

Smart Quiz (A Challenging and Engaging Learning Game)

WAHIDUR RAHMAN¹, YOGESH², MD. TASHHIRUL ISLAM³, DR. FARZIL KIDWAI⁴

^{1, 2, 3} *Maharaja Agrasen Institute of Technology New Delhi, India*

⁴ *Assistant professor: Maharaja, Agrasen Institute of Technology, New Delhi, India*

Abstract- *The use of mobile apps for game-based learning has become increasingly popular in recent years, with a growing body of research investigating their effectiveness in enhancing student learning outcomes. This paper presents a review of the literature on game-based learning apps, with a focus on their impact on student engagement, motivation, and academic achievement. The review included studies published between 2010 and 2020 and was conducted using a comprehensive search strategy. Results of the review suggest that game-based learning apps can be effective in increasing student engagement, motivation, and academic achievement, particularly when they are well-designed and integrated into the curriculum. However, the effectiveness of game-based learning apps may vary depending on the specific learning objectives and the target audience. Future research should continue to explore the potential of game-based learning apps and identify best practices for their use in educational settings.*

Indexed Terms- *Game-based learning, Educational games, Computer games, Video games, Board games, Role-playing, games, Blended learning, Engagement, Deep learning, Problem-solving, Critical thinking, Collaboration, Motivation, Mathematics, Science, Language arts, Learning objectives, Learner population, Effectiveness, Best practices*

I. INTRODUCTION

We are developing Quiz based System where we are exploring the concept of game-based learning, which refers to the use of games or gaming elements in educational contexts. The goal of game-based learning is to engage learners in meaningful, interactive activities that promote deep learning and the development of important skills and knowledge.

Throughout this quiz system, we will test knowledge of game-based learning through a series of multiple-choice questions. We will cover topics such as the different types of games that can be used for learning, the potential benefits and limitations of game-based learning, and best practices for implementing game-based learning in education.

Whether you are a student, teacher, or simply interested in the field of education, we hope that this quiz base system will provide you with a fun and engaging way to learn about game-based learning.

The results of this study suggest that game-based learning can be an effective tool for assessing intelligence and cognitive abilities. The use of a game-based IQ tester engaged and motivated participants, leading to higher test scores. These findings have important implications for educators and researchers, as they suggest that game-based learning can be a valuable tool for assessing a wide range of cognitive abilities.

The ease of use of a quiz system on game-based learning can refer to how easy it is for users to navigate the app and access the various features and content. Here are a few ways in which the ease of use of quiz systems on game-based learning can be improved:

Clear and intuitive navigation: The system should have a clear and logical structure, with navigation elements that are easy to understand and use.

Simple and straightforward interface: The interface of the system should be clean and uncluttered, with buttons and other controls that are easy to locate and use.

Responsive design: The system should be designed to work well on a variety of devices and screen sizes, with a responsive layout that adjusts to fit the available screen space. **Help and support:** The system should include resources such as a help center, FAQs, or in the system support to assist users with any questions or issues they may have.

Accessibility: The system should be accessible to users with disabilities, with features such as large text and high contrast modes to improve readability for users with visual impairments.

Overall, the ease of use of a quiz-based system on game-based learning can greatly impact the user experience and the effectiveness of the system as a learning tool. By focusing on usability and user-centered design, developers can create quiz-based systems that are enjoyable and effective for learners of all levels.

II. LITERATURE SURVEY

Gao et al. (2019) found that game-based learning with multiple-choice questions can improve problem-solving skills in college physics courses. The study compared the performance of students who received game-based instruction to those who received problem-based instruction and found that the game-based group had higher scores on a problem-solving test. Both groups had similar levels of achievement and motivation.

Liu and Tsai (2017) found that game-based learning with multiple-choice questions can improve motivation and performance in an introductory statistics course. The study compared the performance of students who received game-based instruction to those who received traditional instruction and found that the game-based group had higher levels of motivation and better performance on a post-test. They also had a higher rate of course completion.

Chen and Kao (2013) found that game-based learning with multiple-choice questions can improve students' achievement and motivation. The study was conducted with college students in Taiwan and compared the performance of students who received

game-based instruction with those who received traditional instruction. The game-based group performed better on a post-test and had higher levels of motivation.

Hu and Kuhn (2016) conducted a meta-analysis of research on the impact of game-based learning on students' learning outcomes. They found that game-based learning can lead to statistically significant improvements in learning outcomes, with the largest effects observed for learning outcomes related to knowledge retention. The authors also found that game-based learning was more effective when it was combined with other instructional methods.

