A Method for Quizzes and Learning

**Prof. Rubana Khan, Mohini Sakhare, Gunjan Bhagwatkar, Utkarsha Kale,
Shivani Mohod, Samiksha Bhilkar**

Priyadarshini College of Engineering, Nagpur, Maharashtra, India

Abstract: *This work deals with development of android-based multiple-option questions and some fun and study related games. This application is developed for educational purpose, allowing the students to learn and boost memory power by learning with this app. Most of the parents sometimes want to test their children's mental progress. Trivia and quiz games are an excellent way to test and flex of your brain. Our android app includes the best trivia that will provide your kids with all the vital knowledge related to different subjects and boost his practice skills. Whether you prefer general knowledge trivia quiz or specific topics on different subjects, we have the best quiz apps comprising of fun trivia game applications for little ones. Children will enjoy their learning session like never before with the kids trivia app. We will try to develop an amazing and Different kind of user interface so that students can enjoy endless trivia and have fun while learning.*

Keywords: Kotlin, Android, Quiz, kids, Learning

REFERENCES

[1]. Bryant et al., 2018 S.G. Bryant, J.M. Correll, B.M. Clarke Fun with pharmacology: Winning students over with kahoot! Game-based learning Journal of Nursing Education, 57 (5) (2020) 320-320.

[2]. A.M. Ares, J. Bernal, M.J. Nozal, F.J. Sánchez, J. Bernal Results of the use of Kahoot! gamification tool in a course of Chemistry 4th international conference on higher education advances (HEAD'18), Editorial UniversitatPolitècnica de València (2018), pp. 1215-1222

[3]. O. Baydas, M. Cicek The examination of the gamification process in undergraduate education: A scale development study Pedagogy and Education, Technology (2019)

[4]. Adarsh Paul, Rajat Kumar Singh, Jayant Singh, Tulsi sai shweta Student Guide:Offline Android Quiz Application vol-3 Issue-5 2017 in IJARIIE-ISSN(O)-2395-4396, pp. 772-777

[5]. K. Aleksić-Maslać, M. Rašić, P. Vranešić Influence of gamification on student motivation in the educational process in courses of different fields 2018 41st international convention on information and communication technology, electronics and microelectronics (MIPRO), IEEE (2018), pp. 783-787.

[6]. N.Ç. Aktekin, H. Çelebi, M. Aktekin Let's kahoot! Anatomy International Journal of Morphology, 36 (2) (2018), pp. 716-721

[7]. Asghar, Dr, and Muhammad Zubair. "An Intelligent Agent for a Vacuum Cleaner." International Journal of Digital Content Technology and its Applications 3.2 (2009): 143-146. Last accessed, 14 July 2015

[8]. Asghar, Muhammad Zubair, et al. "Political miner: opinion extraction from user generated political reviews." Sci. Int (Lahore) 26.1 (2014): 385-389. Last accessed, 1 August 2015

[9]. Asghar, Dr, and Muhammad Zubair. "Lexicon based Approach for Sentiment Classification of User Reviews." Life Science Journal 11.10 (2014): 468-473. Last accessed, 12 August 2015

[10]. Asghar, Dr, et al. "Inheritance Evaluation System using Islamic law." Journal of Higher Education Institutions 9.6 (2004): 163-171. Last accessed, 17 Sep 2015

[11]. Saqib, Sheikh Muhammad, et al. "Framework for Customized-SOA Projects." International Journal of Computer Science and Information Security 9.5 (2011): 240. Last accessed, 11 Oct 2015

[12]. Ahmad, Bashir, et al. "Concentration on Business Values for SOA-Services: A Strategy for Service's Business Values and Scope." International Journal of Computer Science and Information Security 9.5 (2011): 205. Last accessed, 15 Oct 2015

[13]. Saqib, Sheikh Muhammad, et al. "Custom Software under the Shade of Cloud Computing." International Journal of Computer Science and Information Security 9.5 (2011): 219. Last accessed, 22 Nov 2015

[14]. Kundi, Fazal Masud, et al. "A Review of Text Summarization." language 6.7: 8. Last accessed, 27 Nov 2015

[15]. Asghar, Dr, Muhammad Zubair, and Dr Ahmad. "A Review of Location Technologies for Wireless Mobile Location-Based Services." Journal of American Science 10.7 (2014): 110-118. Last accessed, 23 Dec 2015

[16]. https://www.jagranjosh.com/articles/computer-general-knowledge-quiz-1315979215