Abstract

The Virtual Token Economy system is a suite of apps being developed for iOS and web. The suite is comprised of two objective-C iOS apps (a teacher app and a student app), as well as an administrative web portal written with PHP and Bootstrap. These apps are to be used in research being done through the University of Memphis to analyze student behavior when exposed to different types of rewards. The teacher app is an iPad application that enables teachers to manage rosters of students across multiple classes while giving the ability to reward an individual student or groups of students at will. These rewards come in the form of Virtual Tokens that may be redeemed by the students for various prizes (candy, points, recess time, etc.) The Web portal is used as an auxiliary administrative interface for the teachers as well as a tool for data analysis with regards to student behavior, rewards, and the like.