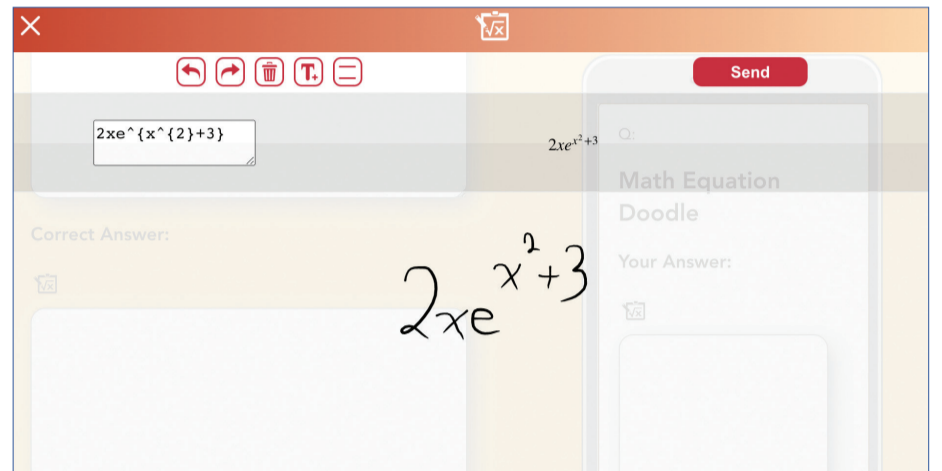# Badaboom! 遊戲學習平台

適用於實體和網上課堂的互動遊戲教育輔助工具

Badaboom! 互動趣味遊戲學習平台適用於實體和網上課堂，老師可於其上發問各類型問題，而學生則透過正確回答問題爭取及累積分數。透過在充滿活力的環境中積極參與競爭，學生能保持靈敏和專注度，以及更主動學習。平台設有基於機器學習的手寫數字及符號辨識功能，學生可輕鬆地以手寫數學方程式作為答案，而不需依靠文字輸入。此功能亦有助以算式、方程式和圖表表達科學概念，是在科學、科技、工程和數學(STEM)科目上實施問題導向學習法的理想工具。該程式供全球免費使用。
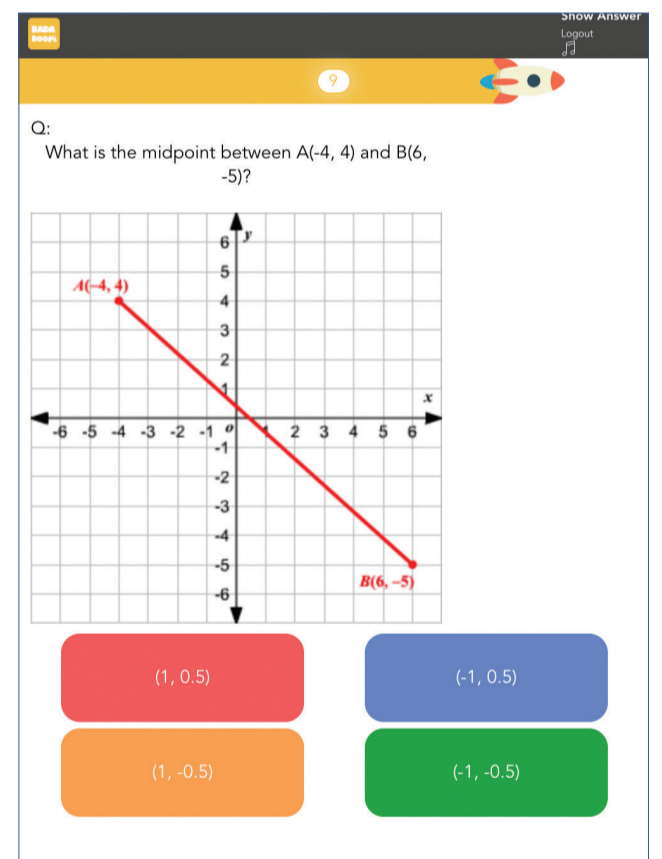

