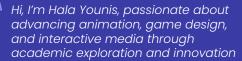
Gameo Designer







Master's Program Portfolio

Orcas Practice Feature

The 7 Trips

The Savings Game

The Illustrations for Savings Game

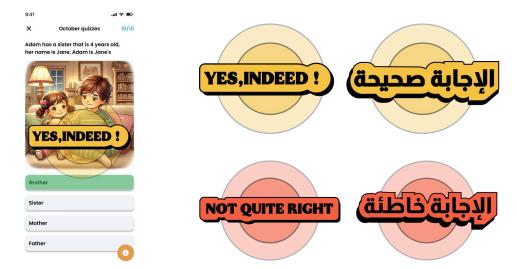


Orcas Practice Feature



The Orcas Practice Feature is an interactive learning platform designed to engage learners through quizzes, missions, and progress tracking. To enhance the user experience, I created a cohesive set of icons that visually represent the app's key features, ensuring clarity and functionality while maintaining a playful aesthetic.

These icons were designed to guide users intuitively, providing a seamless and engaging navigation experience tailored for young learners and their families. By blending usability with creative design, the illustrations contribute to the app's goal of making education both accessible and enjoyable.



Leader Board and Ranks Illustrations

The Orcas Practice Feature fosters community by enabling students to compete through leaderboards and point-based challenges. This motivates learners, promotes friendly competition, and creates an engaging environment where students inspire each other, making education interactive and social

Avatars

Playful and vibrant avatars let users personalize their profiles, fostering engagement and a sense of connection to the app.







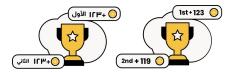






scores and ranks

Trophies and ranks clearly showcase achievements, with bilingual labels ensuring accessibility for all users.



Leaderboard ranks

Trophies and ranks clearly showcase achievements, with bilingual labels ensuring accessibility for all users.







Round-End Feedback

Endround Feedback provides instant performance responses, combining positive or constructive messages with clear, engaging visuals in English and Arabic



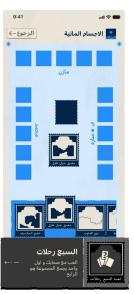




The 7 Trips

7 Trips" is an educational game concept designed to transform traditional learning methods. The project proposes an interactive app that uses gamification principles, and digital card game to make learning immersive, engaging, and curriculum-aligned. This concept forms the foundation of my interest in exploring gamified educational platforms further in my master's studies.









































مبروك انت الاول

اللعب تاني

خروج --



سريع سرعة الرد علي الاسئلة مبهرة، حصلت على + ١٠ نقاط زيادة



يلا بينا ---





The 7 Trips



7 Trips" is an educational game concept designed to transform traditional learning methods. The project proposes an interactive app that uses gamification principles, and digital card game to make learning immersive, engaging, and curriculum-aligned. This concept forms the foundation of my interest in exploring gamified educational platforms further in my master's studies.









Shopping Mall







Bank











Withdraw



Investment











More Assets









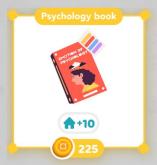


Check out

Check out









The Savings Game Illustrations













CACTUS PLANT

PLANETARY MAGAZINE SUBSCRIPTION

BACKPACK

ACADEMIC NOTEBOOK

BEACH TICKETS











ASTRONOMY BOOK



ACADEMIC STUDY





SOLDERING KIT

GARDEN BEDS



LIBRARY CARDS



BOTANICAL GARDEN TICKETS



TELESCOPE



BEHAVIORAL THERAPY BOOK



Thank you 🗐



