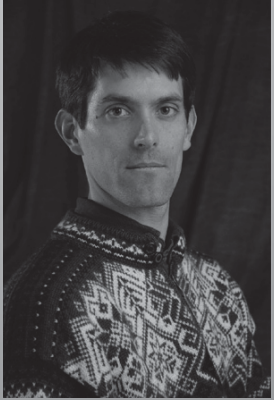# UTILIZING CLASSROOM TECHNOLOGY TO STRENGTHEN ELEMENTARY EDUCATION

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There is a disconnect in the current education system where there is an abundance of technology accessible to students but it is not being used in a way that enhances their education. The majority of software currently used in primary schools simply transfers books, homework assignments, etc. to mobile and desktop devices, but provides no unique way of introducing the material to students. There is also little technology that can assist instructors in progressing individual students through material at their own pace. Played is a comprehensive online learning management system, designed and built with the goal of discovering if this discrepancy between physical technology and the software it operates can solved by implementing such a system in the classroom curriculum.

There are two parts to this endeavor: first, a game has been created to help engage students in their homework assignments, and second, a class management system has been built to assist teachers in distributing targeted homework assignments and monitoring the progress of each student in their class. The game is designed to capture and hold the attention of young students so that they can fully absorb the material assigned by their instructors. Teachers can utilize the online portal to analyze a wide range of statistics for the students in their classes and monitor the strengths and weaknesses of them individually. Assignments can then target specific students or groups of students if their progress has digressed from that of the class as a whole.

As a completed product, Played serves as a proof-of-concept for online learning games and individualized learning management systems. Built with complete modularity in mind, developers will be able to extend the functionality of the software in the future to specialize in different subject areas and target even more complex learning difficulties. The goal is to show that learning can be enhanced with the assistance of an online management system that exploits the engagement power of a game and customization potential of online grading and analytics.