

Building the game "Road to Olympia Peak" on Windows Phone

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Abstract: In the current era of rapidly developing information technology, building mobile applications is not only for entertainment but also contributes to users' learning and skill development. This project aims to design and implement a video game based on the television program 'Road to Olympia' (ĐLĐĐO) for the Windows Phone platform, meeting the need to learn Vietnamese through engaging multiple-choice questions. The research methodology includes user requirement analysis, interface design, and programming in the Windows Phone environment. The project is expected to provide both entertainment and educational experiences while diversifying mobile learning content.

Keywords: video games, Windows Phone, ĐLĐĐO, educational application