

Khel

Gamification of Education

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Duration: 1 month

8th May 2015 - 8 June 2015



Why Gamify?



The Indian Express:
Government panel suggests
measures to reduce weight of
school bags
(April 29, 2015 Mumbai)

According to the report, over 58 per cent of students below 10 years of age have mild muscle pain while 75 per cent of those below 12 years of age were found to be falling ill and having fever from time to time due to heavy bags.

Kendriya Vidyalaya No. 3 Air Force - II Jamnagar

<http://www.kv3af2jamnagar.org/innerpage.php?pagename=cmp>

To reduce the weight of bags for the children,
Dr. C. K. Arya suggested preparing a well-planned subject wise, time table and instructing the students to follow the same accurately so as to prevent extra load of books.

RSK, Madhya Pradesh

- Rajya Shiksha Kendra is a government body which has been involved in developing and upgrading the content and course structure of government schools in Madhya Pradesh for over decades.

Project Brief

- To Design a supplementary material which can ease the process of learning, as well the keep them involved to learn by themselves.

What to Gamify?



from the movie Stanley ka Dabba

Mathematical Operations

Addition, Subtraction,
Multiplication,
and Division

+ | - | x | ÷

When to learn?

Standards	Operators	Numerical Value
1st	$+$, $-$	1-19
2nd	$+$, $-$, $\times$	up to 99
3rd	$+$, $-$, $\times$, $\div$	up to 999
4th	$+$, $-$, $\times$, $\div$	up to 9,999
5th	$+$, $-$, $\times$, $\div$	up to 99,99,999

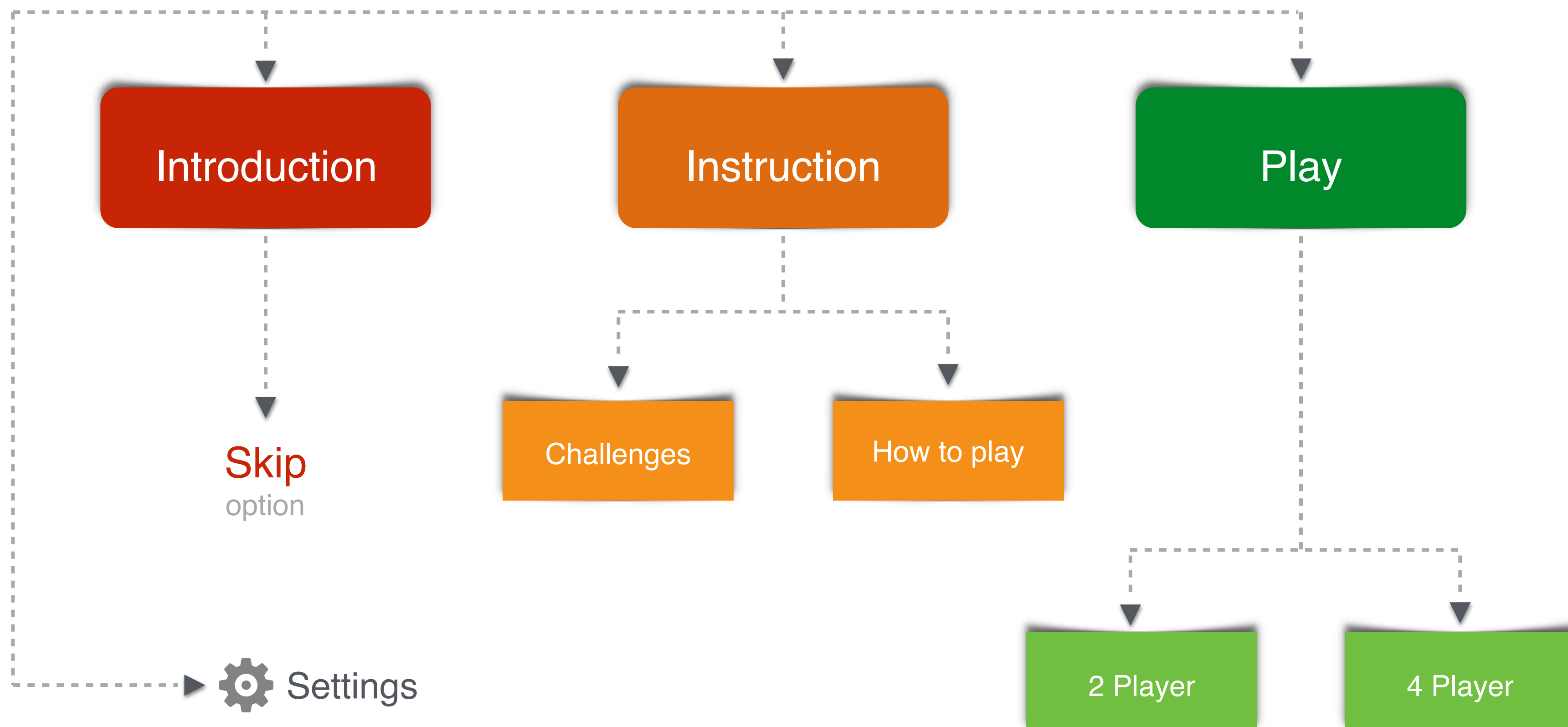
How to Play?

