0.66 Years of Development



1200 People

8 Years of Development



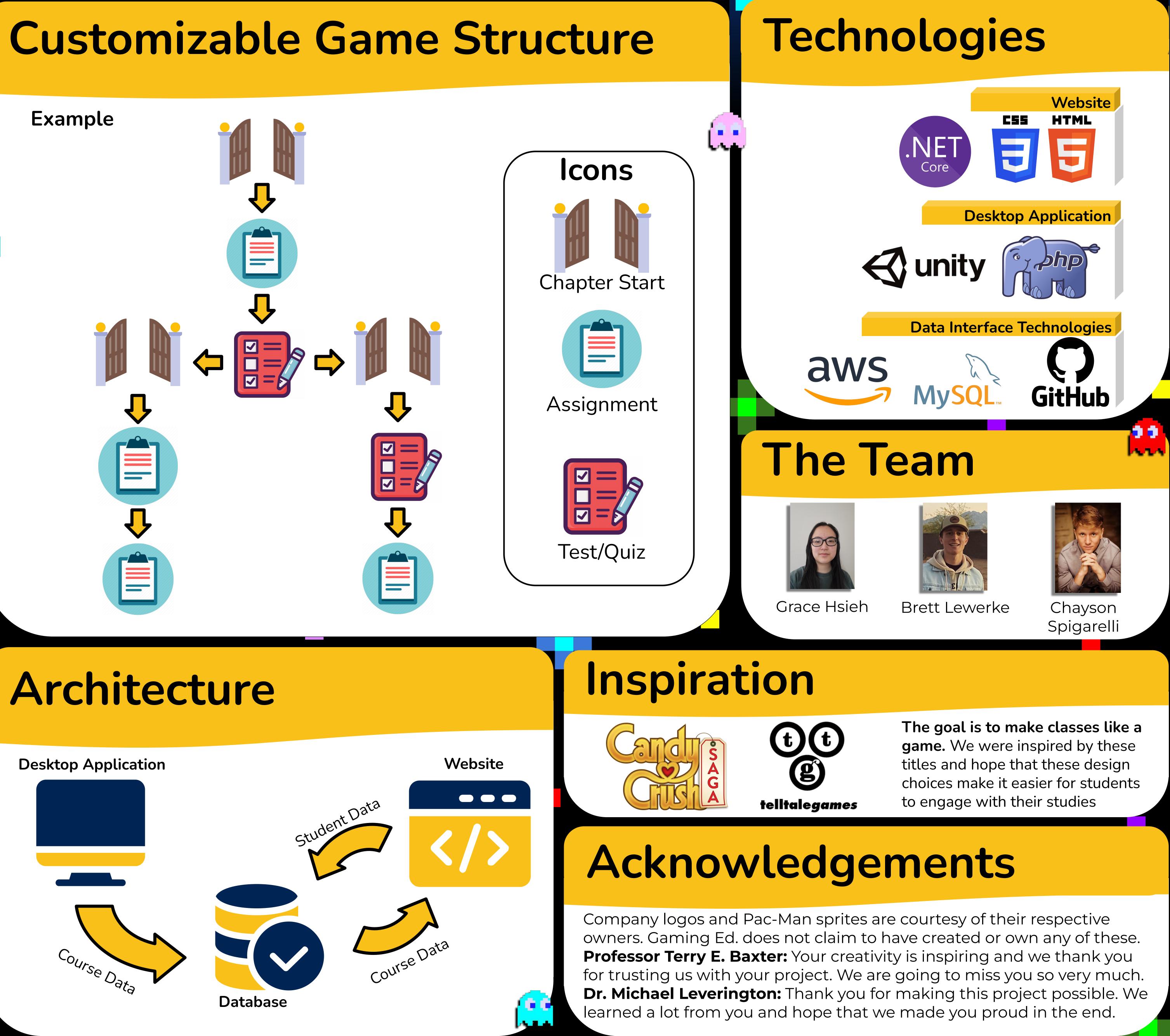
3000 People

12 Years of Development

We felt that our project should be the next biggest and best learning management system on the commercial market. With one-hundredth of the manpower and time compared to popular companies, this wasn't possible. However, we hope that the program is picked up by more teams and continues to improve and develop.

