



DigiEduHack Solution

Emerging technologies for holistic learning (Berlin)

Challenge: Emerging technologies for holistic learning (Berlin)

Gaming app for employees



easy learning method ,combines microlearning, hollistic approach

Traditional learning methods these days becoming more and more irrelevant due to emerging technologies.

At work, employees struggle to fit in and catch up on the job training, including meeting new people, understanding the organizational structure.

Our Idea will help solve this problem.

Team: Gaming app

Team members

Bar gertzik, Irena maoz, Daniel yakim

Members roles and background

Irena - consultant

Daniel - security

Bar - medicine systems

Contact details

buchem@beuth-hochschule.de

Solution Details

Solution description

Our solution will include a gaming app that will train current/new employees through games and passing different levels.

In the game, employees will be able to communicate with each other and will be able to learn their work through interesting games - will earn coins and get bonuses.

The game will be interactive and will include microlearning - small learning units and short-term learning activities.

Moreover, in the game, there will be an option to see the offices on each floor and explore them.

The main goal is to create a fun and learning environment and create the will to learn new things.

Solution context

The main problem we are facing is that employees struggling to learn new subjects and their progress can be much faster.

From our point of view, the traditional learning method is less effective for employees.

Solution target group

Employees that work in [mediated environments](#).

Solution impact

We will measure it by calculating the number of levels each employee passed and according to the score, we will decide whether the employee understood the new features/tasks, etc.

Moreover, we will see how many hours are spent on this app.

Solution tweet text

Learning gaming app - Innovative and Hollistic

Solution innovativeness

Our innovation combines e-learning and a gaming app. This idea is a new one. There are similar apps that include teaching new abilities but neither of them teaches and trains an employee.

Moreover, each game will be specified to a unique workspace and rules.

Solution transferability

Our solution can fit students aswell.

Solution sustainability

Our plan has got several steps:

1. Planning the basic features in the app and characters.
2. Getting a programmer for the app
3. UX UI person
4. Fitting the app to each customer (workspace)

Solution team work

Very well, we agreed immediately on the idea and we gathered together great ideas and thoughts.