Badaboom！支援多種問題和答案模式，包括多項選擇、單項選擇、問卷調查、手寫、方程式、符號及文本答案等

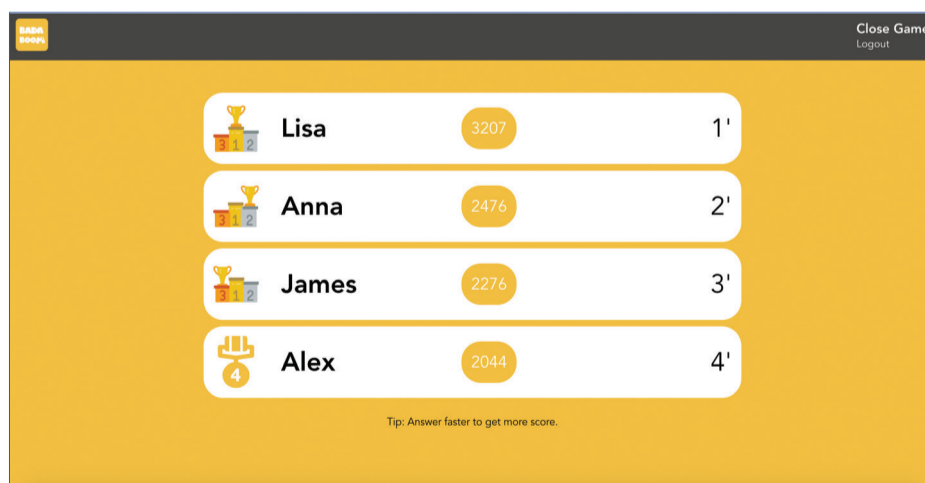

平台設有基於機器學習的手寫數字、符號和繪圖識別功能，方便學生以手寫數學方程式的形式輸入答案

特色與優點

- 遊戲化學生反饋平台
- 學生輸入答案後會獲得分數和名次，分數根據答案正確度和回答速度而定
- 設有基於機器學習的手寫數字、符號和繪圖識別功能，學生可以選擇以手寫數學方程式為答案

應用

- 傳統面授或網上課堂
- 涉及符號或數學公式的STEM學科教學

學生輸入答案後會獲得分數和名次，分數根據答案正確度和回答速度而定

學生透過正確回答問題爭取及累積分數

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透過手機獲取更多資訊

註：電訊商可能會收取數據費用

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http://badaboom.hk/

Badaboom!: a Game-based Learning Platform

An educational tool that brings interactive games into online and classroom teaching

Badaboom! is a game-based learning platform for both online and classroom teaching, where teachers ask different kinds of questions and students gain and accumulate points by answering questions correctly. Through active participation in an energetic and competitive environment, students stay alert, focused, and are motivated to learn. With its machine learning-based function for recognising hand-written numbers and symbols, student can simply draw their math equations as answers, rather than typing them in text form. It can also be used to express scientific concepts with calculations, equations and diagrams, making the platform an ideal problem-based learning tool for STEM subjects. The programme is free for use worldwide.

