**Rewardville: gamified task management system for children**

SE-A-5

Victoria Grand ; victoriagrand7@gmail.com   
Yovel Danino ; yoveldanino1@gmail.com

Advisor: Dr. Yochai Twitto

SCE - Shamoon College of Engineering, Be'er-Sheva

The RewardVille project aims to develop an interactive application designed to encourage children to participate in household tasks in an enjoyable and rewarding manner, while strengthening parent–child relationships through a virtual coin-based reward system. The app helps parents assign and manage daily tasks for children and offers a motivating user experience that promotes consistent task completion. By integrating game-like features and personalized incentives, RewardVille enhances children’s engagement and fosters a sense of responsibility. The system is built with a focus on usability, user interface appeal, and effective behavioral reinforcement, ensuring both children and parents benefit from improved task management and deeper collaboration.

Keywords: behavioral reinforcement, children, gamification, household tasks, task management, user engagement