MANCHESTER SCHOOL OF ARCHITECTURE

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We are looking to create a gamified experience with various aspects such as achievement badges and avatar clothing. People will make use of skills such illustrator and photoshop.

> Daniel Jarvis Abdullah Jawdatt Jeffrey Lim Zhanyuan Gao Gi Lok Ho

Our aim is to create a gamified e-learning app to encourage interaction with previously unconsidered subjects and to teach the basics of how to interact with a phone. Pulling together a wide range of participants through Lifeshare we seek to draw people into a wider community and influence them with an initial symbolism that gets deeper the more you delve into each subject. By doing this we create an interactive experience that inspires and immerses.

Visit msa.ac.uk for more information



The University of Manchester





