



# Mobile Learning: Educational Game App for Self-Study



# Games Can Make Learning More:

1.Fun

2.Effective

3.Directed  
Environment

**Fun has a positive effect on motivation levels,  
determining what we learn and how much we retain.**

# ≡ Approach



## GAME APP

- “How to Learn”
- Core Subjects: English & Math
- 21<sup>st</sup> Century Skills: Grit, Discipline, Curiosity.



## LEARNING ANALYTICS

- Monitoring Learning Outcomes
- Analysing Learning Behaviour
- Learning certificates



## JOB PORTAL

- Micro-tasks and freelance work
- Internships/job opportunities
- Entrepreneurship opportunities

# ≡ Through Our Game, Learning Becomes..



**6x**

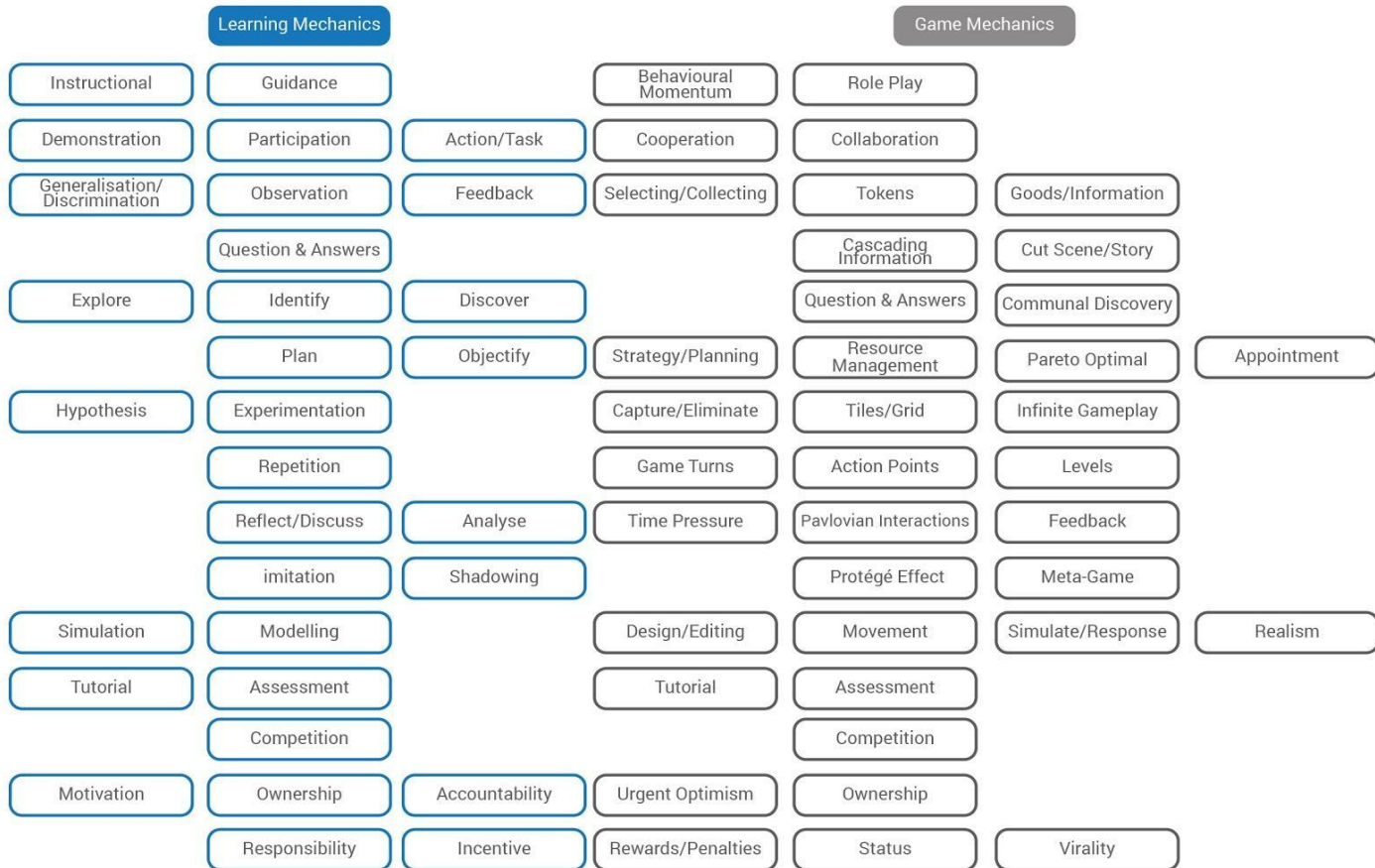
**More effective  
than e-learning  
tools**

**5x**

**More fun than  
the average  
game**

\* Based on 30D & 60D retention rates, and number of lessons taken, on version 1.2.5

# ≡ Our Frameworks: Learning Mechanics-Game Mechanics



# ☰ Our Game: Dawn of Civilization



HIGHLY ENGAGING ANDROID BASED APP  
SUPPORT ONLINE/OFFLINE LEARNING





# ☰ Our Game: Dawn of Civilization

**In-Game Artificial intelligence:** helps detect what lessons the learners have missed.

**Integrated** with our **Analytics Portal** to monitor learning progress

**Free to Play:** can be download in Google Play that runs on Android phone.

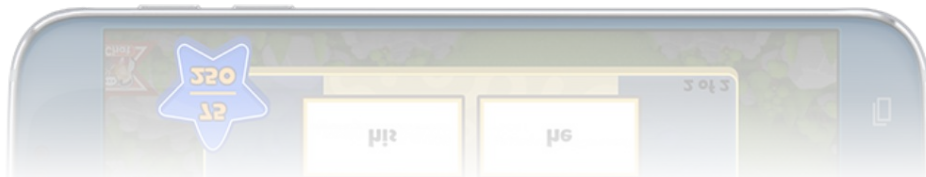


# ≡ Mini Games

Practice Speaking and pronunciation;



