



# Hack With India 2024

## Basic Details of the Team and Problem Statement

**Problem Statement Title:** ADHD students experiencing challenges in academic settings due to difficulties in attention, organization, and impulse control.

**Team Name:** PROPHECY

**Team Leader Name:** Swayam Khanduri

**Institute Name:** SRM Institute of Science and Technology

**Institute Code (AISHE):** U-0473

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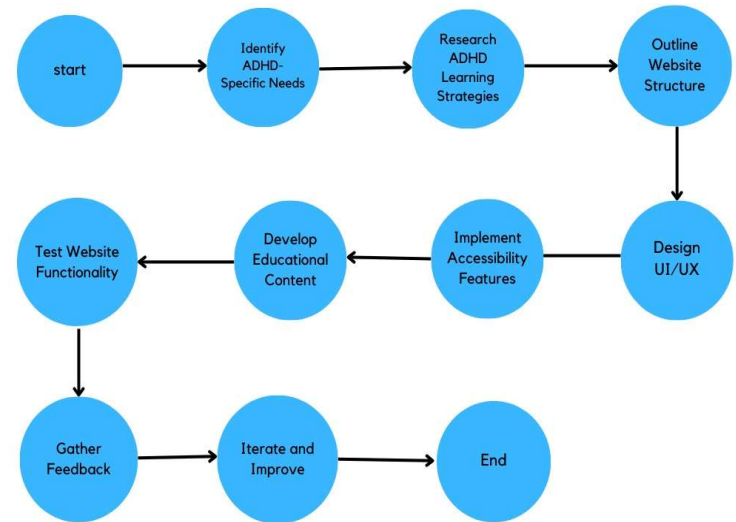
**Theme Name:** Smart Education

# Idea/Approach Details

## Description of idea/Solution/Prototype:

We seek a solution for **ADHD**, a condition worsened by decreasing attention spans influenced by social media, which can lead to severe future **Mental Health Challenges**.

- Revolutionizing education through **SNIPPETIZE** : Offering children bit-sized, digestible **snippets** of knowledge, fostering engagement and overcoming short attention span through gamification.
- Incentivizing students with in game currency to avail **assets** from market place to enhance their gaming avatar.
- Empowering students with tradable game currency or assets to foster financial literacy and **trading** acumen.



## Technology stack:

- **Frontend:** HTML, CSS, JavaScript
- **Backend:** Firebase, OAuth
- **Hosting:** Azure Cloud Services
- **Version Control:** Git, GitHub
- **Tools and Frameworks:** .net framework, utility game engine( C# language)

# Idea/Approach Details

## Description of use cases:

- **Register:** Simply sign up on SNIPPETIZE by providing necessary details on the platform.
- **Engage:** Participate in snippets educational sessions presented through various interactive games.
- **Provide Feedback:** Offer real-time feedback, enabling continuous improvement for both students and parents.
- **Participate:** Join contests and earn game currency, incentivizing active learning.
- **Grow:** Build and trade assets in marketplace, fostering financial literacy and self confidence.

## Description of Dependencies / Show stopper

- Understanding ADHD's educational challenges with the help of doctors and teachers and analyzing the study pattern of these children.
- Gather data from students playing games to **observe patterns in ADHD students' behavior**, aiding future medical studies.
- Automatic generation of rewards of game currency through Machine Learning and artificial intelligence.
- A multilingual web based platform based on **32 different languages**, which serves the ADHD students with inattention, hyperactivity or both with an efficient structure.
- **Sensory stimulation** that leverages visual, auditory and kinesthetic feedback to keep track of children with hyperactivity.

# Team Member Details

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**Team Leader Name: Swayam Khanduri**

Branch ( Btech ):

Stream ( CSE ):

Year ( II ):

**Team Member 1 Name: Srishti Sharma**

Branch ( Btech ):

Stream ( CSE ):

Year ( II ):

**Team Member 2 Name: Vanshika Sankholia**

Branch ( Btech ):

Stream ( CSE ):

Year ( II ):

**Team Member 3 Name: Abhishek Chaudhary**

Branch ( Btech ):

Stream ( CSE ):

Year ( II ):

**Team Member 4 Name: Archit Jain**

Branch ( Btech ):

Stream ( CSE ):

Year ( II ):