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ULearn: Digital Platform to Elevate Learning While Playing

Abstract – There are around 3 million gamers in Sri Lanka and 60% are school children. They spent a substantial amount of their time to get good at the game, to win in-game items and goodies to give them status, social or competitive advancement in-game, or just for fun. Yet, parents are unhappy with this behavior due to the attention given to their studies. A considerable number of parents are willing to allow gaming if the child puts a fair amount of time into studying as well. This project is focused on creating a solution for both stakeholders, providing a net benefit for both groups. Ulearn is a digital platform that allows parents to purchase in-game items such as skins, battle passes, boosts, in-game currency, etc. for their children, who can claim those items as a reward for their actions, such as completing lessons and answering questions included in the platform, eliminating the need for hours of gameplay to win those items. In return, this saved time is spent on learning, which keeps both parents and the child happy.

Keywords: Gaming, Skins, In-Game items, Gameplay, Competitive advancement in