Geography Education Computer Application

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There is a lot of valuable information stored in massive data sets that can provide useful information to the user; however, it can be difficult to use this information on a large scale for education purposes of because of its large scale. Using an algorithm that I developed for this app, I am able to manipulate any large data set into an interactive, multiple choice quiz. With this algorithm, I was able to develop a multiple choice geography app. My goal for this project was to create a variable multiple choice trivia and learning platform to aid both youth and adults in learning information from large datasets. I used JavaScript to write a program that facilitates these functions using an algorithm that generates random answers and checks the users answers and keeps track of user progress. I was able to conclude that any large data set can be inserted into the program and be used to create an interactive quiz using this platform.

Awards Won: