



KALBRA - GAMIFIED SAT

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Community Need

While several colleges may remain test-optional, the Scholastic Aptitude Test (SAT) remains an important standardized test used for college admissions. However, studying for the SAT can be unmotivating, boring, and challenging, leading to students spending less time studying than they initially planned to.

Target Audience

The target audience of this app is high school students studying for the SAT. The app specifically appeals to students that may have an upcoming SAT test in 1-12 months and are looking to increase their score in the math section, but find studying boring, unmotivating, and/or discouraging.

Our Solution

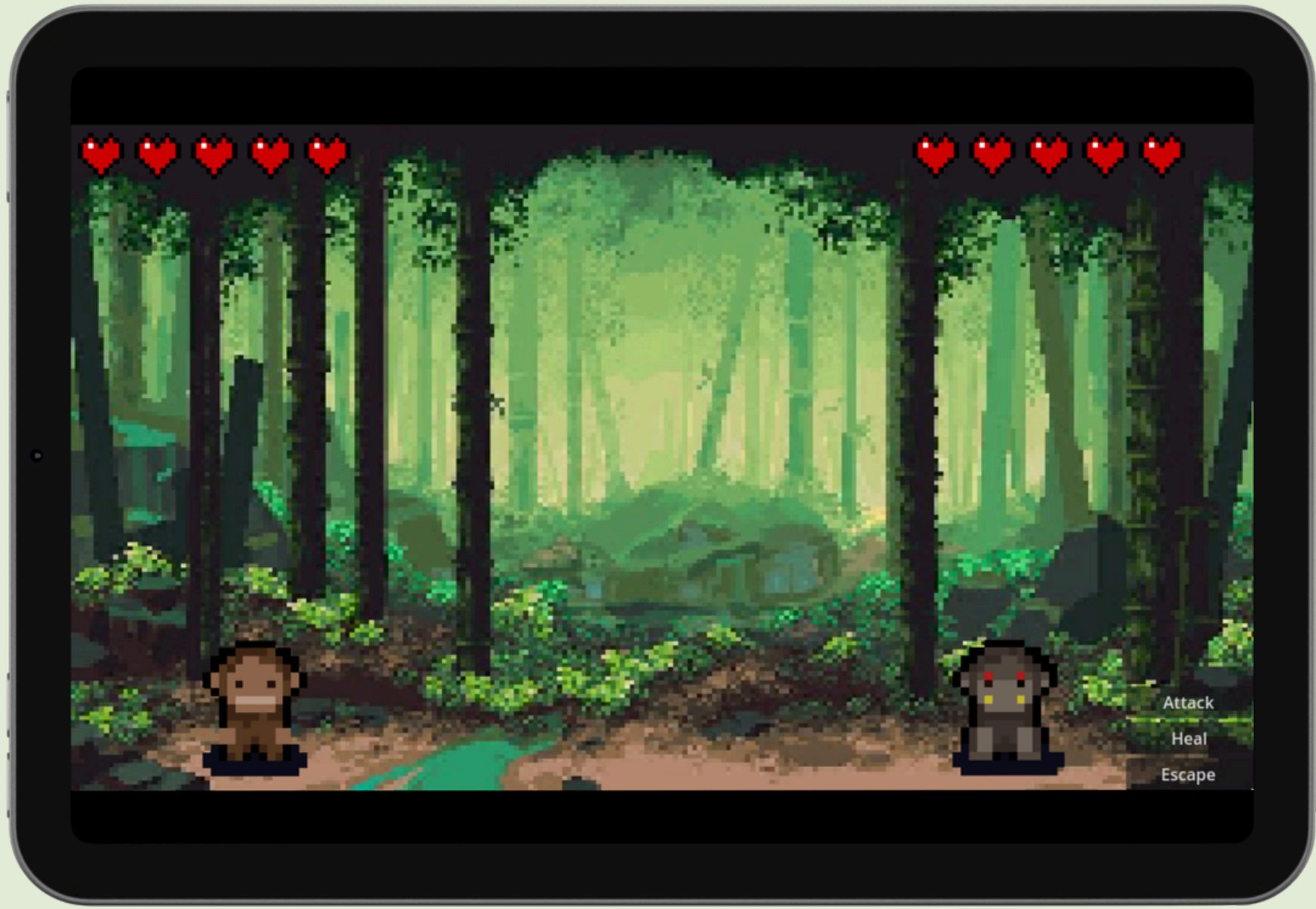
Our solution integrates Mathematics SAT questions from Collegeboard into a turn-based combat game. In this game, you are a monkey fighting against a gorilla. You can choose to heal, attack, or surrender by answering Math SAT questions.

