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Application of Modern Technologies in the Creation of an Interactive Education Portal

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2018 16TH INTERNATIONAL CONFERENCE ON EMERGING ELEARNING TECHNOLOGIES AND APPLICATIONS (ICETA)

Edited by: [Jakab, F](#)

Pages: 305-310

Published: 2018

Document Type: Proceedings Paper

Conference

Conference: 16th International Conference on Emerging eLearning Technologies and Applications (ICETA)

Location: Stary Smokovec, SLOVAKIA

Date: NOV 15-16, 2018

Sponsor(s): IEEE, Czechoslovakia Sect; ELFA

Abstract

Children spend more and more time playing digital games nowadays. The success of digital games has also led to an interest in education digital games at schools. In addition, there are about 2600 elementary schools in Slovakia and so it is interesting to develop various education software. Therefore, an interactive education portal with a virtual environment for playing games and games-based teaching at elementary schools is being developed and improved. The portal consists in the selection of a game type such as a pairs game, a platform game or a movement-based game controlled with a keyboard by a pupil who has to pass through it with her or his answers to the designed questions of a taught or selected topic. The pupil receives an in-game currency called golds on the basis of gained knowledge. The recently added administration module of the portal and its improved gaming environment are presented. The administration module allows the registration of permitted users such as administrators, teachers, pupils and parents into the portal. Particular permitted users have various given privileges. An administrator is a school director or a person authorized by her or him who can add or remove teachers, pupils and parents. Teachers create questions, tests composed of these questions and export the results of pupils to a file. Pupils can work on improving their knowledge or take a test through a video game. Parents are allowed to check the results of their children and contact teachers.

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Funding

Funding Agency	Grant Number
Faculty of Management Science and Informatics, University of Zilina, Slovakia	FVG/7/2018

Close funding text

The work presented in this paper was supported by faculty research grant no. FVG/7/2018 - "Machine Learning in Decision Support Systems" of the Faculty of Management Science and Informatics, University of Zilina, Slovakia. Many thanks to all participants involved in the project based teaching related to the education portal.

Publisher

IEEE, 345 E 47TH ST, NEW YORK, NY 10017 USA

Categories / Classification

Research Areas: Computer Science; Education & Educational Research

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Document Information

Language: English

Accession Number: WOS:000457680400045

ISBN: 978-1-5386-7914-2

Other Information

IDS Number: BL9MM

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