

A DINKING CONCEPT



# G-LEARNING

Make Learning Fun!

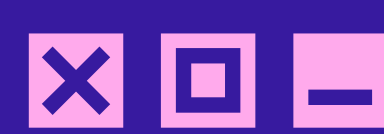
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# PRESENTATION OVERVIEW



## THINGS TO COVER

- Key problems with the current system.
- What is G-Learning
- Implementing Dinking
- Questions



## THE CURRENT SYSTEM



- OUTDATED EDUCATION SYSTEM
- HINDERS CREATIVE THINKING
- PARENTAL PRESSURE
- LEARNING BECOMES STALE
- INDUCES DEPRESSION IN HEALTHY KIDS



## THE CURRENT SYSTEM

- 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 boring nature of the education system by making education more fun for students.





## 1. EMPATHIZE

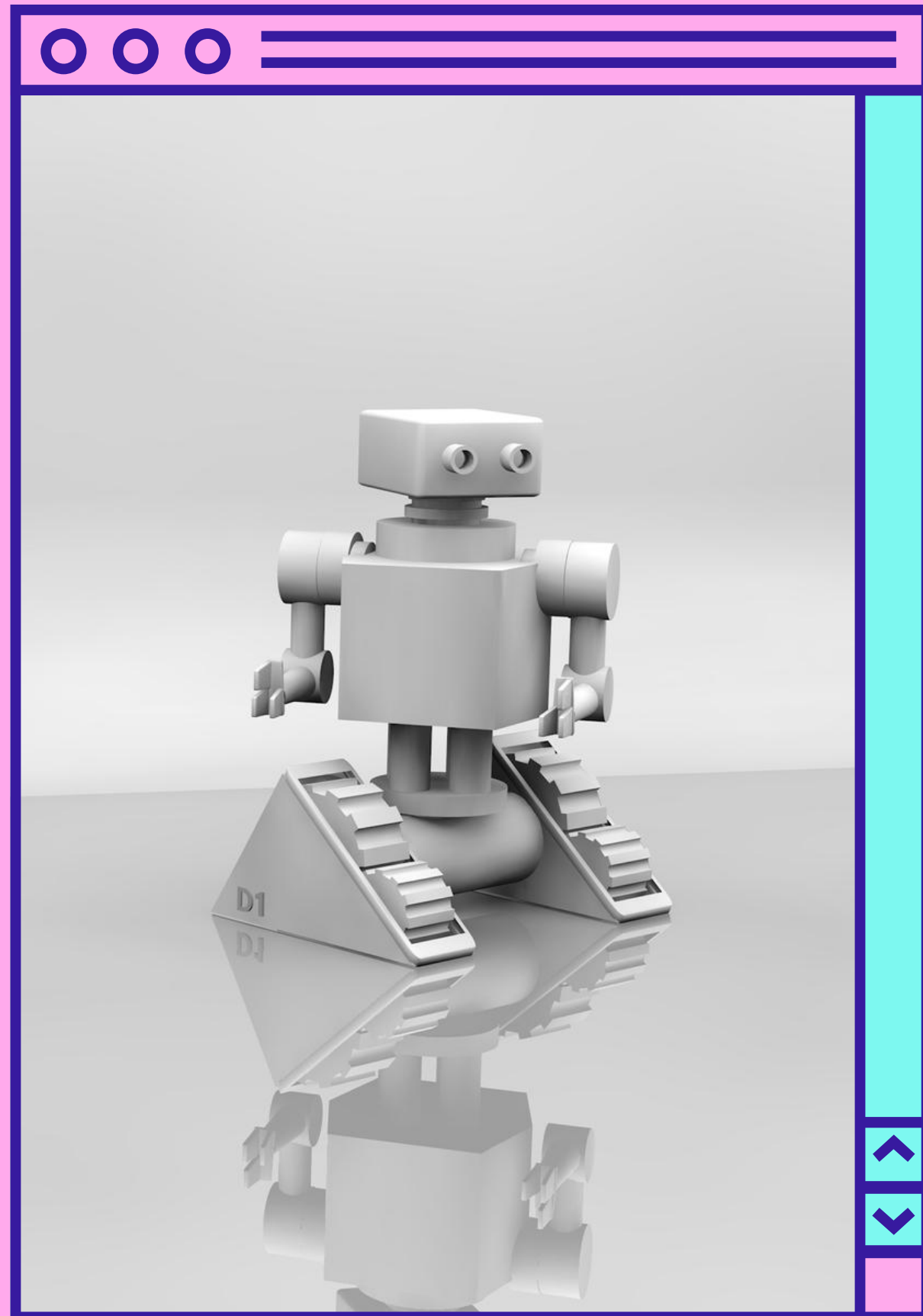
As a survivor of the Indian education system, I have seen & have personally suffered at the hands of the outdated and depressive system.





## 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.



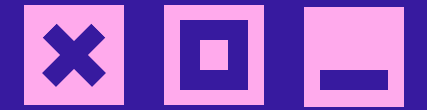
## 4. PROTOTYPE

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.

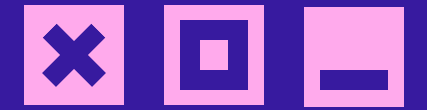


## 5. TESTING

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!