MVP

Three core features are included in the MVP: turn-based combat on one level, math questions appearing on attack, and damaging hits varying with player correctness.

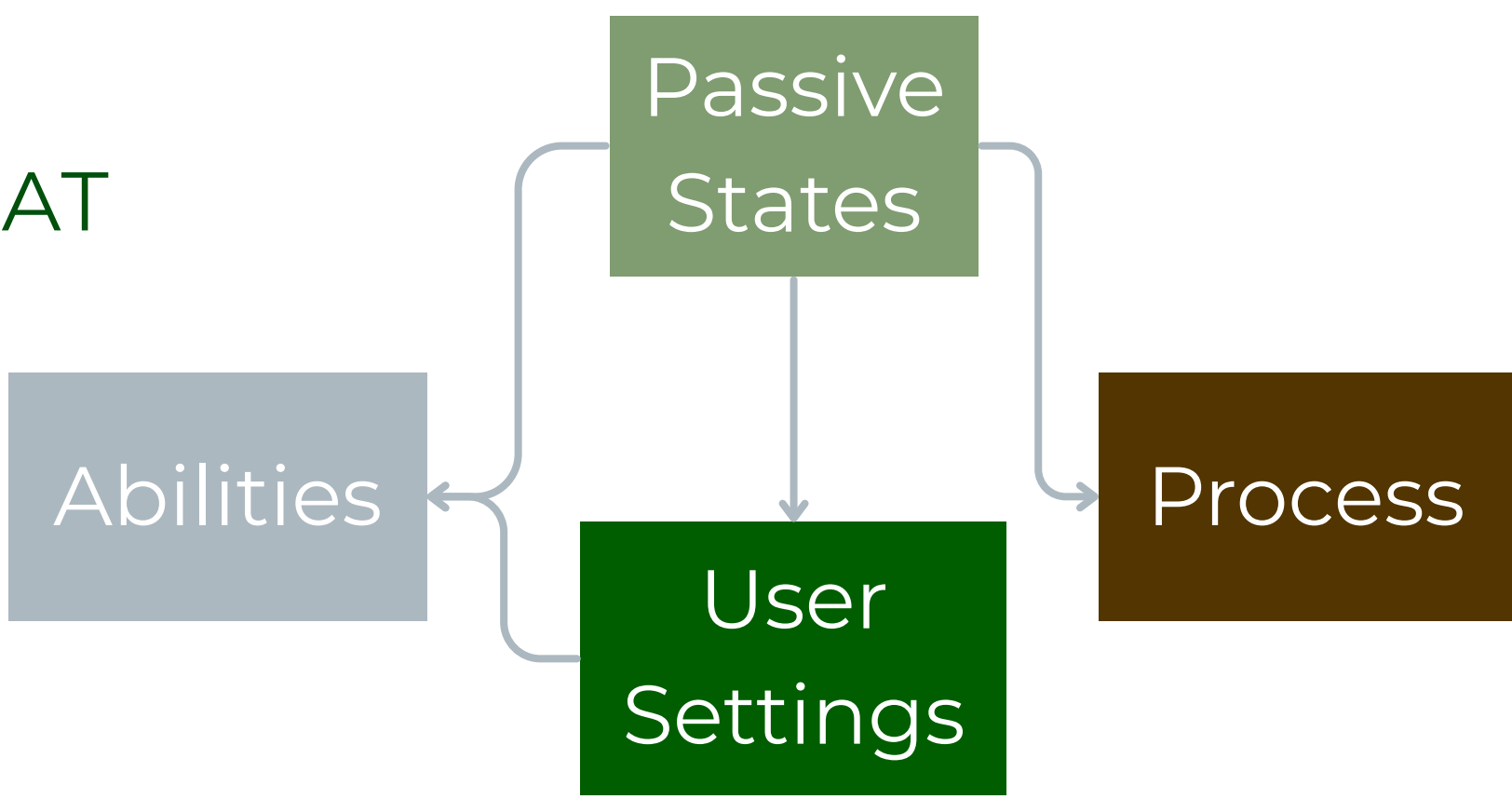
Future Steps

- Initial diagnostic test
- Further gamification features like BananaBucks, additional characters and backdrops
- General test-taking SAT tips and English SAT content in addition to Math.
- Video explanations



Competitors

- Schoolhouse's PlaySAT
- FreeRice
- Khan Academy
- Almost Fun
- Sheppard Software



Architecture

