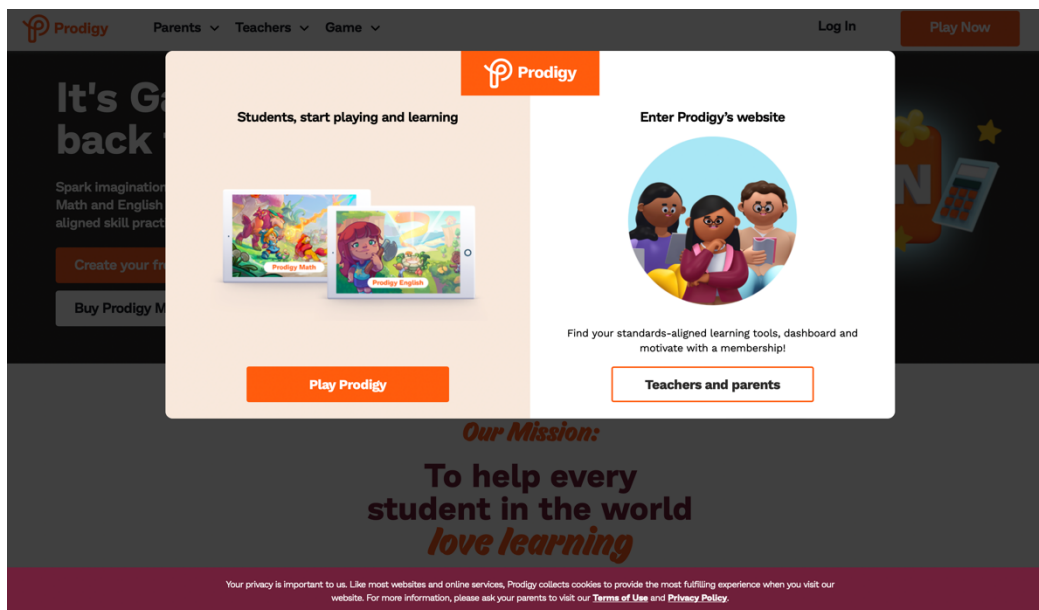**Purposeful Gameplay Report 1**

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EDCT 7022 Issues and Trends in Educational Technology

Foundation, Theory, and Research on Digital Game-Based Learning

Dr. Min Lun Wu

Purposeful Gameplay Report 1

• **Name of the Gameplay: Prodigy**

• The subject of Gameplay: Learning mathematics

• **The Target Grades:**

Suitable for students between 1 to 8 grades

• **The Name of Provider**

It is provided by SMARTeacher Inc. owned by Alex Peters, mechatronics engineering, and Rohan

Mahimker, co-CEO .

• **The Ultimate Users (Accessibility):**

Students - Parents – Teachers – Administrators.

Prodigy is an Online-based game for learning math and English. In January 2013, the platform was made available. It is appropriate for first through eighth-grade pupils and can be utilized by parents, students, and teachers. There are three different interfaces for parents, teachers, and students. The main objective of this platform is to inspire pupils to learn both English and math's. The topic of mathematics education will be covered in this description.

In this game, the three main areas of mathematics and more—operations and algebraic reasoning, numbers and operations in the decimal base, fractions, measurement and data, and geometry—are all covered. Millions of students and parents from various provinces play the game. The content of this foreign game with the basic standards of the mathematical curriculum, and it has more than 1400 mathematical skills. Due to its built-in text-to-speech accommodations, this game-based

learning platform is a helpful tool for teachers to use with international students. Its most crucial feature is to provide students with immediate feedback while they do math exercises.

Additionally, it contains a number of features that teachers and parents can use to monitor their children's progress. This online platform is freely available to students, teachers, and parents. Students must log in to play and study math in this game, but they also have the option to start with the Image Wizard that most suits them and explore the vast Internet.

In this game, a character in the Pokémon style is used. Students encounter monsters during the game, which requires them to engage in mathematical battles in order to win by answering math questions.

In addition, when students enter and select the appropriate level for them, a placement test is administered to determine the student's true level. This placement test is built into the game, and students will begin the game with their math level adjusted based on their answers to their actual math level.

Prodigy can be used by teachers to monitor pupils' development and evaluate their performance through the analysis of performance data. Teachers can get a real-time report on how many questions had answers, as well as how difficult the kids' mathematical skills are. They get the same chance to get real-time reports to learn about students' performance as do parents.

Prodigy website.

https://www.prodigygame.com/main-en/

References

Game, P. (n.d.). Home. Retrieved September 06, 2020, from

    https://www.prodigygame.com/main-en/