

Project?

- Gamify the Quran schools
- Quran schools AKA memorization rings mostly locates in mosques, and it is 1 hour session 5 times a week.
- It has been ds traditional teaching for decades and I think now it is the time to get the next big step.
- Due to COVID-19 and other factors the Qur'anic school suffered from students' irregular attendance and their low level in general, and they became isolated from society and some of them left the school completely
- Goal is to make it fun



Objectives

D1

Objectives

- **Continuity of the daily tasks** (great things are done by a series of small things)
- **Inculcation of moral and social values** (to make them learn new and useful things)
- **strong relationship and loyalty between the teacher and the student**(This faithful and sincere relationship between the student and the teacher – mentor – lead him to Get out what is inside him of the problems and worries he faces, especially at this age someone has to mentor them.
- **Increase students' loyalty toward the school** (
- **Create a conservative social environment**(to prevent the student from the mixing with bad fellowship)
- **Get new students** (but not any students)
- And create an apps that help to achieve it

Students Behavior

D2

Students' behavior

- Encourage students to attend frequently
- Encourage students attend activities and educational programs
- Encourage student to apply the values in his ordinary life
- Encourage students to invite friends

Metric

- Attending to school might be 5 points
- Memorize and recite might be 10 points (core)
- attend activities and educational programs might be 5 points (for each)
- Completing daily quests might be 5 points or just weekly 20 points
- invite one friend at least to get the achievement (yearly)

Students' behavior

Win-State

- Short term: completing daily quests (attending, reciting)
- Midterm: complete weekly quests (attend activities and educational programs, updated weekly leaderboard)
- Long term: complete term quests (finishing the plan for Memorize and recite that planned at the beginning of the term, invite a friend)
- Self-review whether a change occurred to the student before and after the semester (did the values applied)
- The achievements he collected through the semester
- His placement in the leaderboard

Personas

D3



Mustafa Ahmed

12 years old

student

Jeddah, KSA

ABOUT Mustafa

Mustafa is a homebody boy, he doesn't like to mingle with others, and he likes to play video games a lot with his friends online, his dad forced him to join at Quran school that is located near his house so he get some knowledge and be socializer with good companionship.



MOTIVATIONS

- Weekly actives
- The atmosphere of the school
- Making new friends



FRUSTRATIONS

- Can't play video games as much like before
- Only one activities a week



GOALS & NEEDS

- Memorize and recite the Quran constantly
- Making new good friends
- Needs help from mentors frequently

Student type

Achievers



Explorers



Socializers



Killers



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Abdulrahman Aziz

15 years old

student

Jeddah, KSA

ABOUT Abdulrahman

Abdulrahman has been in school for years and everyone knows him, he nerd at memorizing and reciting, he always wants to be the first and looking forward to learn new things too, since he is known his knowledge is higher than others and being socialized, teachers grant him some tasks to feels him the responsibility

MOTIVATIONS

- Great social environment
- Contumely learning good moral values
- Getting close to memorize the whole Quran

FRUSTRATIONS

- Some students don't listen to him
- No additional programs beside the basic

GOALS & NEEDS

- Become a teacher in the future
- Complete the whole Quran
- Always to be the top

Student type

Achievers



Explorers



Socializers



Killers



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STAGES	 Discovery	Onboarding 	Habit-Building 	Mastery 
Time Line	His father knew about the school from the banner that placed at the exit of the mosque.	• Customizable avatar • Memorizing & reciting, doing quests and attending activities will gain me a virtual coin can be used to purchase items • With app coin I can customize my avatar and my house	• Weekly quest give me rewards • Achievements after completing number of quests • Weekly leaderboard (students of the week) • I can alert my mentor (teacher) when I need help through the app	• Achievement: complete term quests (finishing the plan for Memorize and recite)



STAGES	 Discovery	Onboarding 	Habit-Building 	Mastery 
Time Line	he have been in the school since he was 7 years old, his father heard about the school from a friend of his and registered him, and he joined with a couple of his friends.	• Customizable avatar • Memorizing & reciting, doing quests and attending activities will gain me a virtual coin can be used to purchase items • With app coin I can customize my avatar and my house	• Weekly quest give me rewards • Achievements after completing number of quests • Weekly leaderboard (students of the week) • I can alert my mentor (teacher) when I need help through the app	• Achievement: complete term quests (finishing the plan for Memorize and recite)

