

Build the Go Up game on Mobile.

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Abstract: In the context of mobile games becoming increasingly popular in educational and entertainment practices, this topic focuses on building a mobile application called Go Up with the goal of creating an engaging gaming experience while optimizing learning capabilities through game activities. The research method is based on a combination of game design theory and experimentation to develop and test the application. The expected result is to provide an effective learning tool for users, contributing to promoting the trend of education through entertainment on mobile platforms.

Keywords: mobile game, Go Up, game design, gamification, mobile application