

# PROPOSAL OF A SOCIAL INTERACTION TOOL, INTEGRATED IN FACEBOOK, FOR E-LEARNING



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## MOTIVATION OF THE WORK

- \* Vocational training is currently a need for students who want to find more information on the subjects covered in class, professionals who want to improve their skills, companies that want with this ensure the continuity of evolution career of its employees and all people who wish to acquire new knowledge in different areas.
- \* There are several types of training currently, but the traditional training spends a lot of time working to employees. In addition, training involving social interaction creates a dependency between users and increases the spirit of competition, support and mutual aid.
- \* For the reason that I am instructor of Web Development, I want to create a intuitive and attractive Web and Mobile e-Learning tool of social interaction, with the latest technology, integrated into Facebook.



## THESIS OBJECTIVES

The main objective is to design a social learning environment, integrated in Facebook, which allows not only the communication and sharing of information between several users, but mainly the use of interactive applications integrated in Facebook, such as Serious Games .

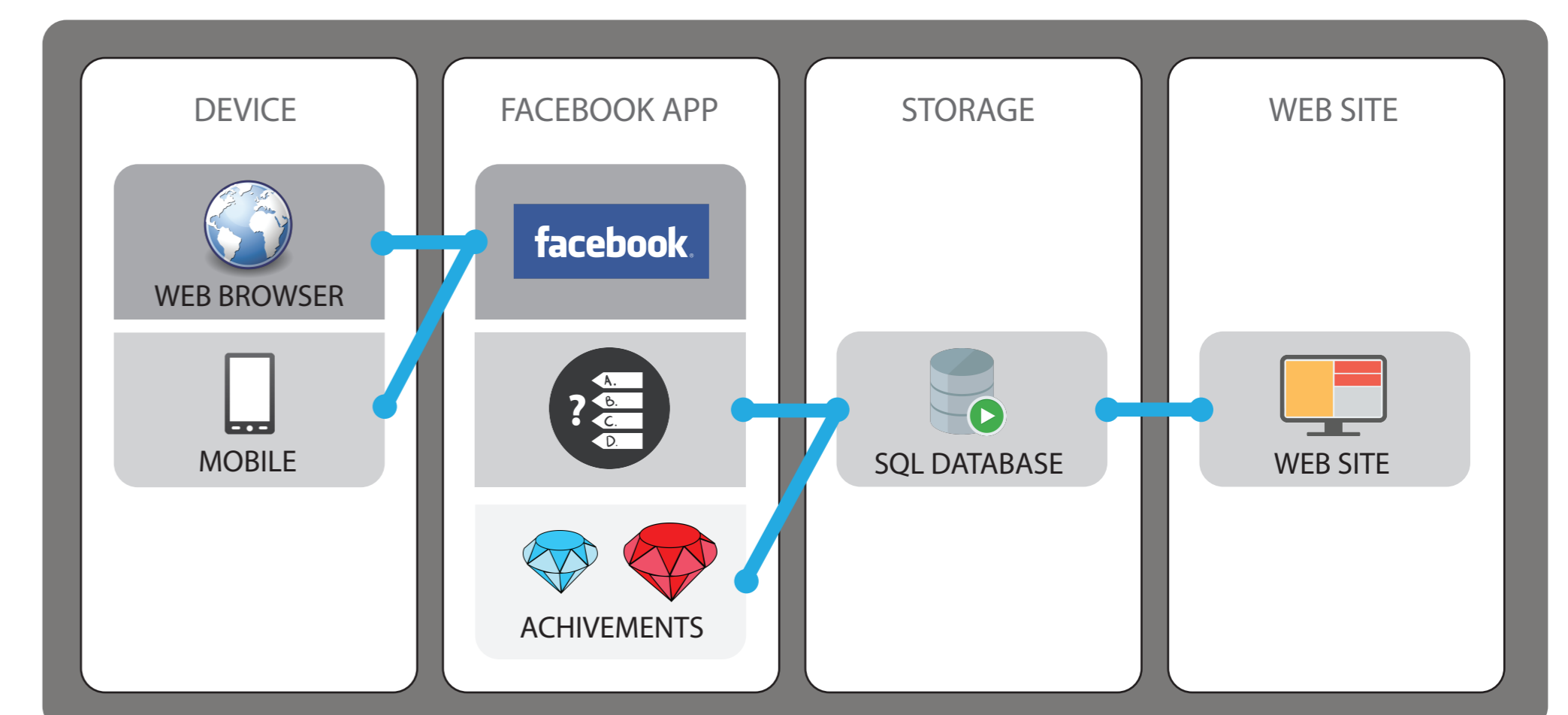
The evolution in learning will depend on the interaction between the users. They will can publish their activity, achievements, levels of knowledge and results achieved with their contacts and exchange artifacts to unlock progress in learning.

Access can be done through desktop, tablet or mobile devices with access to Facebook.