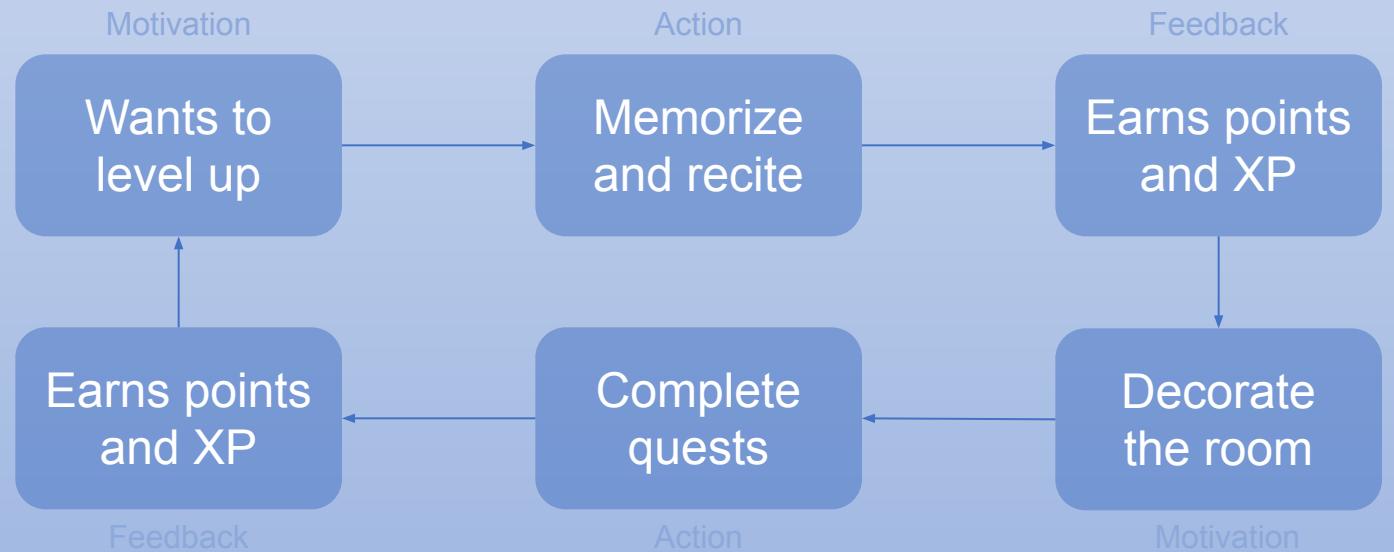
Activity cycle

D4

A. Engaging loop

Motivation can be :

- Leveling up
- Compete others
- Earn more points
- Customize avatar
- Decorate the room and the house
- Earn an achievement



B. Progression loop

Beginner Onboarding

In the beginning, the plan to memorize the Quran is small and do not tightens him from not memorizing it or not attending it (this phase is so sensitive, it could make or break the relationship and loyalty).

Intermediate Challenge

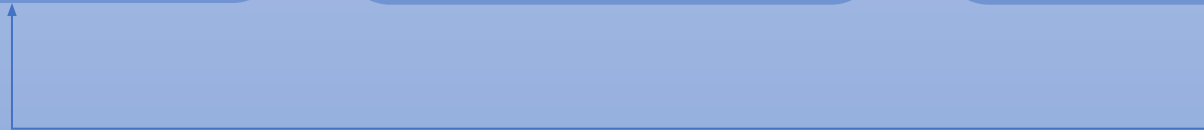
Now the student got used to the app and school environment, he now introduced to small tasks and quests to complete and increase the Quran memorization amount

Rest

Before taking the final exam that is waiting for him, he needs to rest and prepare for it for a couple of days, and makes him feel he is ready to take an exam

Final Test

He is now prepared for the exam, he will be granted with special achievement and in game and real world certificate, now he is ready to take the next challenge after a small rest



FUN!

D5

FUN

- Easy fun aspect: explore the world, what kind of compensation it can get from customization creativity
- Hard fun aspect: feels the progress and accomplishment through the player journey, learn new values and used in the real world
- People fun aspects: seeing friends what they come up to, help each others to reach the highest level possible, and also compete with each others
- Serious fun aspect: learning every day new values, memorizing Quran and apply what he learn in real live, now he is different what he was before, all the knowledge he gathered.

How to apply those things?

D6

Develop a game-like app

- Pet society like game
- Customizable character – room customization – house customization
- Player level and XP – achievements as medal and trophy
- Memorization and recitation the Quran gives XP and in game coin that can be use to purchase in game content
- every semester one value will be set to Inculcation into students, Quests will be daily or weekly and will be around that value, in which they learn something new and useful.
- Progression bar
- Hot Streak



Motivations

Epic meaning and calling

- Most students join Quran schools not only for them self but they know that they can serve their religion.
- Inviting a friend to a school for memorizing the Qur'an is a great deed, especially since it was the reason for someone to enter after God's success. He will be rewarded as long as the person memorizes the Qur'an and learns

Development & Accomplishment

- Status points: keeps the player – student – in feeling of accomplishment
- Achievements – medals and trophies
- Leaderboard
- Boss fight (Final exam)

Motivations

Empowerment of Creativity and feedback

- Students' progression can be seen by where and what the level they reached, the amount of achievements, Character customization, room and house decoration

Ownership & Possession

- Players starts their avatar from scratch, build and decorate the house from zero, those give them the ownership for it since they spent quite a lot of time customizing it, points and XP, medals and trophies that they collected, they won't lose them by easy

Social Influence & Relatedness

- This is the core motivation of the project
- Seeing friends avatar and house, this makes the player brag or tout for their friends “see how many achievements I have, look how cool my house is, I am the highest level player, etc.” this makes a competition and envy between students.
- The other thing the students needs time to time is someone have to lead him for the correct way like **mentor**, so student can alert the teacher that he needs help.

Motivations

Scarcity & Impatience

- For the new players, seeing high level players having cool avatar and house will engorges them.
- “if you finish this quest, you will get this”
- Appointment dynamics: daily quests

Unpredictability & Curiosity

- Unlocks new unknown items through leveling up
- Time to time competition and the reward is a rare item in game content
- Rewarding for being in streak for some amount of days.

Loss & Avoidance

- Players will spend a lot of time on the game, so it is going to be hard to leave it
- Fare of loosing his rank, streaks, and MVP of the week.
- Not participating for a long time has consequences





That is it!

Salman Saif Nazari