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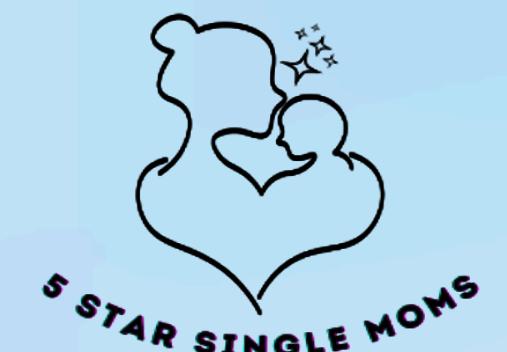
**Socio-Cultural (Technological) and Psychological (Cognitive)
Based Approaches for Single Moms**

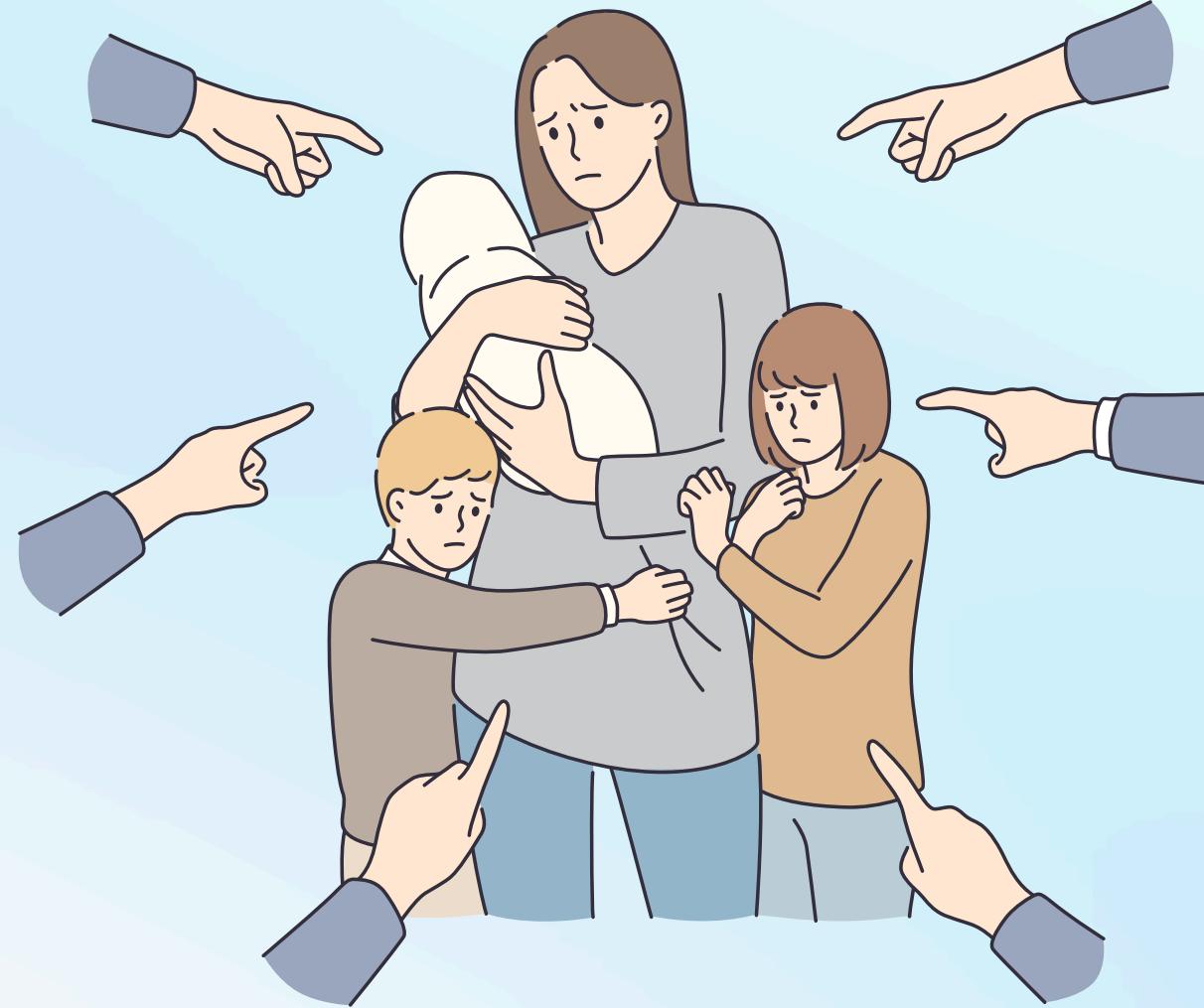
RIGIL KENTAURUS ACTIVITY

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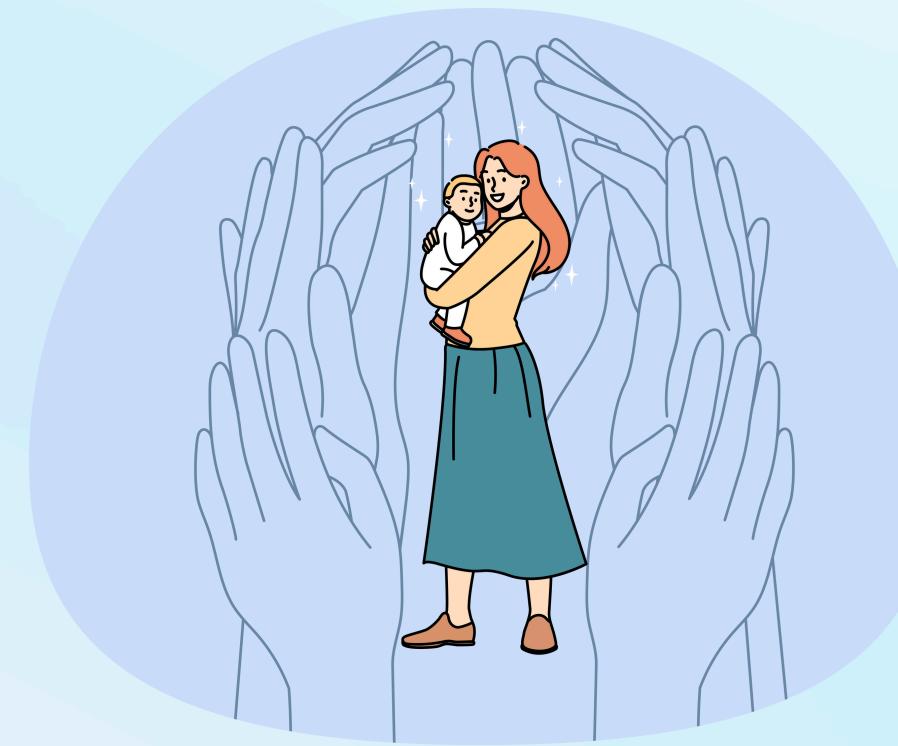
RIGIL KENTAURUS

The RIGIL KENTAURUS phase of the 5Star Single Moms Project focuses on integrating gamification and digital learning strategies into adult education programs, specifically tailored for single mothers. The objective is to increase engagement, motivation, and long-term learning retention by applying interactive and game-based methodologies.



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The main objectives of this phase are:

- Training adult educators to effectively use gamification techniques.
- Designing digital tools and resources to enhance the learning experience.
- Implementing social and technological activities that improve single mothers' participation in education.
- Providing structured time-management strategies for balancing learning and parenting.



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Literature Review & Theoretical Background

Gamification, the application of game-design elements in non-game contexts, has proven to be a powerful tool in increasing motivation and engagement in education.

Research highlights

- ✓ Intrinsic Motivation: Game-based learning triggers dopamine release, leading to higher engagement and retention (Deci & Ryan, 2000).
- ✓ Interactive Learning: Adults retain 90% of information through active participation, compared to 10% through passive reading (Dale's Cone of Experience, 2019).



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Literature Review & Theoretical Background

- ✓ Adaptive Learning Paths: Gamification allows for personalized and adaptive learning experiences, catering to individual needs and learning speeds (Johnson et al., 2021).
- ✓ Community Engagement & Social Learning: Multiplayer and community-based gamified approaches foster collaboration and peer learning (Vygotsky, 1978).



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Digital Learning Tools & Single Mothers

Single mothers often struggle with time constraints, financial burdens, and lack of formal education access. Digital learning platforms offer flexibility and accessibility, making education more manageable.

Research findings suggest

- ✓ Microlearning & Mobile Learning: Short, structured learning sessions (5-10 minutes) significantly improve knowledge retention and application (Clark & Mayer, 2020).
- ✓ Game-Based Reward Systems: Incorporating badges, leaderboards, and point systems enhances learning persistence and completion rates (Kapp, 2017).