How did we do it?

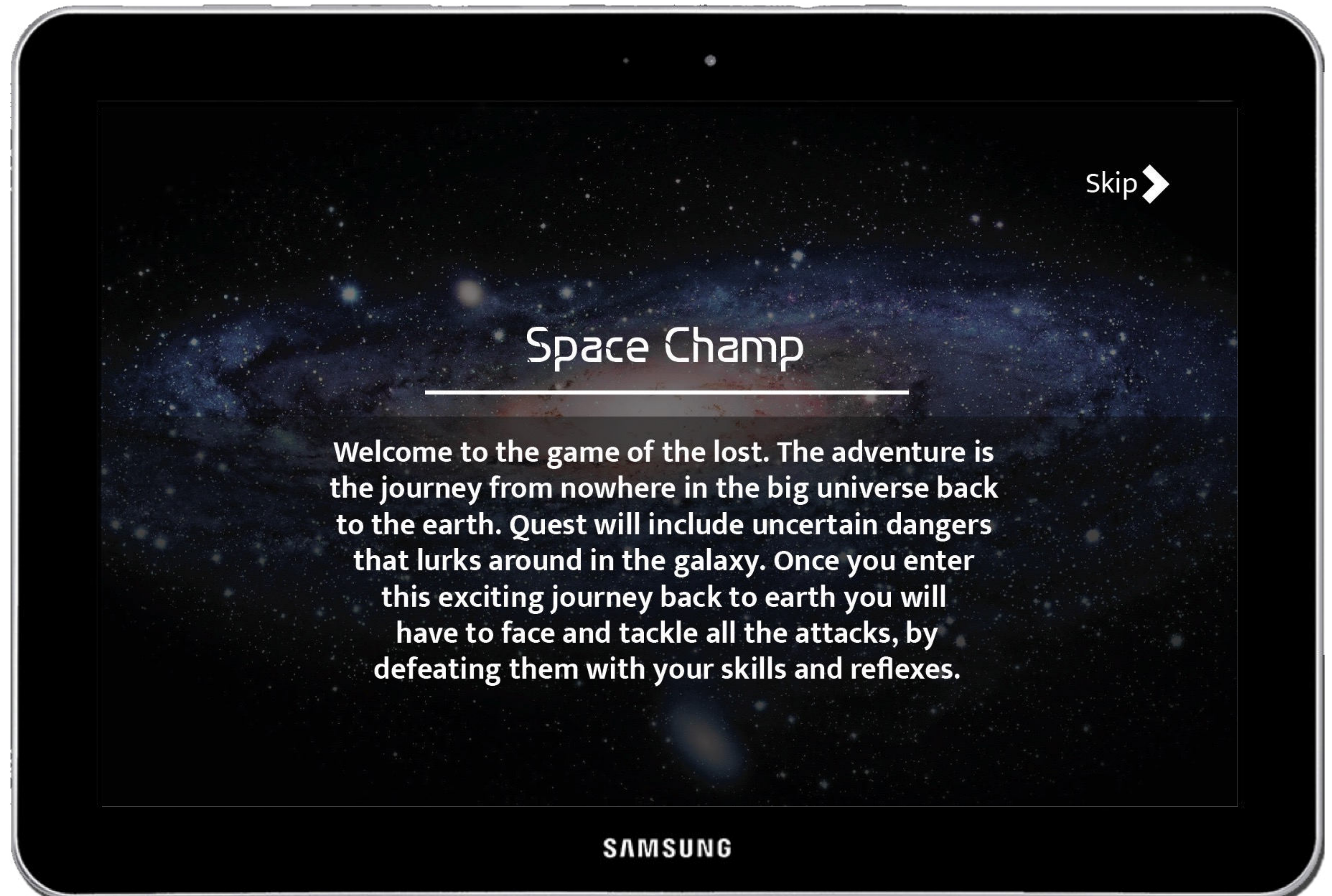
Game units



Lets go DIGITAL...



Levels



Black
Hole



The level of difficulty is
having 1 number missing

$$3 \times 2 + \square = 7$$

The level of difficulty is having
3 numbers and 3 operators missing

$$\square \square 3 + \square = 18$$



$$\square \times 3 + \square = 13$$

The level of difficulty is
having 2 numbers missing

$$\square \square \square \square = 72$$

The level of difficulty is
all numbers and operators missing

Thank You

Project Guide: Prof. Uday Athavankar

Group members of the project:

Boby - NID (Animation Design), Nandhini - NID (Visual Communication), Ravi - IDC (Visual Communication)