



Indagine app output progetto Erasmus

DOMANDE

RISPOSTE

28

28 risposte



RIEPILOGO

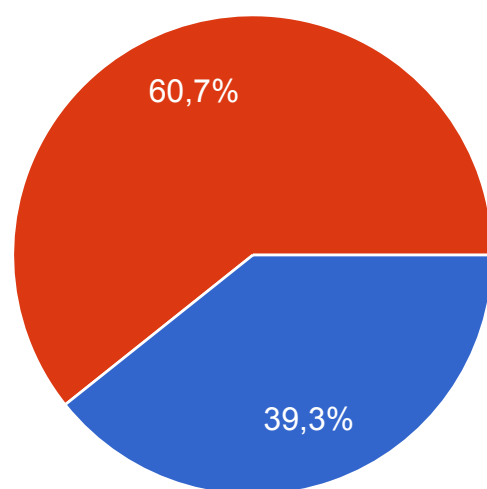
PRIVATO

Accetta risposte



In your opinion the main goal of the app should be?

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- To teach
- To exercise

How students will enter the system?

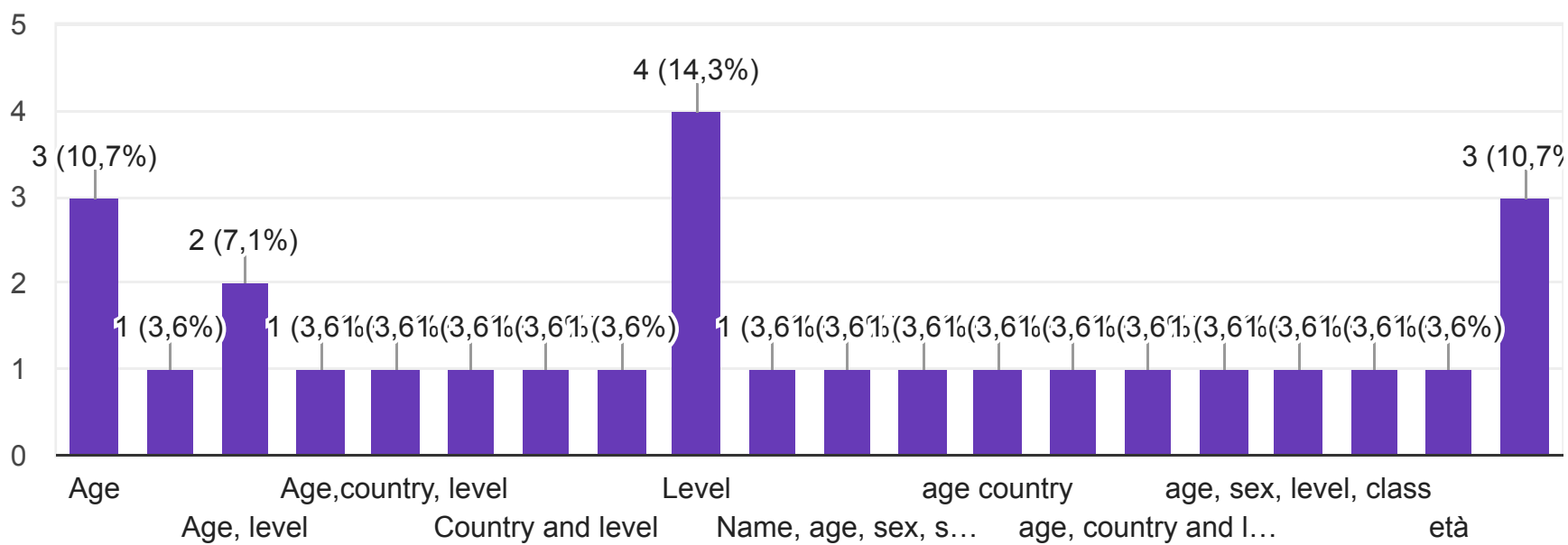
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- With a profile?
- Anonymous?