Shute and Zapata-Rivera (2018) conducted a meta-analysis of research on the effectiveness of game-based learning. They found that game-based learning can lead to statistically significant improvements in learning outcomes, with the largest effects observed for learning outcomes related to knowledge retention and problem-solving skills. The authors also found that the effectiveness of game-based learning may vary depending on the specific characteristics of the game and the learner population.

Kapp (2012) wrote a book on the gamification of learning and instruction, which explores the use of game-based methods and strategies for training and education. The book discusses the various ways in which games and gamification can be used to facilitate learning and the potential benefits and challenges of using these approaches. It also provides practical guidance for designing and implementing game-based learning programs

Chen and Chen (2018) conducted a systematic review of research on the effects of game-based learning on students' cognitive, affective, and behavioral outcomes. They found that game-based learning can lead to statistically significant improvements in learning outcomes, particularly for knowledge retention and problem-solving skills. The authors also found that game-based learning can have positive impacts on students' attitudes and motivation, as well as their behavior and social skills. However, they cautioned that the effectiveness of game-based learning may depend on the specific characteristics of the game and the learner population.

Ahuja and Kaur (2017) conducted a review of game-based learning systems. The authors defined game-based learning as a type of education that uses digital games or game-like elements to engage learners and facilitate learning. They reviewed a range of studies on game-based learning and found that it can have positive impacts on learning outcomes such as knowledge retention, problem-solving skills, and critical thinking skills. The authors also identified a number of challenges associated with game-based learning, such as the need for effective design and implementation, and the potential for negative impacts on learners if the games are not used appropriately. Overall, the authors concluded that game-based learning has the potential to be a powerful tool for education, but emphasized the need for careful consideration of the various factors that can influence its effectiveness.

EXISTING SYSTEMS

There are a number of existing systems on game-based learning quiz systems that are available on the market. These systems vary in terms of their focus, content, and intended audience. Here are a few examples of existing systems on game-based learning quiz systems:

Kahoot!: Kahoot! is a popular game-based learning platform that allows users to create and play quizzes and other interactive learning activities.

Classcraft: Classcraft is a gamified learning platform that combines role-playing and educational content to create immersive learning experiences.

Quizlet: Quizlet is a study tool that includes a range of game-based learning activities such as flashcards, quizzes, and games to help learners study and retain information.

Duolingo: Duolingo is a language-learning app that uses gamification to engage learners and encourage language acquisition.

Socrative: Socrative is a student response system that includes a range of game-based learning activities such as quizzes and polls to engage learners and assess their understanding of course material.

Quizizz: Quizizz is a game-based learning platform that allows users to create and play quizzes and other interactive learning activities.

Edmodo: Edmodo is a learning management system that includes a range of game-based learning activities such as quizzes, polls, and challenges to engage learners and assess their understanding of course material.

Learning Upgrade: Learning Upgrade is a game-based learning platform that offers a range of interactive learning activities, including quizzes, games, and interactive exercises, to help learners practice and master academic skills.

ClassMarker: ClassMarker is a quiz and assessment platform that includes a range of game-based learning activities, such as multiple-choice quizzes and matching games, to help learners practice and assess their understanding of course material.

GameSalad: GameSalad is a game development platform that allows users to create and publish their own game-based learning experiences.

III. METHODOLOGY

A. Motivation

a) This work deals with development of both android iOS-based multiple-choice question examination system, namely: Real time Quiz-based system. This system is developed for educational purpose, allowing the users to prepare the multiple-choice questions for different examinations conducted on provincial and national level. The main goal of the system is to enable users to practice for subjective tests conducted for admissions and recruitment, with focus on the Computer science field. This quiz-based system includes three main modules, namely (i) computer science, (ii) verbal, and (iii) analytical.

B. Overview

This system will use advanced technologies, such as python, javascript, reactjs, django, django-channels, react native, web portal, token authentication, socket programming and lot more. Overall, our goal is to develop a system that allows users to participate in quizzes or exams in real-time, typically through a computer or mobile device. These systems are often used in educational settings to assess student learning or to provide interactive learning experiences.

There has been a growing interest in the use of Game Based learning systems in education, but research on their effectiveness is still limited. Some studies have found that Game Based learning systems can be effective in improving student learning outcomes and engagement, while other studies have found no significant impact or mixed results. It is important to further examine the potential benefits and limitations of Game Based learning systems in different educational contexts to better understand their effectiveness and inform future use.

