DEJAVU: A MULTI-PLAYER REVIEW GAME WITH CROWDSOURCED REVIEW MATERIALS, RANKING SYSTEM AND SPACED REPETITION RECALL TECHNIQUE

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ABSTRACT

The Internet has swiftly integrated itself into the daily life of its users; however, prior studies concluded that the increase in Internet use leads to a decrease in academic performance among students and an overall increase in trait procrastination. The researchers conducted a survey with 80 respondents - 61 of whom were students and 19 of whom were teachers. The results of the survey aligned with the previous research as stated that respondents spend an average of 4 hours per day procrastinating. In addition, it was also discovered that there is a market-deficit of gamified review application and a desire for such with 100% of teacher respondents agreeable to the development of such an app.

In response to the increase in trait procrastination and market-deficit of gamified field-specific review application available for both student and teacher usage, the researchers developed Dejavu; a Progressive Web Application which seeks to fill the market-deficit of gamified review applications, so as to provide users an avenue to minimize trait procrastination. It revolves around multiple choice study sets or *Topics,* wherein each *Topic* can be played solo or competitively with a friend and users are given the option of either creating their own *Topics* or selecting from *Topics* created by other users.