

## Intellectual, mathematical games for elementary school students

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The goal of the project is to create a web platform for intellectual, mathematical games for elementary school students, which combines a variety of interactive exercises, tasks and games. These activities contribute to the development of logical and technical skills in children.

Despite the high interest in mathematics among elementary school students, there is a group of students for whom mastering the subject is associated with certain difficulties. An effective strategy for dealing with this challenge is the gamification of the learning process. Although this method is successfully used by many foreign platforms, there is a lack of high-quality digital resources adapted to the native language and tailored to the interests of students in the Georgian educational space. The language barrier significantly reduces the effectiveness of foreign analogues for Georgian students, which is the main motivation for the implementation of our project.

The project's system model includes a user authorization mechanism, which allows us to individually monitor each student's progress. Gamification elements, in particular, the accumulation of points and the "Leaderboard", create a healthy competitive environment, which increases student engagement.

The project is expected to simplify and improve the learning process of mathematics, which will be equally useful for both those interested in the subject and those students who encounter obstacles in the process of mastering it. Ultimately, a sustainable Georgian-language resource will be created, which will be a supporting tool for Georgian students.