

Project Title: ByteSize Stories App

Client: Prof. Kathleen Kelly

Preferred Team Size: 4 students

Work Location: On campus

NDA Required: No

Project Summary

The purpose of this project is to convert an educational learning tool from a GameMaker Studio project into a more versatile app that can be run anywhere.

As part of my PhD research, I am creating educational games and tools to be used by students as a way of increasing learning engagement and motivation. My latest tool is entitled ByteSize Stories, a tool that helps students learn difficult concepts with story-based learning. In order to further my research, I would like to offer this tool to students outside of Mines.

The tool is currently built using GameMaker Studio, running off an HTML page on a local Mines server. Students must be on the Mines VPN to use it. I would like to move this to a server outside of Mines, improve it, and make it much more polished. Ideally it will be written as a simple webapp.

Deliverables

A new version of ByteSize Stories that can be accessed from anywhere, can handle many users at the same time, and has a more polished UI. The current tool can be viewed (while on the Mines VPN) here: <https://tinyurl.com/ByteSizeStories>.

I am open to ideas from the team on how to make this tool better, more polished, and scalable.