Classroom Management with NFC

Curriculum Development

The project strives to transform the learning landscape of a preschool classroom by providing a system that includes elements of gamification, movement and collaboration.

The solution utilizes NFC to design a game, Number Bonds, with prominent supporting features such as attendance taking and learner’s analytics in a web application to assist the curriculum development.

Through the Wi-Fi connectivity provided by the main Raspberry Pi, the devices utilizes MQTT in its communication channels to transact information over the network and stores data in a MySQL database which resides in the Raspberry Pi.

Technologies Used
- Raspberry Pis
- Android Apps
- Web Apps
- MQTT

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