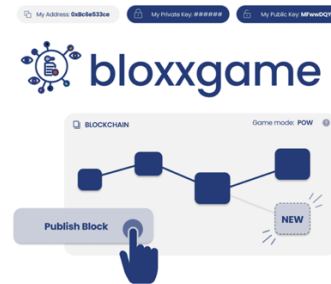


BLOXXGAME 2.0

The revolution of blockchain learning

Bloxxgame 2.0 is an interactive blockchain experience enabling students around the world to learn and understand the blockchain in a playful way.



WINDISCH, SWITZERLAND – MAY 25, 2022

FHNW students of the IP34-project are delighted to inform that they achieved a huge success developing the next generation of the bloxxgame-experience: Bloxxgame 2.0.

Bloxxgame is an interactive, serious game alleviating the difficulties of learning the blockchain for other students, as conventional teaching methods are insufficient to let students fully understand the principles and mechanisms of the public blockchain. The project team worked during the last two semesters in close cooperation with their customer, Prof. Dr. Walter Dettling of FHNW, a blockchain specialist who decided on a total rework of the preceding software solution.

The first iteration of the game, 'Bloxxgame 1.0', has already been a great step to provide teachers with a good learning tool. But it was lacking a consistent UI, intuitive UX, easy scalability and a solid code base which is needed for future extensibility and maintenance. The student's main objective was to improve the user experience to provide the client with a more professional teaching tool:

The project team achieved to provide a clean and uniform user interface which reduces the information overload on the students by showing only information which is relevant to the current game mode. The introduction of drag and drop resulted in a more intuitive gaming experience by enabling the players to interact with the game's components and mimic the data flow themselves. By this, Bloxxgame 2.0 makes the abstract concept of the blockchain even more graspable and intuitive to use for teachers as well as for students. Moreover, the provided source code was built on top of state-of-the-art software libraries and well-implemented custom solutions, which provides a strong foundation for future developments.

"Bloxxgame is a tool that empowers lecturers to
teach students the subject matter with lasting impact."

Prof. Dr. Walter Dettling

CONTACT INFORMATION

The project artifacts will be handed over to Prof. Dettling on June 16, 2022 for further refinement and expected deployment on www.bloxxgame.io.

For further information on the project and related issues, please contact the project's product owner Nadja Kälin, nadja.kaelin@students.fhnw.ch.