Improve their grammar:  
can be play single mode, or versus mode online



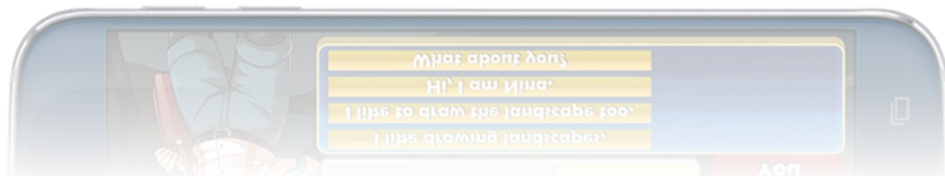


# ≡ Mini Games

Learn new words, and practice to memorize patterns.



The minigames will improve students conversation and speaking skills.



# Our Own Curriculum - English

**We use International Standard as reference  
“CEFR Based Framework”**

## **LEVELS:**



# ≡ Learning Analytics



**Talitha Amalia**

**SE!**

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**Performance Summary**

Student Scorecard

Learning Behaviour

## Student Top Ranking

#1	BTPNS mimin	2373
#2	BTPNS ETI	2065
#3	btwnswulanzahra	1691
#4	BTPNS ENDAH	1215
#5	BTPNS imas	1044
#6	btwns rika	1042
#7	BTPNS lina	980
#8	btwns sri	964
#9	BTPNS sri M	787
#10	btwnsdessy	472

# 107

Monitored Users

**We monitor our  
students progress**

# Examples of Students Success Scorecard

## Student Score Card

July to August 2018

English **Dessy**

Skill	Pre-A	A1	A2	B1	B2	C1
Reading						
Vocab						
Grammar						
Listening						
Speaking						
Writing						

- The student's readiness to learn English at that particular level.
- The student's overall English language competence.

Soft Skills

<p>Grit</p> <p>The student's perseverance to achieve excellence through learning</p>	<p>Diligence</p> <p>The student's ability to persistently put an effort in the learning</p>	<p>Discipline</p> <p>The student's self-regulation quality</p>
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English

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Various skills & habits is monitored

# Examples of Students Success Scorecard

## Student Score Card

July to August 2018


### Lina

English

Skill	Pre-A	A1	A2	B1	B2	C1
Reading						
Vocab						
Grammar						
Listening						
Speaking						
Writing						

- The student's readiness to learn English at that particular level.
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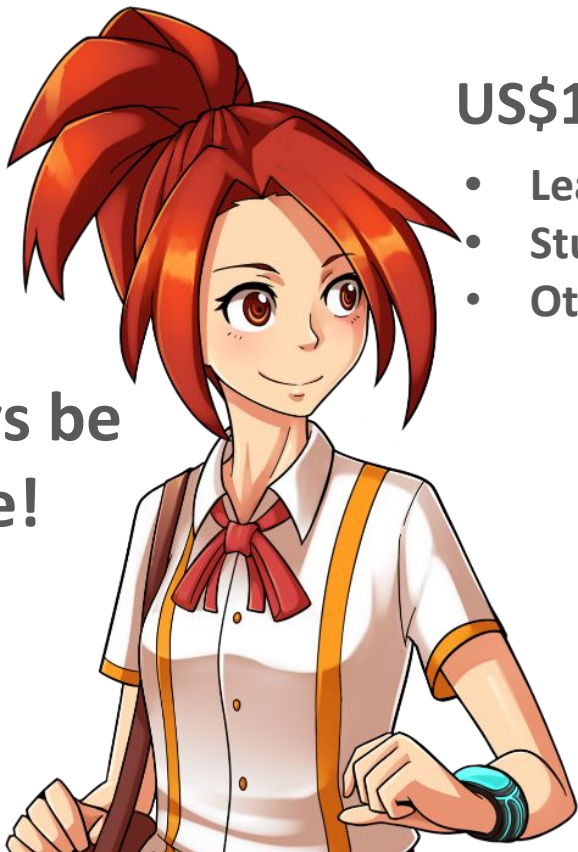
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## Cost (if any)



**US\$1.00/student/month**

- Learning analytics
- Student Success Scorecard (SSS)
- Other impact measurement reports

**Learning will always be  
free, we promise!**



# ≡ What We Have Achieved So Far



10,185 Users

27,600 Sessions

6,873 Hours of learning and counting!

Average lesson length: 15:45 mins

Bi-Weekly average lessons: 4.47 /student

# Feedback From Users



“ Saya menggunakan DOC sebagai permainan dan aplikasi belajar bahasa inggris. Saya menggunakannya dan betah belajar. Permainan belajar bahasa inggrisnya mudah dipahami.

– Suci Permata Dean Putri, Bandung

Translated:

“I use DOC as a tool to learn english. It makes me endure learning. The english lessons are easy to comprehend.”



“ Main DOC seneng banyak mini game nya. Anak saya jdi seneng sama bahasa inggris. Jdi banyak belajar, hiburan yang mendidik. Terima kasih tim DOC. The best pokok nya.

– Rikka Nurwulansari, Bandung

Translated:

“DOC is so fun with a lot of mini games. My kids have become more interested in learning English. I learned a lot from this too. What an educational entertainment. Thank you DOC team, you are the best!



“ Gamenya membuat belajar bahasa Inggris lebih menarik ditambah dengan adanya rewards bagi pemain terbaik disetiap minggunya.

– Ahmad Andria Marzuki, Bandung

Translated:

“The games makes learning English more fun. Plus, there are weekly rewards for its users”

# Solve Education!



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