



THE ENIGMATIC FUNCTION ORB

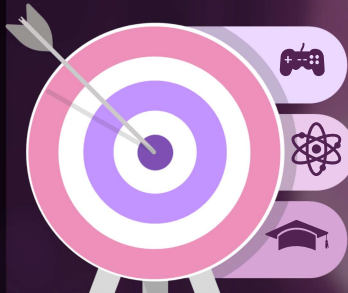


BACKGROUND

The Enigmatic Function Orb is an innovative educational game developed based on previous research on gamification and game-based learning. Taking advantage of these research insights, we developed "The Enigmatic Function Orb" as a tool for interactive learning. The development of "The Enigmatic Function Orb" was developed after a thorough review of existing research on gamification, game-based learning, and mathematics education.



OBJECTIVE



- To Revolutionize Additional Mathematics
- To Integrate Various Scientific Fields
- To Master in Additional Mathematics

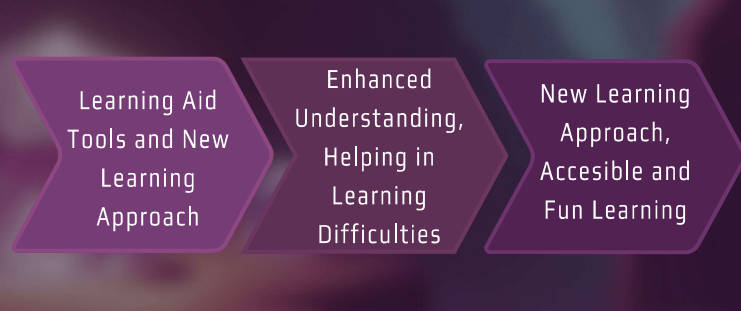
PROBLEM STATEMENT

- Difficulty in understanding the concept of functions, hindering the ability to relate domain and codomain effectively in mathematical formulations.
- Struggles in comprehending composite functions and inverse functions.
- Inability to solve questions at higher thinking order levels.

METHODOLOGY




USEFULNESS



CONTRIBUTION TO SOCIETY

- 01 Global Reach Accesibility
- 02 Closing Educational Gaps
- 03 Encouraging Educational Gamification
- 04 Promoting STEM Education

INVENTIVENESS



- Dynamic Puzzles and Challenges
- Help in Learning Difficulties
- New Learning Approach