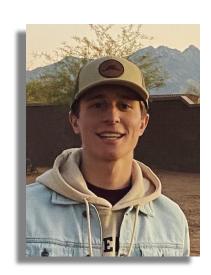
## RTX Gamification Classroom



## The Team



Grace Hsieh B.S. Computer Science



Brett Lewerke B.S. Software Engineering



Chase Spigarelli B.S. Computer Science

## Sponsor



## Professor Terry E Baxter

- Civil and Environmental Engineering
- Northern Arizona University

 Creator of the RTX Gamification Classroom Project

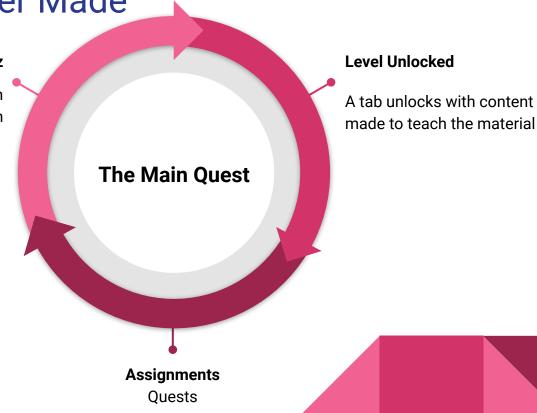
## The Problem

What Professor Baxter Made

# Challenge Quiz "Final Boss" - Exam for the section

#### **Side Quests (Additional Content)**

- Optional Learning Material
- Minigames
- Marketplace



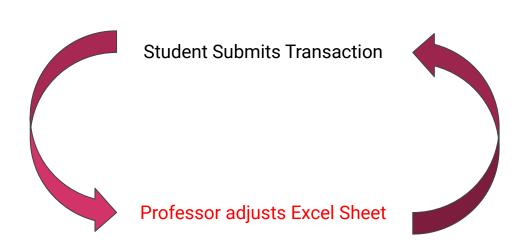
## The Unsustainable Workflow

#### Currency

- Incentivises Success
- Obtained after successful assignments and quizzes

#### **Marketplace Transactions**

- Buy more attempts on challenge quizzes
- Extra Information
- Formula Sheets
- Gifting Coins
- ...Much more



## **Our Solution**

## A New Learning Management System

#### **The Core**

- A gamified way to create and take classes
- Ability to automate marketplace actions



**Professors** -> Administrators

**Students** -> Players

# Key Requirements and Project Components

## Main Components

## **Desktop Application**

Used by the administrators to create course

## Website Application

Used by players to take course

**Functional Requirements** 

Non-Functional/Performance Requirements

**Environmental Requirements** 

# Functional Requirements

## **Administrative Controls**

**Desktop Application** 

## **Super Admin Roles:**

- Creation/Deletion of Admin
- Deletion of Courses
- Admin Temporary Username/Password







#### Admin role:

- Set New Username/Password
- Creation/Deletion of Courses
- Customizing Admin Profile











## **Creating Course Content**

**Desktop Application** 

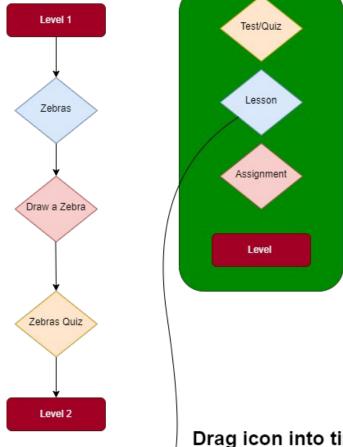
## **Creating Levels:**

- Given option for marketplace and discussion board
- Drag and drop icons located on screen (lessons, tests, assignments, level #)
- Inside icons teachers input data and criteria for unlocking next level

## **Creating Marketplace:**

- Link marketplace items to tests and quizzes
- Input advantages that can be bought

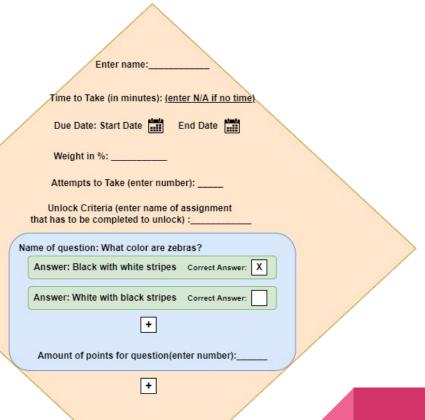
## Diagram of **Course Creation**



Drag icon into timeline

#### TEST/QUIZ ICON

Diagram of Icon Input



## Manage Existing Course

### **Desktop Application**

#### **Editing Levels in Course**

- Adding/Deleting Levels
- Moving Levels
- Editing Content in Icon
- Editing Marketplace Functionality

### **Completed Assignments**

- Manual / Automatic Grading
- Modifying Existing Grades
- Exporting Player Grades

#### **Other Functionalities**

- Manually Opening/Closing Course Content
- Adding/Removing Players
- Emptying Player Information From Course

## Player Interaction

#### Website

## **Profile Management**

- Player login with username and password
- Personalizing player profile

### **Interacting with Course Material**

- Player will go into level that needs to be completed
- Player purchases from marketplace



# Non-Functional and Environmental Requirements

## Other Requirements

## **Non-Functional Requirements**

- Ease-of-Use
- Speed of submission (desktop application)

## **Environmental Requirements**

- Windows PC only (desktop application)
- Internet connection required
- Sponsor very lenient

# Security Risks

## Most Plausible Risks

#### **Leaked Account Information**

- Project only accessible with accounts
- Team has minimal experience with cybersecurity

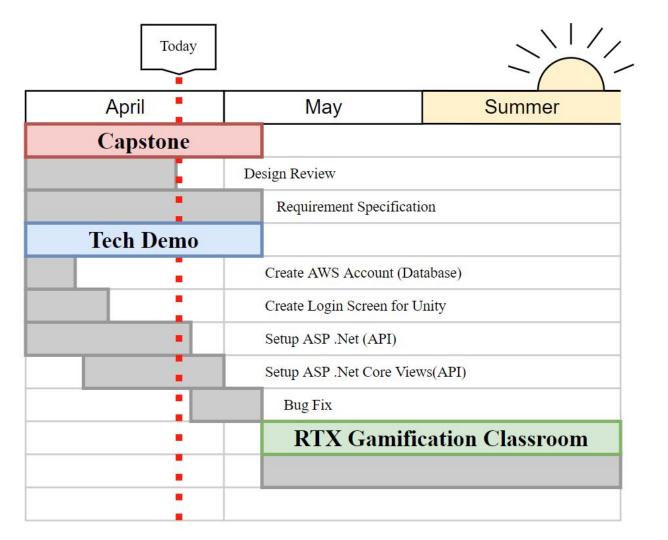
## **Compromised Data Integrity**

- A lot of actions happen at the same time
- Careless programming errors can not be tolerated





# Schedule





# Thank You