



University Impact Pack

From passive revision to active, measurable learning: practical use cases, evidence and a pilot template you can run with your teaching team.

Case study pack

For academic & student success teams

Pilot template

THE CHALLENGE

How do you keep students engaged between teaching touchpoints, especially in first-year, intensive, online or content-heavy subjects?



WHY THIS MATTERS

Disengagement shows up before the failure point

Student disengagement often appears before the failure point — but educators may not see the pattern early enough.

Many units have valuable content but limited mechanisms for regular retrieval practice and reinforcement.

Students need learning to feel manageable, motivating and available when they are ready to study.

Faculties need evidence that interventions are improving participation, preparedness and progression.

CASE STUDY 1

Swinburne Business School

USE CASE

First-year, high-fail subjects where engagement and retention were critical.

QUITCH ROLE

Gamified mobile learning, short quizzes, analytics and reinforcement outside class.

19%

higher marks — students completing 3+ quizzes

35%

fail-rate reduction (up to)

76 / 81%

better understanding / high engagement

\$1.5M

estimated retention savings, year one

CASE STUDY 2

Postgraduate block & intensive delivery

USE CASE

Keeping students connected and confident between teaching blocks or workshops.

QUITCH ROLE

Short micro-learning touchpoints after class, repeated revision, real-time feedback and friendly leaderboard motivation.

IN THE DASHBOARD

At-risk cohort visibility

Engagement and quiz analytics surface who needs support before assessment week.

Quitich

OverviewContentLearnersInvitationsAnnouncementsSettings

Help centre

Learners

Invite

Learner Information

Edit

ACTIVE

SUSPENDED

▼

Search

At Risk (<50% proficiency)

Not Participated

Clear Filter

List by Points

List by Proficiency

List by Recent Proficiency

List by Correct

List by Participation

Proficiency	Recent Proficiency	Correct	Points
48 (140)	48 (140)	14 / 29	140 / 290
45 (132)	47 (135)	22 / 56	135 / 560
40 (112)	40 (112)	13 / 38	112 / 380
41 (70)	41 (70)	7 / 17	70 / 170
44 (40)	44 (40)	4 / 10	40 / 100
22 (20)	22 (20)	2 / 10	20 / 100

Learner Details

Ethan Hunt

Email: michaelraats+ethanhunt@quitich.com

Screen Name: Respectful Purple Peacock

External Reference: REF005

Groups: -

112 points 28 questions 0 learning materials

Learner Overview

58%

Completion

40%

Proficiency

Achievements

Question	Topic	Answered at	Result
Select all components of a typical lesson plan.	Module 1	09:12 AM 28/08/2025	Incorrect
Which of the following are	Module 1	09:12 AM 28/08/2025	Correct

WHERE IT APPLIES

Five university use cases

- 1 First-year retention support for difficult foundation subjects.
- 2 Revision and retrieval practice between lectures, tutorials and workshops.
- 3 Pre-class preparation for flipped or blended delivery.
- 4 Block-mode or intensive delivery continuity between teaching days.
- 5 At-risk cohort visibility through engagement and quiz analytics.

RUN IT YOURSELF

Pilot planning template

- 1 Select one unit or learner cohort.
- 2 Define the learning behaviour you want to change.
- 3 Convert or create short question sets aligned to weekly learning outcomes.
- 4 Launch in the first two weeks and monitor activation weekly.
- 5 Review engagement, accuracy, confidence and progression evidence at the end of the teaching period.

FOR YOUR STAKEHOLDER PACK

Quitich is a mobile-first engagement layer that helps teaching teams convert existing content into regular, gamified learning touchpoints, while providing the data to identify learner engagement and support student success conversations.