G-LEARNING

Make Learning Fun!

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PRESENTATION OVERVIEW

THINGS TO COVER

- Key problems with the current system.
- What is G-Learning
- Implementing Dinking
- Questions
OUTDATED EDUCATION SYSTEM
HINDERS CREATIVE THINKING
PARENTAL PRESSURE
LEARNING BECOMES STALE
INDUCES DEPRESSION IN HEALTHY KIDS
ASKING DOUBTS IS FROWNED UPON
LOW MARKS EQUALS STUPIDITY
BOOK SMART BUT NOT LIFE SMART
RARE FOR STUDENTS TO DIVERGE FROM MAINSTREAM CAREERS
IMMENSE STUDY LOAD
FACTOID!

Every hour one student commits suicide in India.
Source: The Hindu
NCRB SAYS

AVG. 28 SUICIDES / DAY

10,159 SUICIDES IN 2019
GAMING + LEARNING

The aim is to change the nature of the education system by making education more fun for students.
1. EMPATHIZE

As a survivor of the Indian education system, I have seen & have personally suffered at the hands of the outdated and depressive system.
2. DEFINING THE SOLUTION

Introducing gaming into the education system and the teaching methods in order to make learning more fun and relatable for Indian students.
3. IDEATING THE CHANGE

Introducing a system where subjects are taught through simple video games and through virtual reality technology for a more immersive learning experience.
4. PROTOTYPE

The new model will consist of an LMS that will have a distinct application for each subject and treats each lesson as a level in a game.
5. TESTING

Testing will be done on a definite ‘n’ number of students and comparing their performance and experience to the rest of their mates. Results and Reviews of students are key in optimization.
QUESTIONS
THANK YOU FOR YOUR TIME!