GLITTER

Glitr

A unique mobile tool for gamification in education

Glitr is a unique technological solution responding to the needs of digitalization in the education system and the wider use of gamification in the educational process. It combines the ability to easily use and create didactic exercises and teaching or testing programs by teachers without any knowledge of programming, without the need to use many specialized software for sub-functions and with the possibility of subsequent launching exercises with students directly in the mobile application.

Unique Selling Points:

- A system for creating exercises in a mobile application without programming knowledge.
- A versatile tool for use in various areas (subjects) of education.
- Attractive tool for students (use of mobile devices).
- A teaching tool that can be used anytime (even outside of school), anywhere (even outside of the classroom) and for anything (versatility of use).

Product

Mobile applications

Technology readiness

Development

Proof of concept

Prototype

First implementation

▶ Extensive implementation

1/2024

B2G

www.glitr.cz