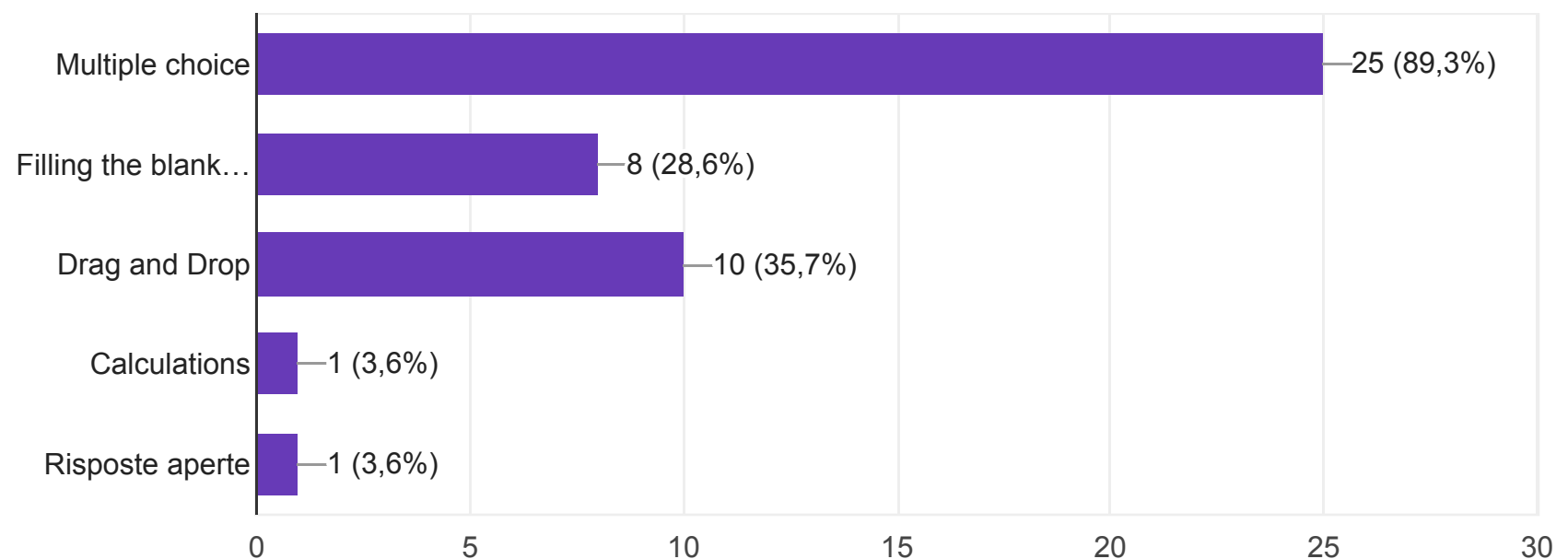
If the students will enter the system with a profile, what kind of info do we need to store? Ex: age, sex, country, level, etc.

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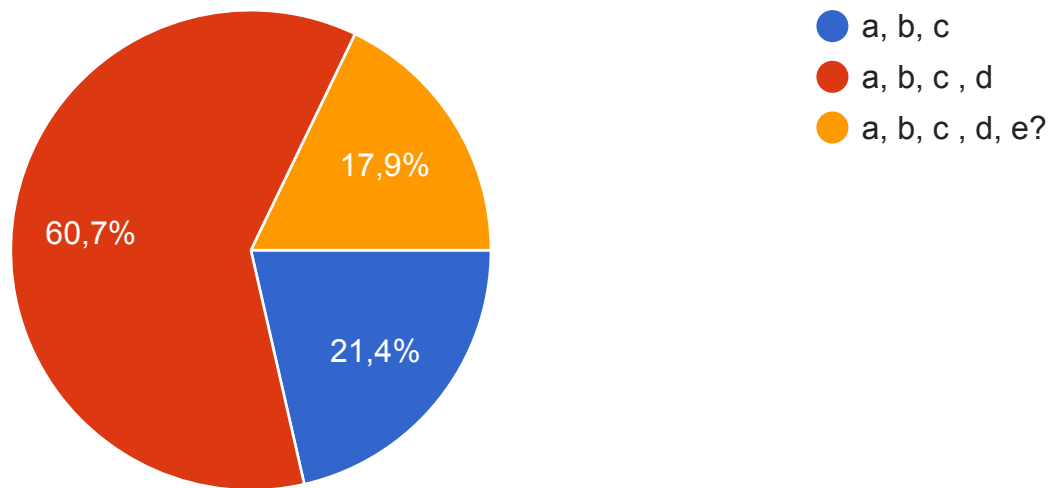
What kind of questions we will present?

