KAHBOM, AN EXPLOSION OF KNOWLEDGE AND EDUCATIONAL EVALUATION

PATENTED TECHNOLOGY

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ABSTRACT

The EDUCAPHYS research group at the University of Alicante has developed an educational tool that simultaneously allows the learning and evaluation of student knowledge at all stages and is suitable for any educational area.

The device allows questions with multiple answers in which students are the players who feel being part of a real gamified game, making it perfect for gamified activities, increasing their motivation and reducing the level of stress produced by traditional exams. Among its features are: its ease of use, its inclusive nature and the fact that it is not dependent on being connected online or making use of databases.

A prototype demonstrator is currently available and has already been validated in a real environment in small group activities. The device is protected by a patent application. Companies interested in its commercial exploitation are sought.

ADVANTAGES AND INNOVATIVE ASPECTS

ADVANTAGES

The proposed device has the following advantages:

- It is a tool adaptable to all educational content, assessment and marking.
- It is always available to ask questions; it is not necessary to have a previous questionnaire in order to be able to ask questions.
- It reduces stress when carrying out assessment tests.
- It increases the student's motivation.
- It minimises the digital divide, which can be a problem for the educational centre, both in terms of electronic resources and specific teacher training.
- It allows the implementation of any gamification, educational breakout or escape room, in any narrative used.
- It can be used by all people, even if they are visually impaired, thanks to its structure and acoustic device and adapted with the Braille code.
- It does not need to be connected to a network, nor does it require the use of electronic devices.
- It does not need to make use of any database either to store the records or to store predefined questions. The questions are proposed by the teacher/moderator, according to his/her interests, making it a tool open to any subject.
- Instant evaluation.

INNOVATIVE ASPECTS

The main innovative aspect of the developed educational game device for learning and assessment lies in the fact that it is user-friendly and applicable, inclusive, allows questions of all kinds with no limitations and does not need to be connected to a network or making use of a database for its operation.

MARKET APPLICATIONS

The present invention is framed within the field of education, especially in devices for gamification and evaluation, and educational games.

The device allows for multiple-choice questions where the student is the player who feels being part of a real gamified game, making it perfect for gamified activities, increasing their motivation and decreasing the level of stress produced by traditional exams.

With this device, formative assessments could be carried out, by helping knowledge retention, while assessing the knowledge and providing a grade, as it is required by educational laws.

The learning of time management is facilitated thanks to this device, both for answering questions and for other activities, as it provides visual and audible feedback that allows the user to know the elapsed and remaining time of the activity in progress. If we are talking about a physical activity, where it is not possible to wear watches during the activity, this makes the tool very useful for effort management.

Gamified learning or educational breakouts would be favoured thanks to this device, thus providing a multipurpose tool for the different narratives to be promoted, providing students with an unforgettable learning experience accompanied by meaningful learning of the subject matter.

COLLABORATION SOUGHT

Companies interested in acquiring this technology for commercial exploitation are needed:

- Patent licensing agreements.
- R&D projects for the development of other types of games or educational tools or other business needs.
- Consultancy services.
- Etc.

Type of companies needed:

- Companies in the educational sector (private academies, training centres, etc.).
- Companies supplying educational resources (publishers and educational material companies).
- Companies in the board games sector.
- Manufacturers of educational games.
- Associations of people with disabilities.
- Escape rooms companies.