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A	Platform development																											Un	ivers	ity o	of St.	Gall	en ->	KTH	Deve	loper	r	
A1	Basic functionality																											EP	FL ->	> Ph	.D. F	Prog	am					
A2	Exercise types																																					
A3	Gamification																																					
A4	Graphics																																					
A5	UX improvements																																					
В	Content																																					-
B1	Concepts and drafts																																					
B2	Exercises generation																																					
B3	Exercises integration																																					_
С	Placement Test							_								-					-				_	-												+
C1	First Placement Test (Benchmark)																																					
C2	Preparations for data analysis																																					
C3	Clustering and factor analysis																																					
C4	Create new placement test																																					
C5	Integration of new test into live platform																																					
C6	Evaluate new placement test																																					
C7	Publication							_								_							_		_	_			_				_			_		_
D	Artificial Tutoring System																																					-
D1	Measure difficulty of exercises																																					
D2	Measure motivation of student																																					
D3	Calculate optimal learning path																																					
D4	Implementation into live platform																																					
D5	Evaluate the new tutoring system																																					
D6	Publication															_				_	_		_		_	_										_		_
E	Impact and improvement of gamification																				-																	-
E1	Concept of different gamification strategies																																					
E2	Implement into live platform																																					
E3	Test concepts using A/B testing																																					
E4	Evaluate concepts																																					
E5	Publication																																					

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Milestones		М	JJ	A	s o	NE	D J	FΜ	A	M	JJ	А	s o	ND) J	FM	I A	ΜJ	J	A S	0	NC) J	FΝ	/ A	М	JJ	A S	S 0	N) J	F	MA	M	JJ	A S	8 0	N D
M1	Finished basic platform						_									_				_					_				-								_	
M2	Finished content-related developments																																					
M3	Finished content generation																																					
M4	Platform is going live																																					
M5	Finished placement test research																																					
M6	Finished artificial tutor research																																					
M7	Finished gamification research																																					