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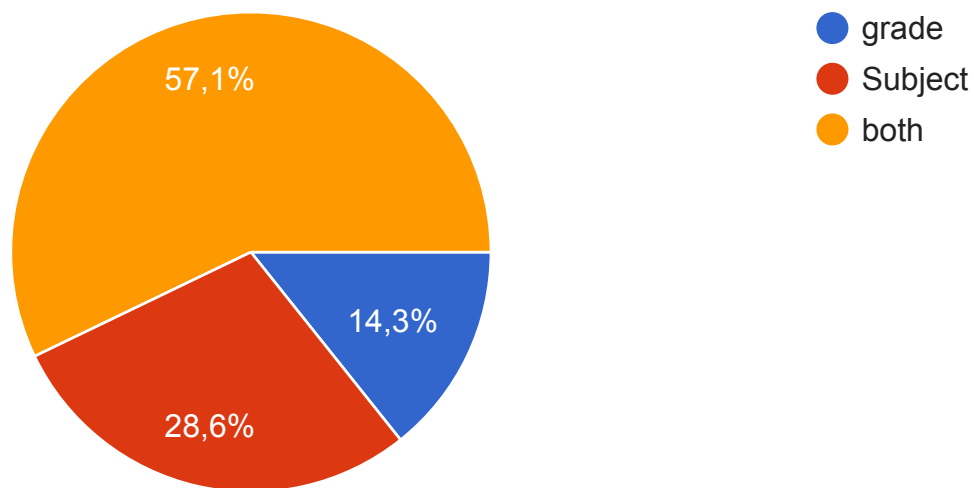
For multiple choice questions, how many alternatives are needed for answers?

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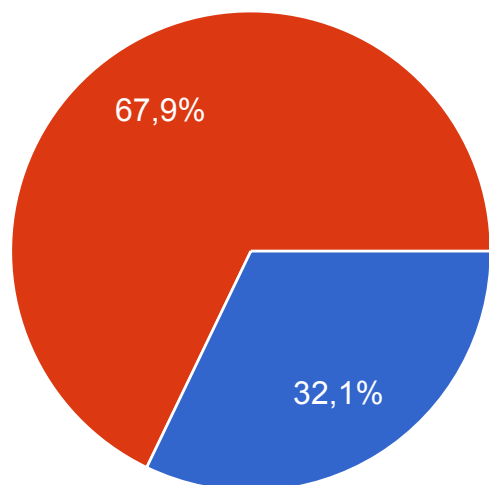
Will the user choose grade or subject (ex. geometry, equivalences, fractions)?

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Will the questions present randomly or level by level?

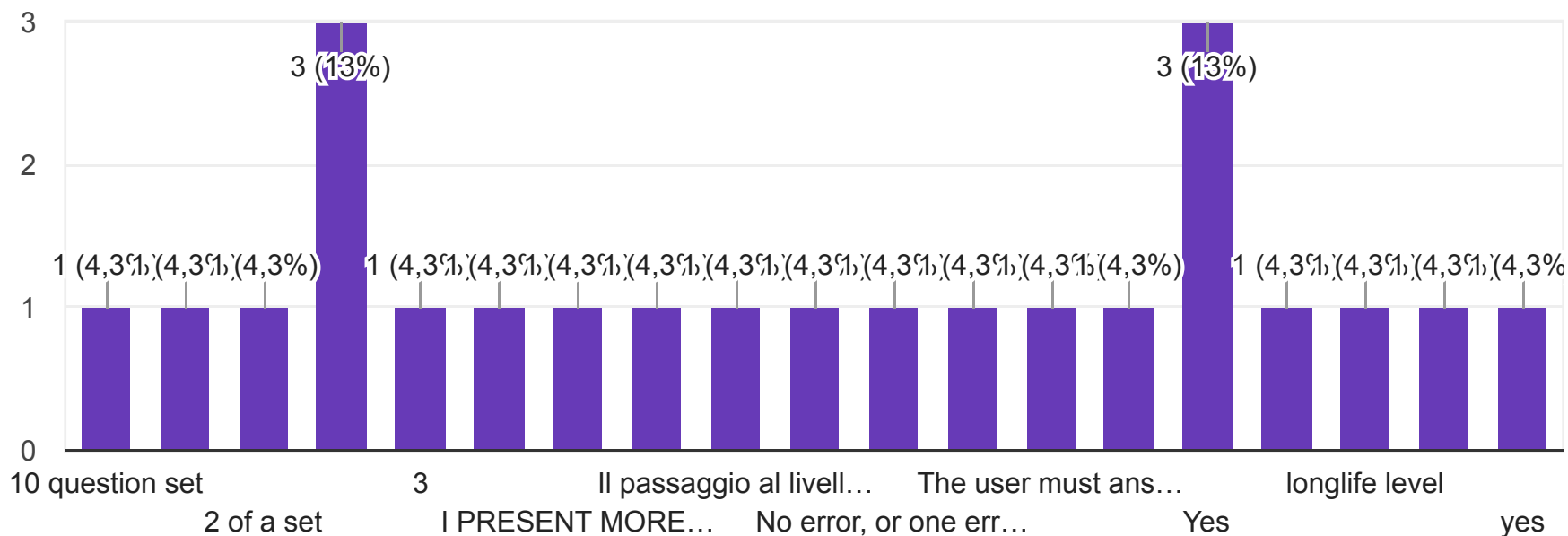
28 risposte



- questions randomly like : $100+0=?$
 $66+34=?$ $1+7=?$ $1352+462=?$ $6+4=?$
- questions level by level like : $1+7=?$
 $6+4=?$ $100+0=?$ $66+34=?$ $1352+462=?$