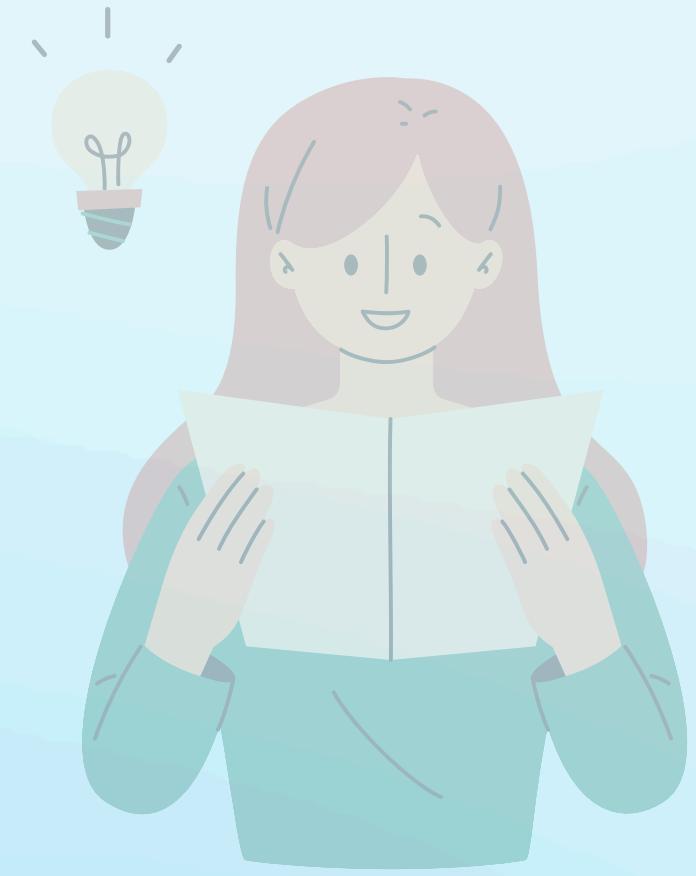


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Research findings suggest



- ✓ Digital Storytelling & Interactive Media: Story-based learning approaches increase emotional connection and comprehension (Bruner, 1991).
- ✓ Social Learning via Online Communities: Single mothers benefit from peer support groups and discussion-based learning (Bandura, 1986).



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Methodology: Gamification Implementation for Educators

To ensure successful integration of gamification into adult education, a structured training model has been developed for educators:

Step 1: Understanding Gamification Principles

- Defining game mechanics (points, rewards, levels, challenges).
- Exploring the psychology behind motivation (intrinsic vs. extrinsic motivators).
- Identifying barriers to gamification in adult education settings.



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Methodology: Gamification Implementation for Educators

✓ Step 2: Designing Engaging Learning Experiences

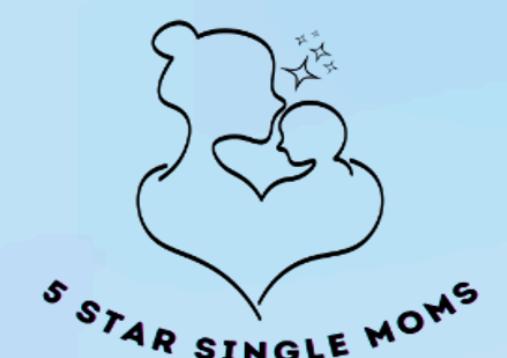
- Creating interactive, scenario-based modules for single mothers.
- Using AI-powered adaptive learning to personalize content.
- Integrating immersive storytelling for emotional engagement.

✓ Step 3: Digital Tool Selection & Customization

- Evaluating gamification software & platforms (Kahoot, Duolingo).
- Developing customized apps that track learning progress.
- Implementing multimedia content (videos, quizzes, AR/VR)



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Methodology: Gamification Implementation for Educators

✓ Step 4: Testing & Iteration

- Conducting pilot studies to assess gamification effectiveness.
- Gathering feedback from single mothers and refining the approach.
- Measuring engagement and knowledge retention rates.



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Key Findings & Expected Outcomes

- 📌 Educators trained in gamification techniques report a 75% increase in learner engagement.
- 📌 Interactive learning modules reduce dropout rates by 40% among single mothers.
- 📌 Use of mobile microlearning leads to a 60% improvement in learning efficiency.
- 📌 Online peer learning communities provide emotional and social support, increasing retention rates.
- 📌 The combination of storytelling and gamification enhances knowledge application in real-life scenarios.



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Conclusion & Future Directions

The RIGIL KENTAURUS phase serves as a game-changer in adult education, making learning engaging, accessible, and effective for single mothers.

- ✓ Scaling up gamified learning modules for broader implementation.
 - ✓ Enhancing AI-driven personalization in education.
- ✓ Developing open-source digital resources for lifelong learning.
- ✓ Strengthening partnerships with tech providers & education experts.

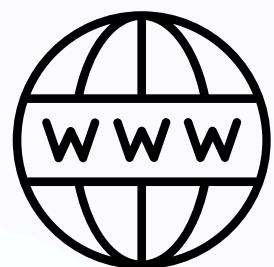


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Thank
you

