📄 Needs Analysis – Bible Trivia Game for Youth Development

Project Title:

"Bible Quest: A Gamified Scripture-Based Learning Experience for Moral Development"

Project Overview:

This project is an interactive, gamified Bible trivia game built in Articulate Storyline, structured across three difficulty levels: Easy, Intermediate, and Hard. It features time-bound questions, narrated Bible stories, scripture memorization prompts, and digital badges to celebrate progress. While rooted in Christian Scripture, the game is designed to be inclusive, helping youth across diverse backgrounds engage with timeless moral lessons and develop critical life values.

Identified Problem / Gap:

Many young people today lack access to engaging platforms that foster character formation through reflective learning. Traditional moral education often feels abstract or unrelatable, and digital learning tools frequently miss the opportunity to pair values-based content with interactive, fun formats. There is a need for experiences that promote positive behavior, wisdom, and self-awareness in ways that resonate with how modern youth learn.

Learner Needs:

- A **fun, interactive platform** that promotes ethical reasoning and value-based reflection.

- Content that encourages **scripture literacy** while drawing out **universal life lessons**.

- An opportunity to practice **decision-making** and **memory recall**.

- A motivational framework (timers, stages, badges) that sustains learning interest.

Instructional Opportunity:

The Bible is not only a religious text but also a treasury of human experiences—stories of courage, failure, sacrifice, integrity, and redemption. By gamifying Bible content and connecting it with personal life applications, the game helps all learners—regardless of religious affiliation—explore and internalize positive morals.

Interactive storytelling and question-based learning promote engagement, retention, and reflection.

Why an online Game-Based Approach?

- Appeals to the **digital-native habits** of today's youth.

- Encourages **active learning**, not just passive exposure.

- Builds **confidence and curiosity** through challenges and rewards.

- Reinforces knowledge with **real-time feedback** and **story-context**.

Outcomes Expected:

- Improved memory of moral and scriptural principles.

- Increased ability to apply positive values in everyday situations.

- A deeper appreciation for the role of story and reflection in character development.

- Enhanced personal motivation through achievement-based progression.