

Full Throttle STEM™: Mobile App

Challenge Problem and Resources



Developed by:

The teachers, students, and mentors in the
Gaming Research Integration for Learning Laboratory™ (GRILL™)
Summer 2014

CHALLENGE PROBLEM: FULL THROTTLE STEM™ MOBILE APP

When it is a busy day at an indoor go-karting facility, the wait time can sometimes be unbearable. In an effort to improve the customer experience, these companies would like to provide customers with a mobile app. This app will increase customer satisfaction by allowing users to play the car racing game, tour the facility, register to race, reserve a time slot for their race, receive race time notifications, see personal and overall results of the races, and obtain general information from the website. A mobile app could be beneficial for facilities other than go-karting businesses.

1.1. THE TOOLS

This challenge is a learning opportunity in which students will create a mobile app. In order to do so, independent research is necessary. You should consider various mobile app programming software, keeping in mind the price of publication for each targeted device. Coding and gaming engines may be useful according to your intended design.

1.2. THE CHALLENGE

Create a mobile app to alleviate restlessness and improve customer satisfaction at a facility.