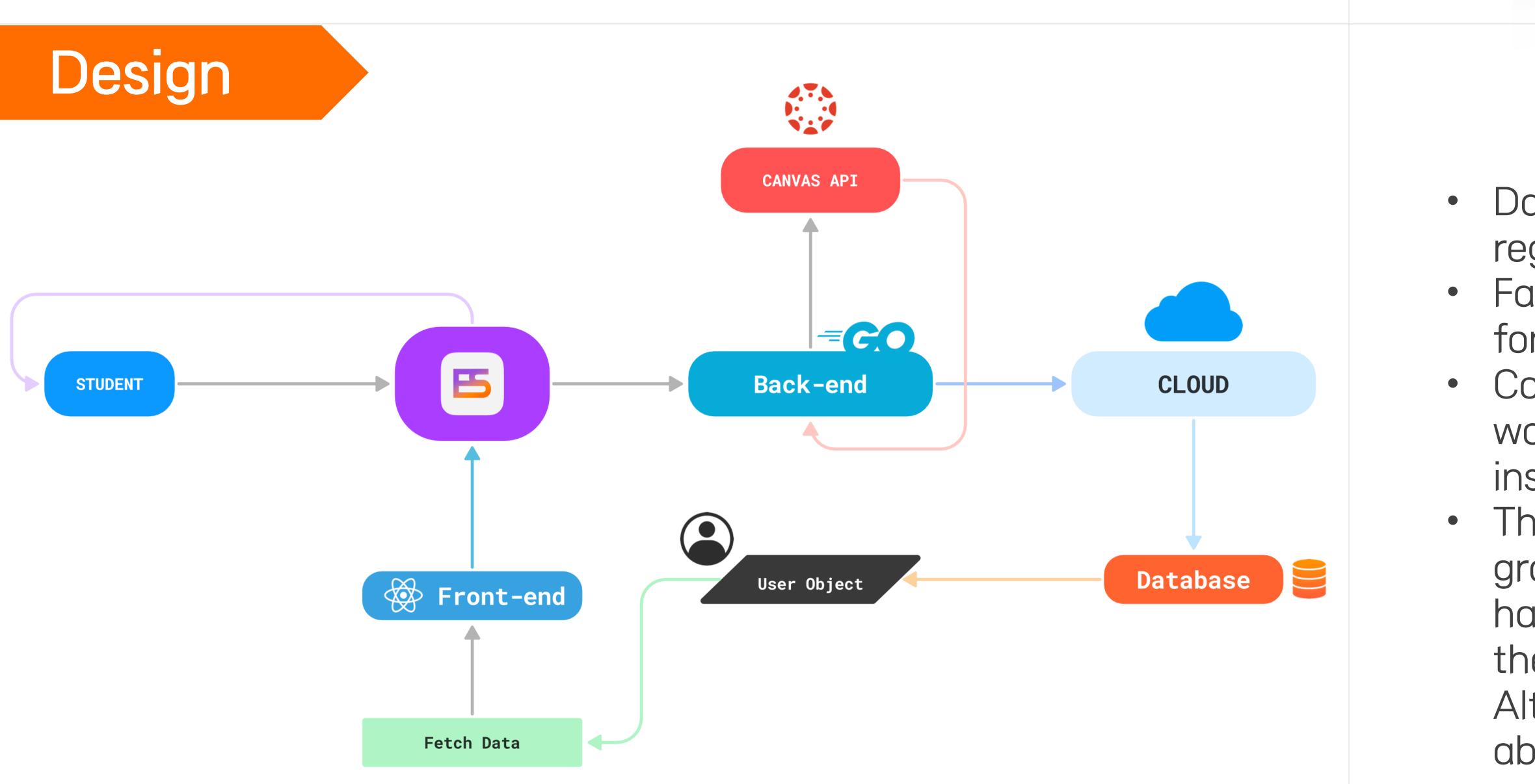
#### Computer Science Senior Design Laboratory

### EduStone (TEAM 12) Jaeyol (Peter) Lee (CS), Jinwoo Park (CS), Zach McCray (IC), Jack Kill (CS), Hunter Wilson (CS)

### **Description & Purpose**

- EduStone is an innovative and engaging application designed to motivate students to complete their assignments while making learning fun and rewarding.
- By gamifying the learning process and offering tangible rewards, EduStone makes education more enjoyable and encourages students to stay committed to their coursework.
- The app's features promote goal-setting, progress tracking, and efficient workload management, ultimately leading to enhanced academic performance and a more fulfilling learning experience.



# EduStone E5





## Ethical & Intellectual Property Issues

Data Privacy: EduStone must adhere to data protection regulations and privacy policies to safeguard user information. Fairness and Equality: The app should ensure equal opportunities for all students, promoting inclusivity and avoiding biases. Collaboration with Educational Institutions: EduStone should work closely with educators and administrators to align with institutional goals and policies.

This data includes full names, addresses, course schedule, course grades, and other sensitive information which we would need to handle and store securely. Given the wide range of capabilities the API offers, it is no surprise that the key was not awarded. Although we were limited in the calls we could make, we were still able to retrieve basic information from the API.



### **EduStone Graphics**

