

Mines Badging System

Client

- Dr. Jeffrey Paone (jpaone {at} mines [dot] edu)

Project:

Dr. Paone currently employs gamification in his Computer Graphics course. This has proven popular with students as they enjoy achievement hunting and receiving XP throughout the semester to level up their Hero. To the students, they see a continually updating leaderboard (weekly or so) that charts their progress. However, behind the scenes the instructor and graders are involved in an error prone manual process to generate this leaderboard.

A badging system needs to be created that would allow different users to log in and award badges to each user. The following is a short list of features that need to be included:

- Users can log in to system
- Ability to create a class and important a roster for that class
- Ability to create a badge, assign criteria for earning, and XP awarded
- Ability to edit a single student and award individual badges
- Award a single badge to all users at once
- Publish all results
- Export file

This tool will not only make the operation of the Computer Graphics simpler, but a proper generic solution will allow for the opportunity for gamification to be added to other courses on campus (Mobile Application, Web Programming, etc).

Team Size:

- 2-4

Skills:

- Web Programming
- Database

Location:

- Mines Campus