The Homework Game

PAINS - NEEDS

Many students cannot cope with homework on their own, which can lead to additional stress for both students and parents.

Teachers have no control over whether the homework is completed by the students themselves or not. Therefore, the learning progress is hardly verifiable.


GAINS

The aim is to use gamification to design a homework game that adapts to the individual learning speed and level of a student.

Homework exercises should be manageable without outside help and have a motivating effect.

EXISTING PROBLEMS

If parents cannot support their children themselves or finance additional learning support, it can have a negative impact on a student's success in school. This creates an inequality of opportunity compared to pupils who have the resources to receive support.
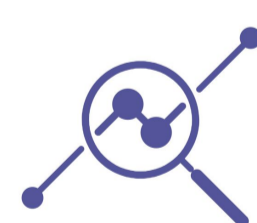
THE CHALLENGE

Digitization should help overcome inequalities and change traditional and outdated learning patterns in the school system.

Innovative schooling concepts should provide children with optimal support in their education.

1 NO POVERTY
2 ZERO HUNGER
3 GOOD HEALTH AND WELL-BEING
4 QUALITY EDUCATION
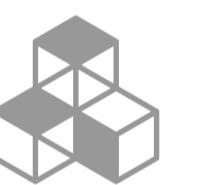5 GENDER EQUALITY
6 CLEAN WATER AND SANITATION
7 AFFORDABLE AND CLEAN ENERGY
8 DECENT WORK AND ECONOMIC GROWTH
9 INDUSTRY, INNOVATION AND INFRASTRUCTURE
10 REDUCED INEQUALITIES
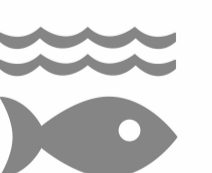11 SUSTAINABLE CITIES AND COMMUNITIES
12 RESPONSIBLE CONSUMPTION AND PRODUCTION
13 CLIMATE ACTION
14 LIFE BELOW WATER
15 LIFE ON LAND
16 PEACE, JUSTICE AND STRONG INSTITUTIONS
17 PARTNERSHIPS FOR THE GOALS