

الجزائرية الديمقراطية الشعبية الجمهورية
République Algérienne Démocratique et Populaire
وزارة التعليم العالي والبحث العلمي
Ministère de l'Enseignement Supérieur et de la Recherche Scientifique
المدرسة العليا للإعلام الآلي - 08 ماي 1945 – بسيدي بلعباس
Ecole Supérieure en Informatique
-08 Mai 1945- Sidi Bel Abbès



Mémoire de Fin d'étude

Pour l'obtention du diplôme d'ingénieur d'état

Filière : **Informatique**

Spécialité : **Systemes d'Information et Web (SIW)**

Thème

Design & Implementation of a decentralized blockchain
platform for gamification

Présenté par :

- Mr BACHA Ilyes
- Mr Hamrit Tariq

Soutenu le : **29/06/2022**

Devant le jury composé de :

- | | |
|-------------------------------|-----------|
| - Mr BENDAOUD Fayssal | Président |
| - Mr Mohammed Yacine KAZITANI | Encadreur |
| - Mr AZZA Mohamed | Examineur |

Année Universitaire : 2021 / 2022

ABSTRACT

Gamification has been seeing increasing adoption for a couple of years now, both in official institutions following set curriculums and third-party platforms as well. This however did introduce some challenges that are yet to be fully resolved, fears of sensitive information breaches, monetization of personal habits, malicious third parties, etc.

In this work, we present a design and implementation of a fully decentralized blockchain platform for gamification. This platform aims to utilize revolutionary technologies such as decentralized deployments, fully custodian data ownership, and tamper-proof data structures. This platform is a web application that allows users to create profiles using custodian wallets, play through a variety of games and share their scores and achievements on a global leaderboard.

The mentioned functionality will live in a distributed environment and transactions will be carried out by fully custodian wallets and smart contracts deployed on Ethereum's blockchain, and we will utilize the back-end as an off-chain solution to store and fetch user's games statistics.