

Project Title: **Website on Cryptocurrency**

Category 4: Resource Development

Group ID: 4-25

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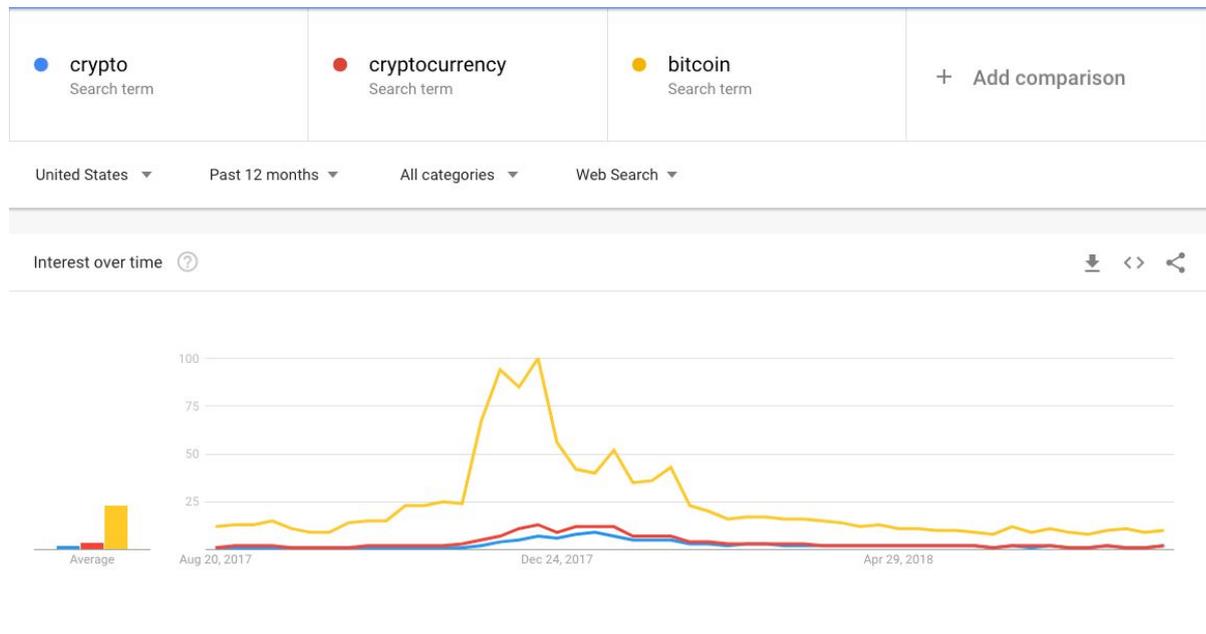
Abstract

Website about Cryptocurrency is an interactive website developed to aid secondary school students in their learning of cryptocurrency, a digital currency that could become the main form of money in future. The website was created using Wix and consists of five sections - *Home, About, Diagnostic Test, Packages* and *Feedback*. The *Home* page has the group logo while the *About* page describes the project group composition. The *Diagnostic Test* page has the link to the diagnostic test designed to help users decide which resource package to start with. The *Packages* page contains three resource packages - *Basic, Intermediate* and *Advanced* levels, developed using PowToon and Kahoot. The *Basic* video covers the basic information about cryptocurrency. The *Intermediate* video focuses on the different uses of cryptocurrency. The *Advanced* video outlines how to obtain cryptocurrency. The *Feedback* page contains the feedback form for the website.

1 Introduction

1.1 Rationale

Cryptocurrency is a digital currency that can be used as a medium of exchange of goods and services. It promises the potential to become the single currency of the future. The interest in bitcoin and cryptocurrency spiked in December 2017, when the stock price of Bitcoin peaked near US\$20,000 per share. Though the bitcoin price has fell back to US\$6000 range, we are keen to learn about this exciting new technology and develop a learning resource to share the knowledge with others.



