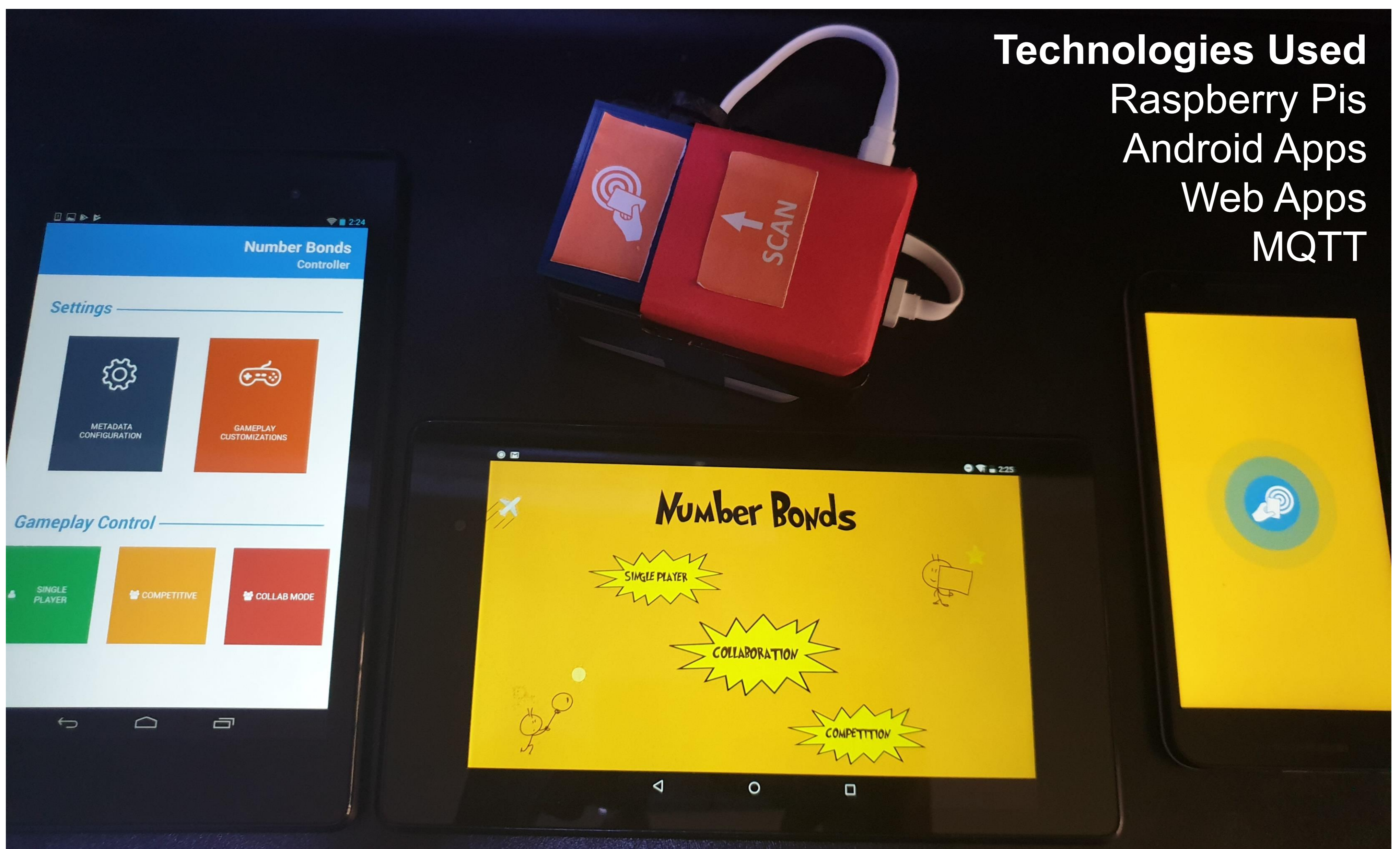


# Classroom Management with NFC

## Curriculum Development

The project strives to transform the learning landscape of a preschool classroom by providing a system that includes elements of gamification, movement and collaboration.




### Technologies Used

Raspberry Pis

Android Apps

Web Apps

MQTT

 The solution utilizes NFC to design a game, Number Bonds, with prominent supporting features such as attendance taking and learner's analytics in a web application to assist the curriculum development.

Through the Wi-Fi connectivity provided by the main Raspberry Pi, the devices utilize MQTT in its communication channels to transact information over the network and store data in a MySQL database which resides in the Raspberry Pi.