

CORONA OF KINGS

PLAY TO LEARN
LEARN TO WIN



GAMING

We live in the times when we have to strive for the engagement. Video game culture is one of the most promptly developing technical branches. The scale of this phenomena is enormous and it is still growing. It has a wide and significant impact on the young generation. Apart from the entertaining part, it can be also used as an educational tool.



PROJECT TARGET

„Corona of Kings” is mainly focused on making learning proces more appealing.



POSSIBILITIES

- Implementation into language learning process, in order to enhance the vocabulary and grammar skills.
- Tool for performing short single choice tests on many level of education starting with primary schools and ending with high schools.
- Creation of your own question sets for self-development.



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ADVANTAGES

- Possibility of creating tests on any subject .
- Facilitate the e-learning proces at home but also during lectures by keeping the attention of the students.
- Fusion of learning and pleasure.
- Competition factor, which enhances the degree of engagement .



HOW DOES IT WORK?

- Prepare you question set.
- Upload it to our game.
- Start learning or share it with your friends or studends.
- Watch your progres in the summary.
- Share your score!



FUTURE DEVELOPEMENT OF THE GAME

- Creating database with questions from various fields of study
- Implementing multiple choice tests
- Your own test builder
- Online ranking/real time score board
- Customizable theme of the game



SUM UP

To sum it up, our aspiration was to create a simple game, which would replace tedious learning routine and make it a little bit more entertaining, than it used to be. Especially for youngsters, who find it troublesome to stay focused in the era of enormous amount of disrupting factors, like TV, smartphones, social media etc.

