

ABSTRACT

Game-based learning” uses enjoyable activities to assist students in learning and developing new skills. It involves using leader boards and points to motivate students and improve quality of learning in student communities even with disabilities. This approach aims to create an exciting learning environment that suits everyone’s way of learning, encourages friendly competition, and gives every student an equal chance to participate. The project involves the development of a game-based learning environment that leverages enjoyable activities to facilitate the acquisition of new skills among students. By incorporating leader boards and a points system, the initiative seeks to motivate students and elevate the quality of learning within student communities, even those comprising individuals with disabilities. The overarching objective is to create a dynamic learning atmosphere that accommodates diverse learning styles, encourage the development of a sense of friendly competition, and ensures an equitable opportunity for every student to actively participate. The expected outcome of the gamified learning web application is a transformative educational experience. Through interactive modules, tests, and adaptive learning paths, students are expected to show improved concentration and retention. The incorporation of a points system and leader boards aims to heighten motivation, fostering a positive attitude towards learning. The design includes features like icons and accessibility options to make disabled students feel welcome in a diverse and friendly environment. It ensures everyone can participate and enjoy the platform.