

# **EDUTOKEN: Level Up Your Learning**

**Divya Thorat<sup>1</sup>, Tanvi Tikam<sup>2</sup>, Anagha Pawaskar<sup>3</sup>, Apurva Waghmare<sup>4</sup>, Manjusha Deshmukh<sup>5</sup>**

Students, CSE(IoT\_CS\_BC), A. C Patil College of Engineering, Kharghar, India<sup>1-4</sup>

Associate Professor, CSE(IoT\_CS\_BC), A.C Patil College of Engineering, Kharghar, India<sup>5</sup>

**Abstract:** *EduToken, a novel and free-to-use educational technology platform designed to address the growing motivation crisis in digital learning through applied gamification. EduToken integrates psychological reward mechanisms inspired by gaming, transforming traditional study material into structured courses and collaborative learning experiences. The platform enhances engagement through a dual reward system: EDU Points, which power a hierarchical level-up structure reflecting academic mastery and learner progress, and EDU, a virtual non-monetary currency used exclusively for obtaining cosmetic rewards such as avatar customizations. Beyond individual advancement, EduToken cultivates a community of consistent learners through real-time study sessions, quizzes, and the awarding of EDU Tokens upon course completion. The platform's adaptive architecture delivers personalized feedback and dynamic learning loops that adjust according to learner performance, similar to the difficulty scaling found in games. The successful implementation of EduToken is expected to drive a significant transformation in student behavior, encouraging sustained focus, measurable improvement in knowledge retention, and the creation of a scalable, engaging, and accessible digital learning environment.*

**Keywords:** Gamification, Digital Learning, Platform EduToken, Student Motivation, Educational Technology, Collaborative Learning, Reward Based Learning, E Learning Systems, Adaptive Learning, Virtual Learning Environment

