Mad Mind Mazes: Video Game to Improve the Academic Performance of Kids Diagnosed with ADHD

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This investigation focuses on the impact of an educational video game called Mad Mind Mad mazes created by the researcher that will help students with A.D.H.D better their academic performance. People diagnosed with A.D.H.D are known to be easily distracted when something results tedious or boring to them. In other words, A.D.H.D affects the person's ability to stay focus on everyday activities, social interactions or work. According to Healthline (2017), that low levels of dopamine, a neurotransmitter, may play a role in A.D.H.D diagnosis; the videogame was put to test as to solve that problem directly. The video game was developed as a tool of learning to help students with A.D.H.D better their academic performance while being entertaining enough to keep them playing and studying. The video game was analyzed by a programming specialist who helped develop the video game. It was be developed inside of Unity 3D, a cross-platformer game engine that allows the video game to be exported to various platforms like mobile, computer and video game consoles. The game was designed using Pixel Art. The game was built under the subjects of Math, Science and English; three standard tests capable of testing general knowledge.

Awards Won:

Oracle Academy: Award of $5,000 for outstanding project in the systems software category.