

## **Title: The mobile application: Scientific backpacker**

### **Brief and achievements (about the project): with illustration**

The problem was that students had alternative perceptions of some natural tourist sites in the Sultanate of Oman, and that their tendencies towards natural tourist sites were weak. For example:

- Students find it difficult to believe that there is volcanic activity in **Wadi al-Jizzi** mountains, although it includes the formation of Pillow Lava
- Students also believe that there can be no giraffes who have lived in in the past, in **Dibba**, nor dinosaurs who have lived in the village of **Al- Khoud**.
- Some students believe that rock formations in the rock garden in **Duqm** were carved by the ancient Omani man thousands of years ago
- They believe that pink lakes in **Al-Jazir State** have gained this color because of the presence of a pink pigment in the water.
- Many students believe that the location (Star Fall) in **Qurayyat** was caused by the fall of a star or a meteorite.

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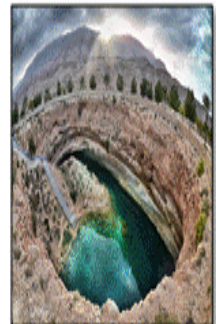
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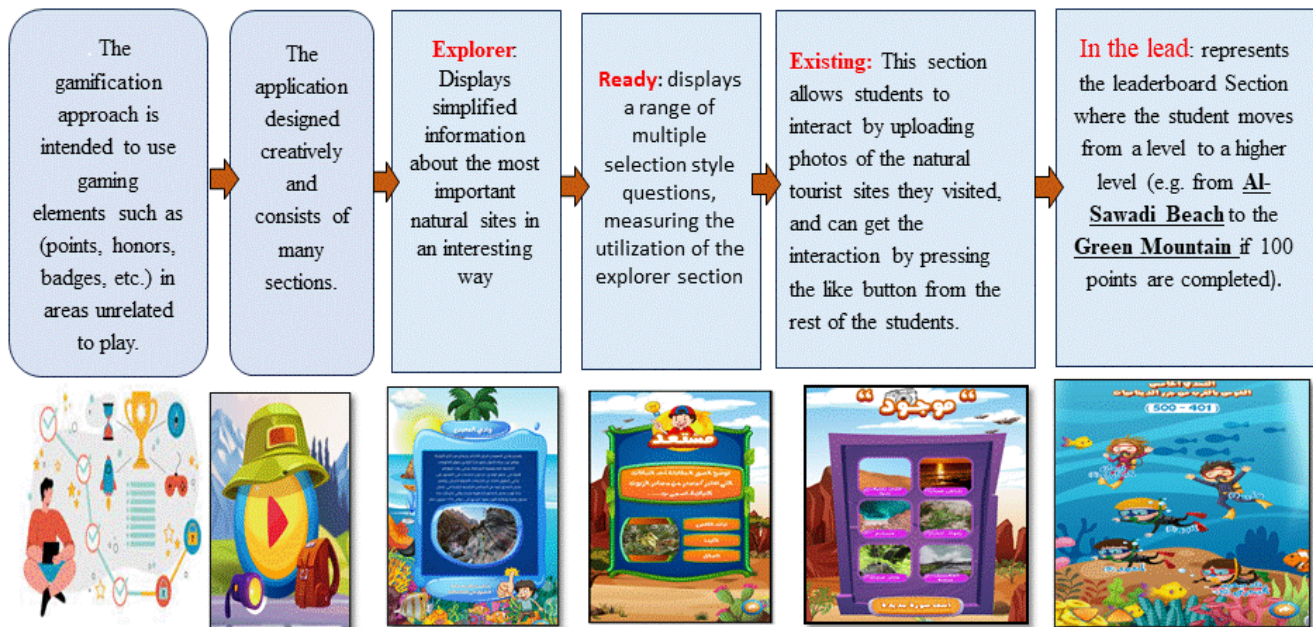


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**The solution:** Designing a phone application based on a gamification approach, which aims to provide students with scientific concepts related to natural tourist sites, in addition to correcting misconceptions about some of these sites. It also aims to develop positive attitudes towards this site, (Scientific Backpacker)

- The gamification approach is intended to use gaming elements such as (points, honors, badges, etc.) in areas unrelated to play.

- The application designed creatively and consists of many sections.
- **Explorer:** Displays simplified information about the most important natural sites in an interesting way
- **Ready:** displays a range of multiple selection style questions, measuring the utilization of the explorer section
- **Existing:** This section allows students to interact by uploading photos of the natural tourist sites they visited, and can get the interaction by pressing the like button from the rest of the students.
- **In the lead:** represents the leaderboard Section where the student moves from a level to a higher level (e.g. from Al-Sawadi Beach to the Green Mountain if 100 points are completed).

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