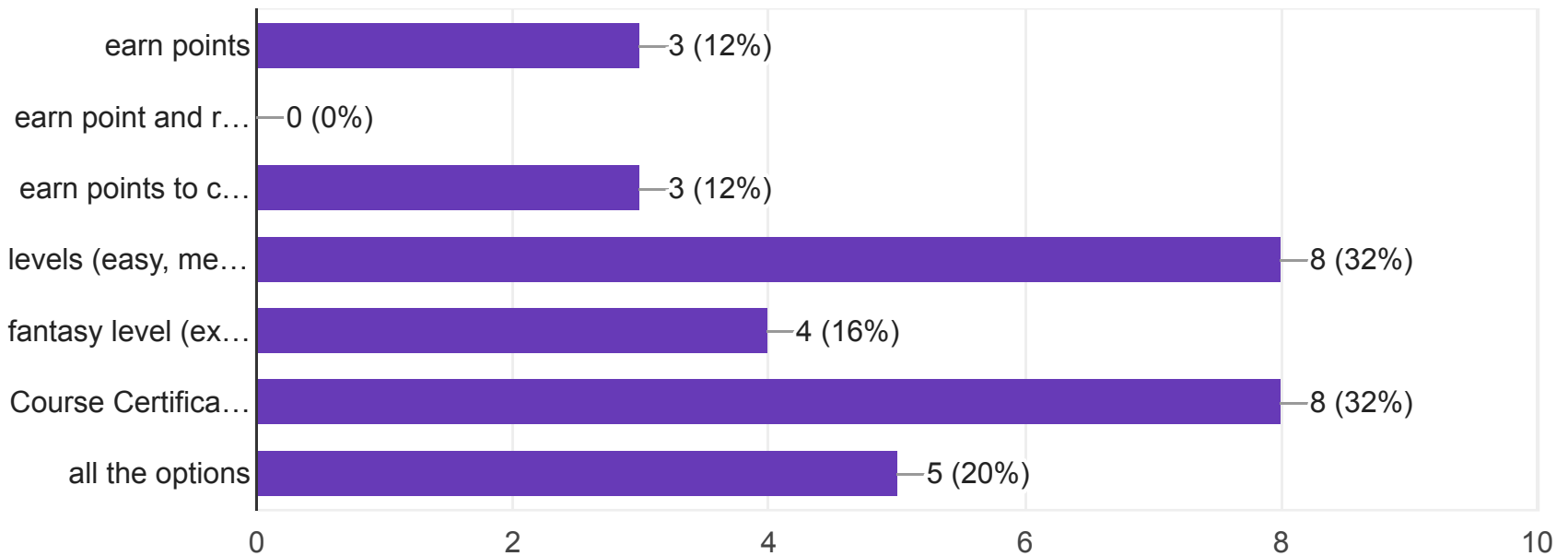
After which sets will users be ready to jump the other level? What is our success criteria? If the user answer min 1 or 2 or 3 of a set, will we present more complex questions?

23 risposte



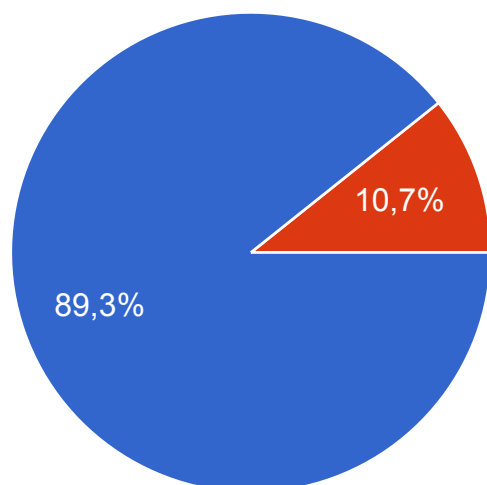
Which scenario do you suggest? Ex : end users may save and earn points. These points may be used to customize the game or these points may be used to upgrade levels

25 risposte



Will the system be dynamic or static?

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- Dynamic system: We will create our question database and update our database periodically.
- Static system: We will create our database once and there will be no update.