

E-learning platform for Electrotechnics

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- *There is no reason that a generation that can memorize over 100 Pokemon characters with all their characteristics, history and evolution can't learn the names, populations, capitals and relationships of all the 101 nations in the world.*
 - [Prensky, 2001a](#) . Digital natives, digital immigrants, On the Horizon 9 (5)

E-learning

- Applications and games are rich learning environments for students. Students today have grown up playing games and using interactive tools such as the Internet, phones, and other appliances. Apps enable students to solve “real-world” problems and enjoy themselves while doing so.

Why an e-learning app?

- Make learning fun.
- Motivate students to learn outside the classroom.
- Uses competitive exercises, either pitting the students against each other or getting them to challenge themselves in order to motivate them to learn better.

The app provides:

Main Menu

- A step by step tutorial
- A module of questions

Theory

FINAL QUIZ

Close

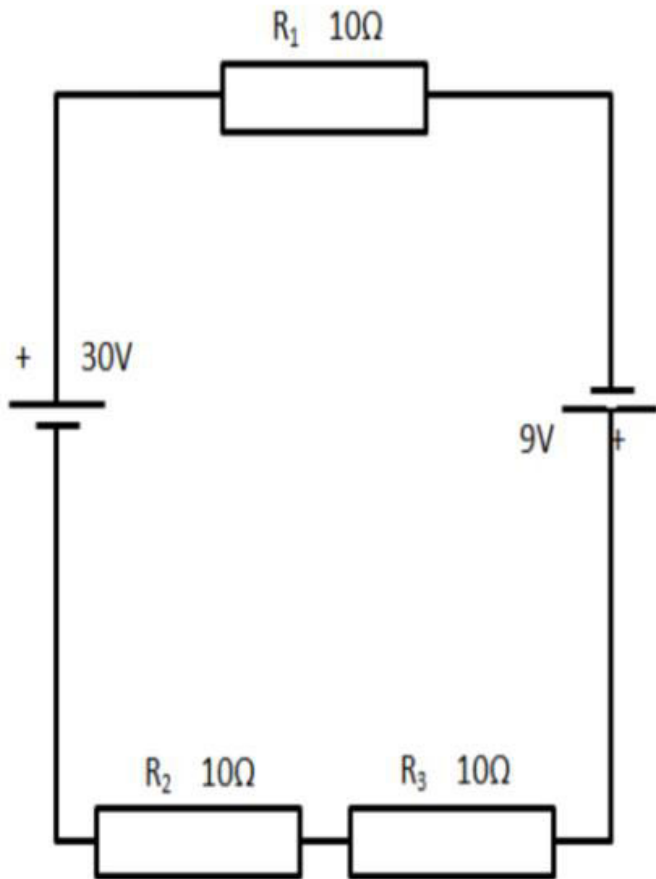
[Back to main menu](#)

GENERATOARE REALE DE TENSIUNE CONECTATE IN SERIE

GENERATOARE REALE DE TENSIUNE CONECTATE IN PARALEL

GENERATOARE REALE DE CURENT CONECTATE IN SERIE

GENERATOARE REALE DE CURENT CONECTATE IN PARALEL



Tensiunea la bornele rezistorului R2 este:

A) 13V

B) 2V

C) 3A

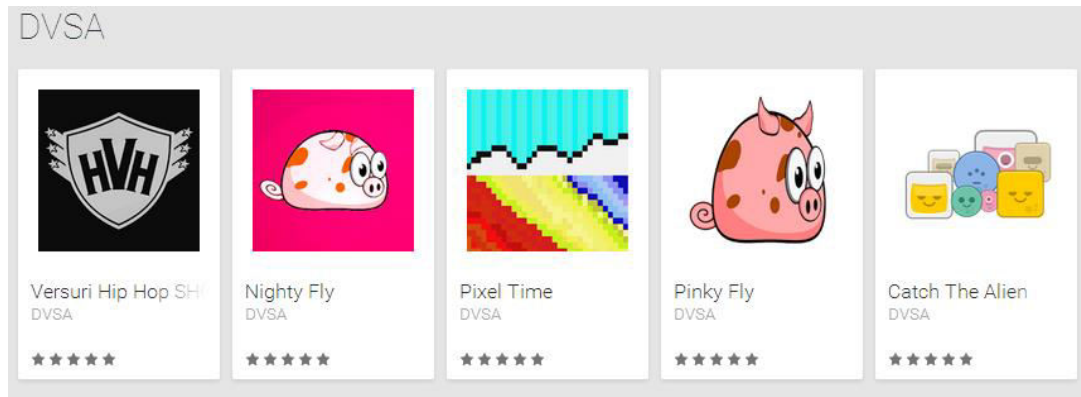
D) 20V

Motivation

- Electrotechnics
- Passions for games
- Help others



- Completely free app.
- Share it!



Who use it?

- ACS students
- Other students

How it's made!

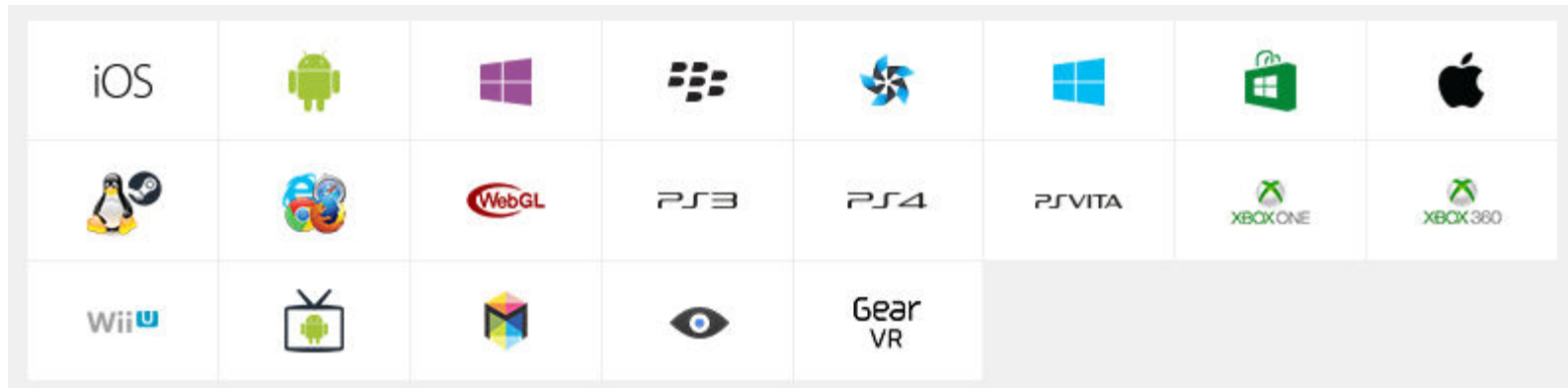
- C#
- Unity

Why  **unity** ?

- Flexible
- Powerful
- Develop once, publish everywhere!

Why UNITY?

- MOVE FREELY BETWEEN 21 PLATFORMS



Conclusion

A magnifying glass with a black handle and a silver rim is positioned over the word 'Conclusion'. The lens is focused on the letters 'clu', making them appear larger and bolder than the rest of the word. The background is a light, slightly textured surface.

- There are various ways of teaching strategies that can improve student learning. E-learning apps are of exceptional value to inquiry-based teaching and learning, as they foster the qualities of innovation, creativity, active participation, and collaboration and are user friendly to encourage a community of learners to explore and discover.



QUESTIONS

ANSWERS