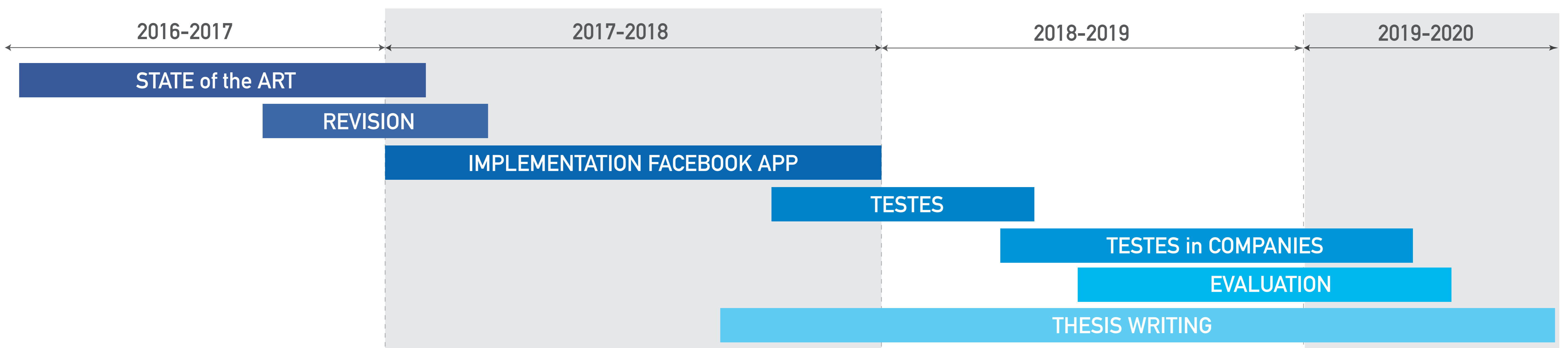
To achieve approval, each user will have to perform a set of Quizes in the form of educational games. The result of these Quizes will be stored in an external database and it will be possible to check the completion level of each course through the application integrated into Facebook or through the independent online system, that also control and manage all the training performed by each user.

## GOALS

- \* Create a Social Interaction APP for e-Learning in Facebook
- \* Check if that tool work according the need for social interaction
- \* Study the receptivity and evaluation,

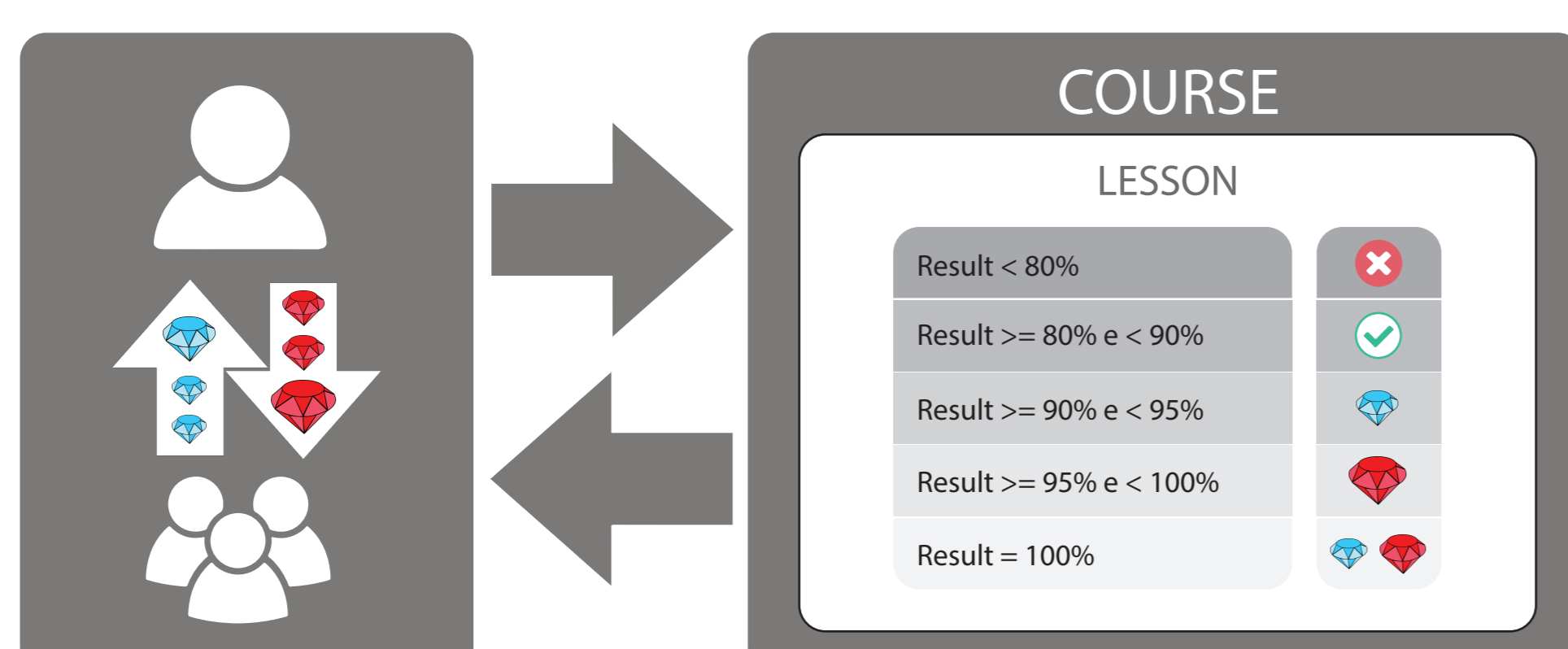


## RESEARCH PLAN



## CONCEPTUAL ART OF THE QUIZES GAMES

- \* To complete a course, the user need to correctly answer a set of Quizes from the various lessons that are part of a course and a Final Quiz.
- \* Each lesson will only be validated if a result greater than or equal to 80%.
- \* The Final Quiz is only unblocked if the user has cumulatively completed the lessons with a minimum of 80%; And conquered as many red diamonds as lessons, or the number of blue diamonds equal twice the number of lessons.
- \* Each user can earn diamonds either by himself or in the following contexts:



## NEXT YEAR PLANNING



## REFERENCES

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