¹ *Frequency of search terms “crypto”, “cryptocurrency” and “bitcoin” over time*

1.2 Objectives

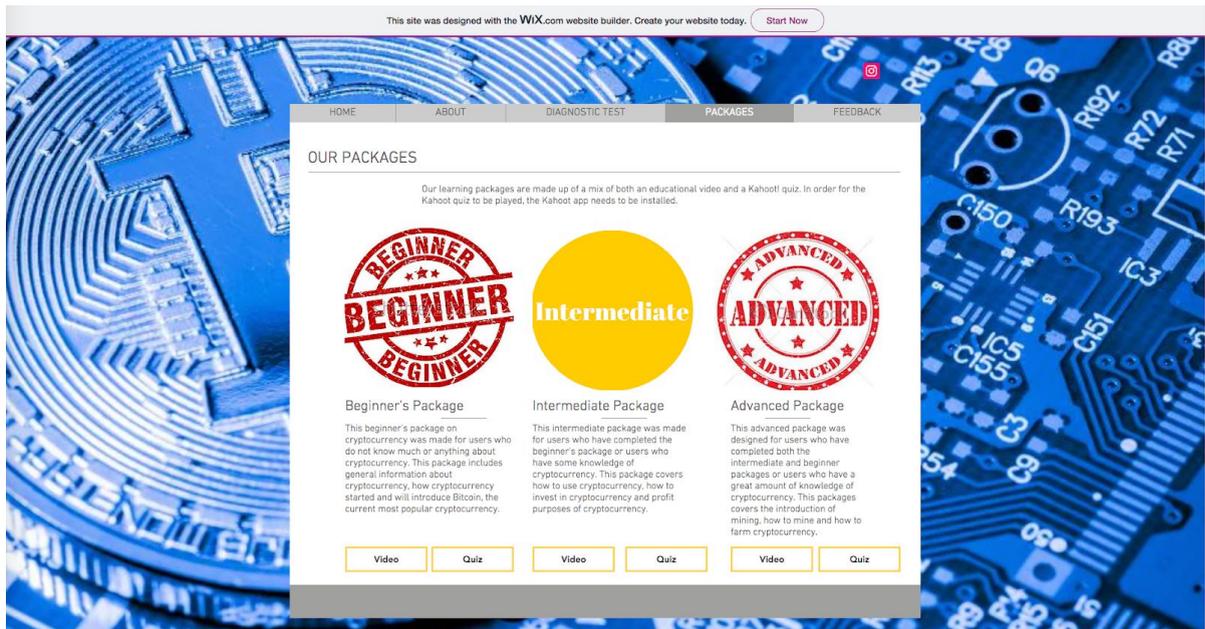
The objective of this project is to create a website to enhance the users’ knowledge of cryptocurrency and to educate users on the different types of cryptocurrency. This is to address the misconception that bitcoin is the only cryptocurrency in the world.

1.3 Target Audience

The target audience of the *Website About Cryptocurrency* are secondary school students who are interested in cryptocurrency; whether to simply learn more, earn money from it or use it to better themselves.

1.4 Resource Created

A website with Wix and three different educational videos of varying levels of difficulty using PowToon was developed. The website comprises of the home page, the about page, a diagnostic test, the packages designed and the feedback form. A website was chosen to present the resource as a website is a platform where different features can come together at one shared space.



Our website's "Packages" page

2 Review

There are many different videos about cryptocurrency on the internet. Our resource package is unique from the other resources in different aspects such as the concise content and the differentiated level of engagement with the users. Our quizzes are multimedia based and our videos consist of concise explanations about essential information about cryptocurrencies. Users can get a lot of information just by watching our videos instead of combing through the internet. This is further reinforced through the responses received from the pilot test conducted.

3 Methodology

3.1 Needs Analysis

An 8-question needs analysis survey was carried out from 6 March 2018 to 11 March 2018. 128 responses were received through Google Forms.

Responses from one free response question, which asked how cryptocurrency will leave an impact on our lives, many of them mentioned not sure and only a small minority mentioned "Yes, it will leave an impact on our lives."

One multiple-choice question asked which cryptocurrency they had heard of on the given list. Majority of the respondents mentioned bitcoin or bitcoin cash while the rest indicated ethereum.

Another multiple-choice question with the same choices as the previous question, asked which types of cryptocurrencies they wanted to know about. Most respondents said that they wanted to learn about bitcoin.

3.2 Construction of Resources

The website was designed and created using wix and consists of five sections, *Home*, *About*, *Diagnostic Test*, *Packages* and *Feedback*. The Home page has the group logo while the *About* page describes the project group composition. The *Diagnostic Test* page has the link to the diagnostic test designed to help the users decide which resource package to start with. The *Packages* page contains the three different resource packages developed using PowToon and Kahoot. The *Feedback* page contains the feedback form for the website.

A total of three PowToon videos were developed, for the beginner package, intermediate package and advanced package. The assortment of videos aims to address a spectrum of ranging base knowledge of cryptocurrency. The Powtoon videos last about one to two minutes long. Interactive pictures were added into the video.

In total, three different Kahoot quizzes were designed, for the beginner, intermediate and advanced packages. The kahoot quiz has a range of 7-8 questions for each quiz, and the questions revolve around the introductory videos created using PowToon. Kahoot was chosen to make our quizzes as Kahoot is getting more and more popular within the school as more teachers are using kahoot as a teaching tool. Thus, the opportunity was taken to create the quiz on something popular in our school.