Badaboom! supports various forms of questions and answers, including multiple choice questions, single choice questions, surveys, handwritten answers, equations, symbols, free text answers, etc
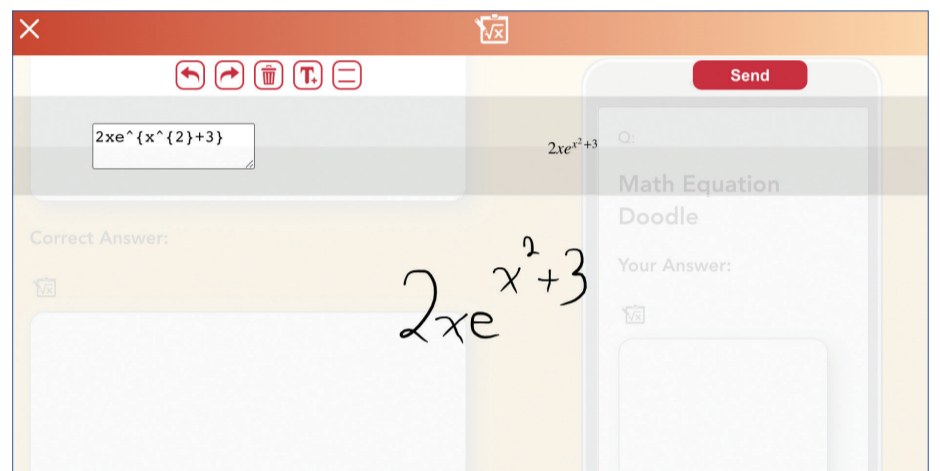

With machine learning-based function for recognising handwritten numbers, symbols and drawing, student can simply draw their math equations as answers

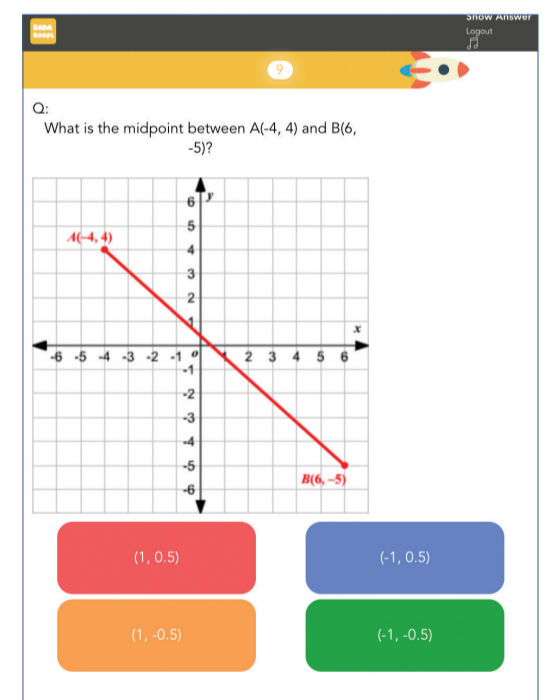## Special Features and Advantages

- Online in-class game-based student-response platform
- A score based on correctness and speed of the response as well as a ranking are given when a student submits an answer.
- With its machine learning-based function for recognising hand-written numbers, symbols and drawing, students can simply draw their math equations as answers

Applications

- Traditional face-to-face or online classes
- STEM teaching which requires symbols or math equations
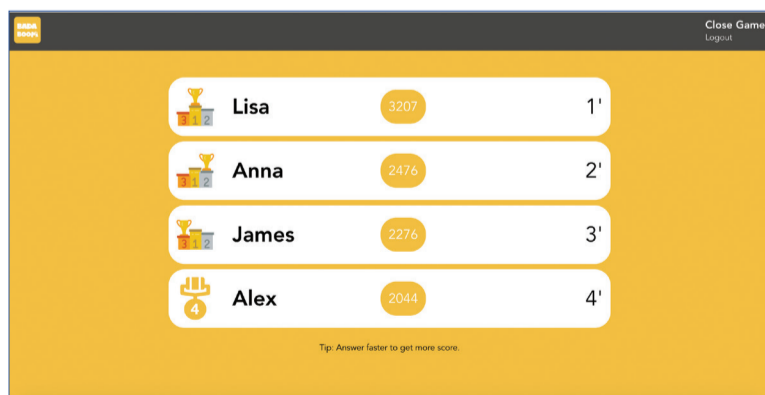
Students can gain and accumulate points by answering questions correctly

A score based on correctness and speed of the response as well as a ranking are given when a student submits an answer

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