Quizter

You write that “Our vision is to create a cross-platform application that combines elements such as gaming, quizzing and competition based on content that the user is interested to learn”. This is a very fine vision of the project, and it is easy to understand.

You have limited the scope of your project by targeting a specific user group, and one subject. This is a smart move.

To spend some time on a review of other “quiz” applications/approaches could be interesting for the reader. I did a search on android market, and found some hundred examples.

It is important for your project to make references to some of literature in the course curriculum. For example, context/situated use?

One person that you might contact, Louise Mifsud Louise.Mifsud@hioa.no who has done a PhD on the use of mobile technologies in learning situations.

Below are some references:


Our critical appraisal

- Specify your research question(s), user groups and context of use.
- Aim: Ok. Make it complete at the beginning, for example “learning app for mathematics based on school curriculum for 8-10th pupils”.
- Proper account of methods used, including their positive and negative aspects.
- Give examples of quiz-games you refer to in your related work section.
- Describe unfamiliar terms used, such as, Quiz-modes.
- Include different contents under proper section.
• Keep your figures simple. When we offer complex figurative solutions to complex problems, we add to the total complexity of the system.
• Include only references you use in your reference list, for example, do you use “constructivism learning theory”?

You do not need to hand in an updated version of the mid-term report. However, we encourage you to work with the report, and incorporate some of the comments provided here into the final report.

Well done so far and good luck,
Jo, Hani