3.3 Pilot Test

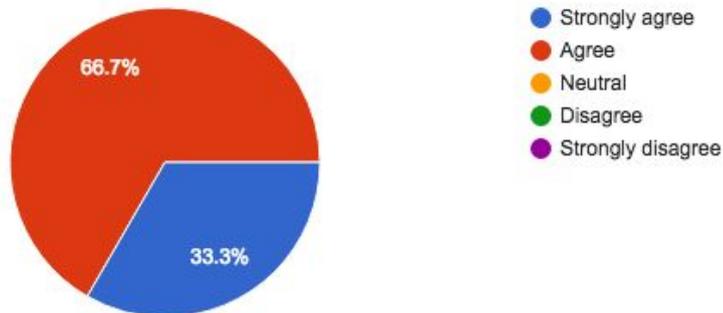
Next, a pilot test was conducted. 100% of the respondents enjoyed the packages. 90.5% of the respondents learnt something from the packages. 95.2% of the respondents felt that the

packages were useful for their learning about cryptocurrency. 35% of our respondents felt there was nothing to improve on.

The responses on the package indicated that the users would like more content in the future and that our website and videos were professionally designed. There was a response saying that we have to make the website nicer and that it was not very user friendly at the moment. Consequently, a decision was made to have more designs for the website to make it more user-friendly hence bringing convenience to the users.

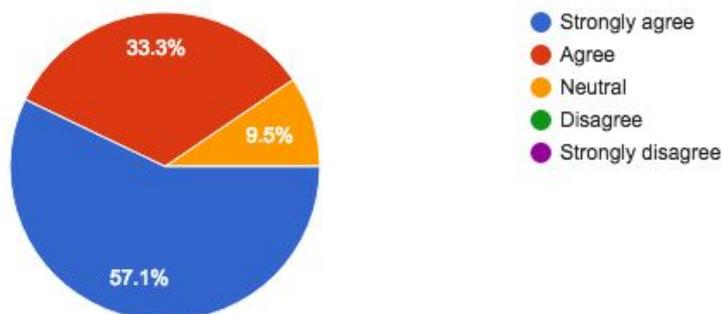
I enjoyed the learning packages.

21 responses



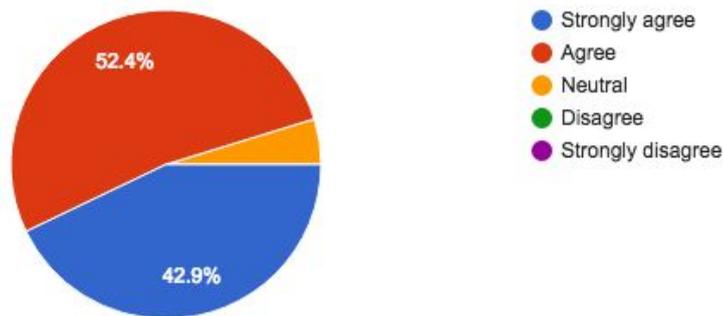
I learnt something about cryptocurrency from the learning packages.

21 responses



The learning packages were useful for my learning about cryptocurrency.

21 responses



The graphs from our pilot test feedback forms

4 Outcome and discussions

4.1 Final Outcome

The final outcome of the project was a “professionally designed” website and set of videos which are informative and educate users about cryptocurrency. There are three different videos, for *Basic*, *Intermediate* and *Advanced* levels respectively. The *Basic* video covers the basic information about cryptocurrency. The *Intermediate* video focuses on the different uses of cryptocurrency. The *Advanced* video outlines how to obtain cryptocurrency.

4.2 Limitations of our project

The limitations for the project is that as the videos were kept as concise as possible, details could not be delved into deeply enough. Hence, certain concepts that revolve around cryptocurrency were not covered. As Wix was used to create the website, the opportunity for design and customisation was limited due to the fact that a free version was used. This resulted in having to work with the given designs by Wix.

4.3 Possible further works

In the future, should a decision be made to continue to branch out in this field, different specific concepts would be worked on to provide viewers of the website and resource to have a clearer understanding of the concepts around cryptocurrency. Additionally,

JavaScript, HTML and CSS may be used to create our website so as to have more control over the look and functionality of the website.

Consider getting “cold-eye reviews” from adults who have used cryptocurrency before and to understand and learn from them what’s the real life benefits of cryptocurrency, so that we do a better job of making this digital currency concept relevant to the secondary school students.

5 Conclusion

5.1 Skills Acquired

The skills of creating a website with Wix, creating quizzes and challenges with Kahoot and video making with PowToon have been acquired. Resilience to overcome the different challenges we have faced throughout our project has also been exercised.

5.2 Challenges Faced

During the course of our project, we faced a spectrum of challenges, ranging for group mates having difficulties delivering the objectives due to CCA commitments, to struggling to find pilot testers for our resources. One example of how we overcome these challenges was when one of our group mates returned home late due to a basketball competition. The other two group mates worked hard to cover the absent member’s workload which resulted in the group being able to complete the tasks required.

In conclusion, this has been a challenging digital journey. We are glad to do our part in getting our generation ready for the currency of the future.

6 References

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