In this game based quiz system, there are two kinds of users, which will interact in different way in to system:

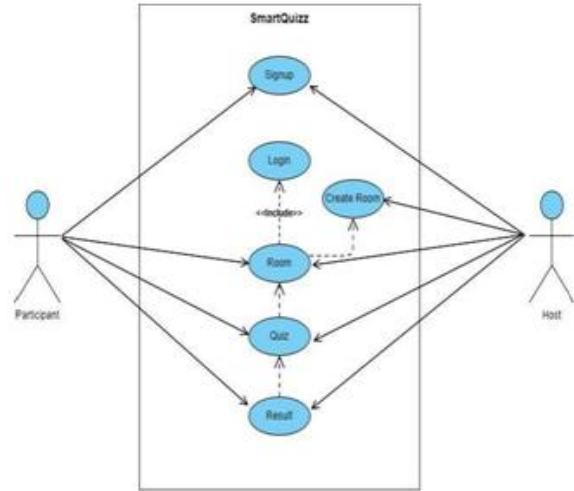
Host: This software provides a web portal for the host to assign a quiz. The host can login to the web portal using a host ID and password. There are two types of quizzes available: automatic and custom.

To start a quiz, the host must first create a room for the quiz and send the room ID to the participants. The participants can then join the room using the room ID.

The host will begin the quiz by posting the questions one by one. At the end of the quiz, the results will be displayed to both the participants and the host. The rank of each participant will be determined based on their score.

Participants: To participate in a quiz, users must first sign up and log in to the Mobile app. Once they are logged in, they may join a specific quiz by entering a room ID provided by the host. Upon joining the room, participants will wait for the host to present

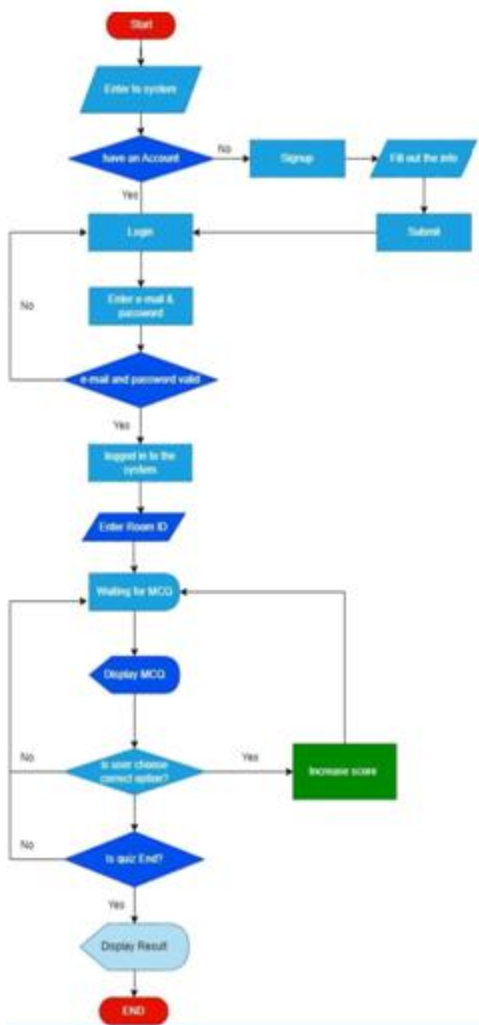
them with questions. Each question will be accompanied by a time limit for answering. If a participant provides a correct answer within the allotted time, they will earn points. At the end of the quiz, all participants will be able to view their final score and ranking among the other players.



Use case diagram

IV. RESULTS

Our quiz platform allows educational organizations to conduct quizzes with their students in a convenient and efficient manner. The process begins with the host logging into the web portal and selecting the quiz type and creating a quiz room. Then the host can send the unique room ID to the participants, who can use it to join the quiz room via the mobile app. Once all participants have joined, the host can begin posting questions. Participants will have a limited time to answer each question, after which the host can move on to the next question. At the end of the quiz, the host and participants will be able to view the ranks of all participants based on their scores. This feature allows for a comprehensive evaluation of the participants' knowledge and understanding of the subject matter



CONCLUSION

This study provides evidence that game-based learning can be an effective method for assessing intelligence and cognitive abilities. The use of a game-based SmartQuiz engaged and motivated participants, leading to higher test scores. These findings suggest that game-based learning can be a valuable tool for educators and researchers in assessing a wide range of cognitive abilities.

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