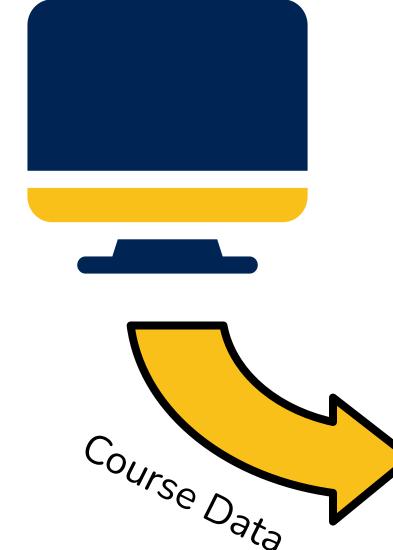


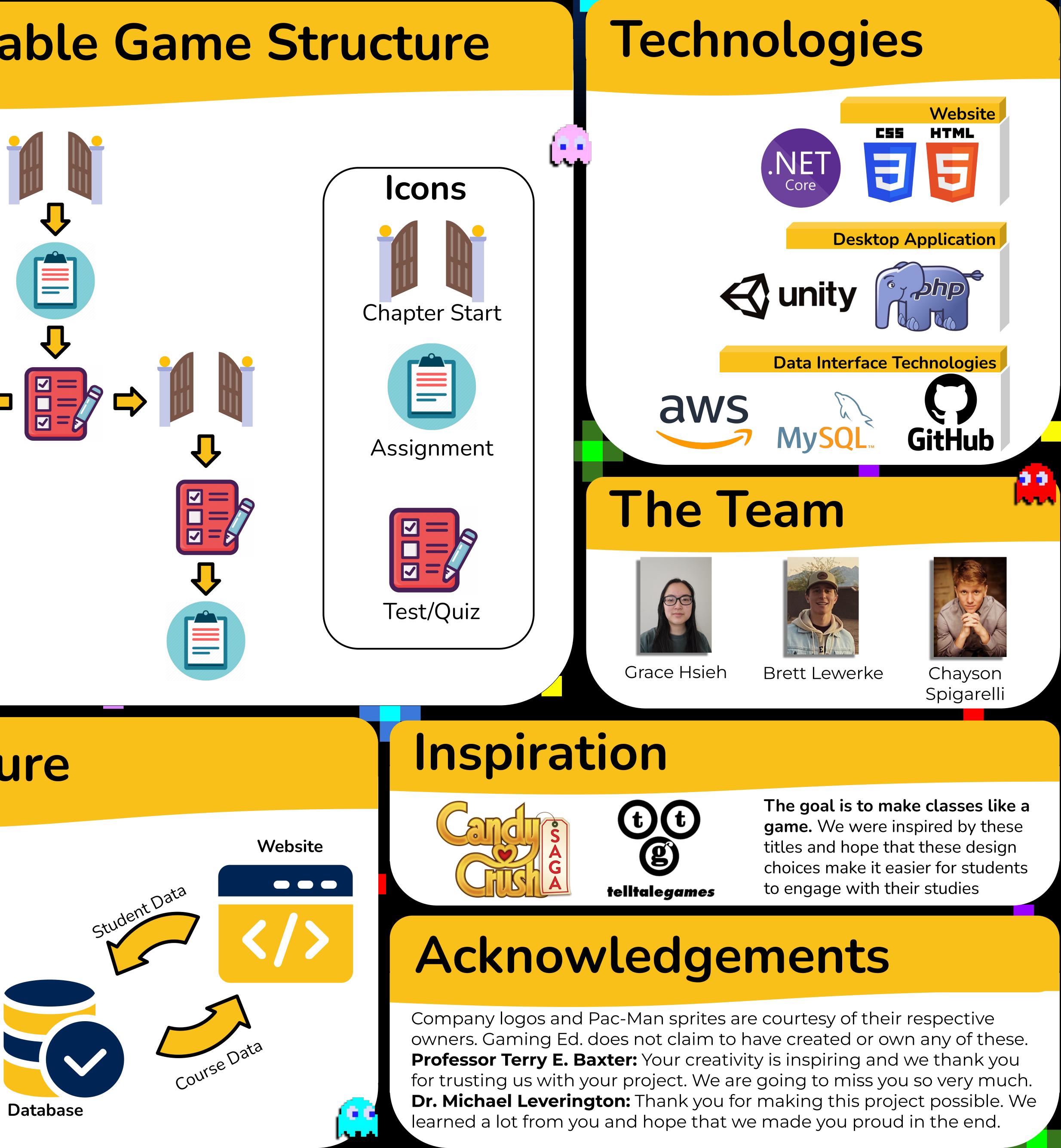
Team Gaming Ed: Grace Hsieh, Brett Lewerke, and Chayson Spigarelli Project Sponsor: Terry E. Baxter



Architecture

Desktop Application





RTX Gamification Classroom Project

