

Critical Thinking for Mediawise Citizens – CriThink Project

Specifications for creating a mobile application – educational game

The basic concept is the application is of educational game, branded as a quiz of general knowledge that will contain questions from various disciplines.

The application will have the following properties:

- In the basic version of the game, the users will have opportunities to answer questions posed in the simple format of short sentence and four multiple choice answers (three incorrect and one correct). After answering some question, users will receive information whether their answer was correct, and opportunity to click on a link with more information.
- The pool of questions will be divided into two types of categories
 - Content area (media literacy, general knowledge, individual school subjects such as geography, math...). Administrators of the system will be able to add content areas categories dynamically.
 - Difficulty level (beginner, intermediate, advanced). Each correct response would give different number of points to the player depending on the level of difficulty (beginner - 1, intermediate – 3, advanced – 5).
- Data points related to each question include
 - The question (text field)
 - 4 answers (3 incorrect and 1 correct)
 - Image (the administrator will be able to input specific image per question, or if such an image is not specified then a default image would be shown).
 - Link for more information (if no link is provided then this option will not appear).
 - Category: content area.
 - Category: difficulty level.

The game design will benefit from the best practices in playability and creating positive feedback loops employed by the leading mobile games popular among citizens of Macedonia of all ages, such as Clash of Clans. Each positive user action—such as correctly answering questions—will be rewarded with points. Collecting set amount of points would enable the users to claim various achievements and titles, which would open various additional opportunities within the world of the game, as well as outside of it. For instance, the user winning most points of the day will have an opportunity to place “a trophy” on their social media profiles. The game will facilitate user ranking in various settings, or leagues, based on location, age group, affiliation with certain school etc. Within each league, a healthy competition shall be encouraged, making it both fun and cool to boast achieving higher levels of knowledge and skills than one’s peers.

Data collected from each individual user must be gathered and preserved based on the provisions of the Law for Protection of Personal Data of Republic of Macedonia and in line with the relevant European Union directives. The application will provide information about the personal data protection during the sign-in process.



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Each user will have to provide the following information

- Username (not required to input real name)
- E-mail or connection with Facebook profile.
- Optional data: age.

Users will be able to define “Leagues” – groups of users which will serve as basis for ranking within their circle of friends or at more general level (league of a school or of a city or any other way the users congregate). Each league can be:

- Open league: anyone can join
- Closed league: invite only by existing members of the group.

The interface of the game should provide special section informing the user about the available leagues, and another section as part of the user profile listing the invites and notifications about achievements.

Other system properties

The database will be administrated within crithink.mk (wordpress CMS) if possible.

The administrators of the application will be able to continuously increase the pool of questions in order to keep the game interesting and facilitate repeated use.

Optionally, the advanced users will have opportunities to add their own questions from within the game, which if approved would be added to the general pool. Such activities would also lead to generating points and achievements, further reinforcing the engagement with the app.

Interface Languages

The game’s interface will be in Macedonian and Albanian language. The developer needs to provide options for

- One multilingual application (users will have opportunity to choose the working language and proceed with playing) or
- Two applications each in separate language serving as interface to the appropriate language content within the database.

Social media integration

The application will feature full integration with the most frequently used social media, enabling the users to easily spread the word about their achievements (again promoting the positive value that being good at knowledge makes one good and cool), as well as to attract the members of the social networks to the world of the game (for exp. by inviting them through Facebook or Twitter).

