



ONLINE SUBMISSION

Team ID : UZF3C463

Team Name : CodeCatalysts

College Name : Vishwakarma Institute of
Technology (Kondhwa)

Problem Statement : Enhancing Personalized
Learning in the Digital Age

TEAM DETAILS

Role	Name	Stream/Dept	Year	College
Team Leader	Akshada Mane	Computer Engineering	TY	Vishwakarma Institute of Technology
Team Member	Manasi Bharati	Computer Engineering	TY	Vishwakarma Institute of Technology

Problem Statement

In today's digital era, students face challenges with **one-size-fits-all** learning models. Some struggle with concepts, while others seek advanced challenges. **Traditional education systems fail to adapt to individual learning needs**, leading to gaps in understanding, disengagement, and ineffective learning outcomes.

Objectives

- **Personalized Learning** with AI & ML for better student outcomes.
- **Interactive & Adaptive assessments** to boost engagement & retention.
- **Real-time Insights** for educators to track & support student progress.
- **Parental Involvement** through detailed reports & analytics.

Applied Solution

AI-Driven Adaptive Learning

AI models analyze student performance and dynamically adjust difficulty levels, learning paths, and content recommendations.

Emotion & Engagement Analysis

Real-time facial and sentiment analysis helps identify engagement levels and adapt teaching strategies accordingly.

Gamification Elements

Leaderboards, achievement badges, and interactive quizzes increase motivation and participation.

Community Engagement Feature

Encourage active community involvement by creating a collaborative learning environment for students, teachers, and parents.

Overall Impact

Improved Learning Outcomes

Personalized content leads to better concept retention and student progress.

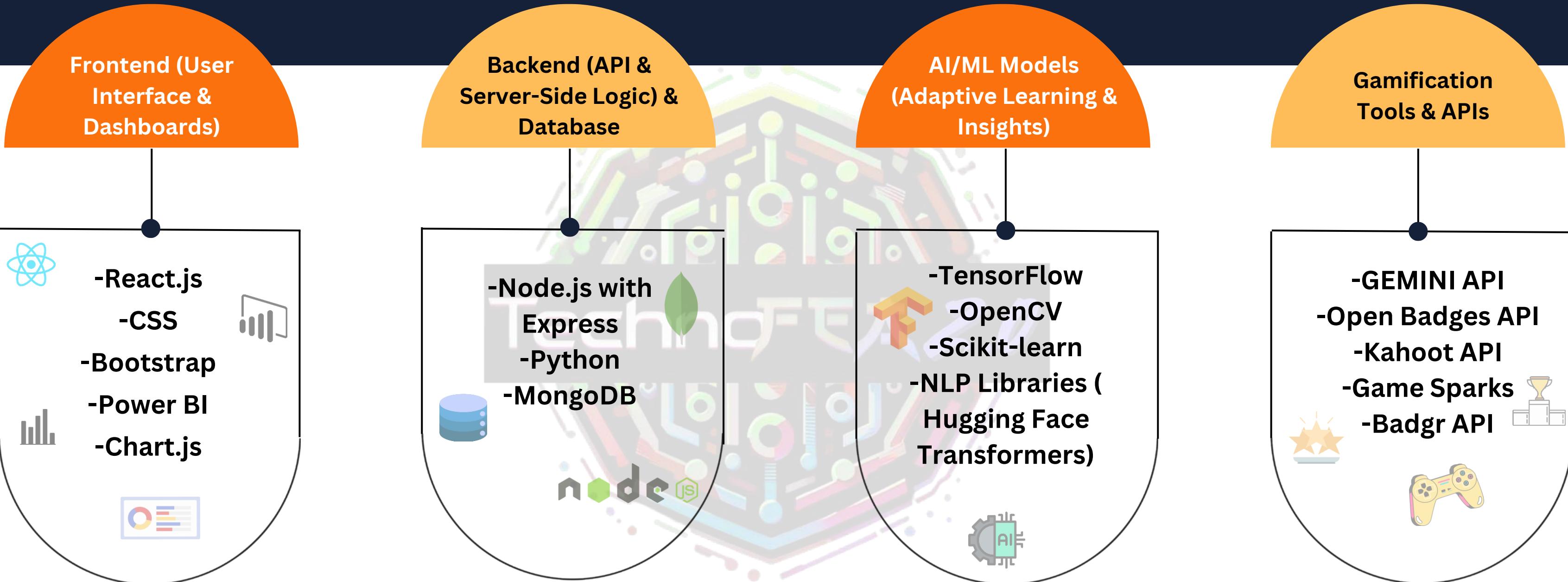
Enhanced Educator & Parent Collaboration

Real-time insights enable teachers and parents to track progress and provide better support.

Higher Student Engagement

Gamification and AI-driven strategies keep students motivated and actively involved.

TECHNICAL REQUIREMENTS



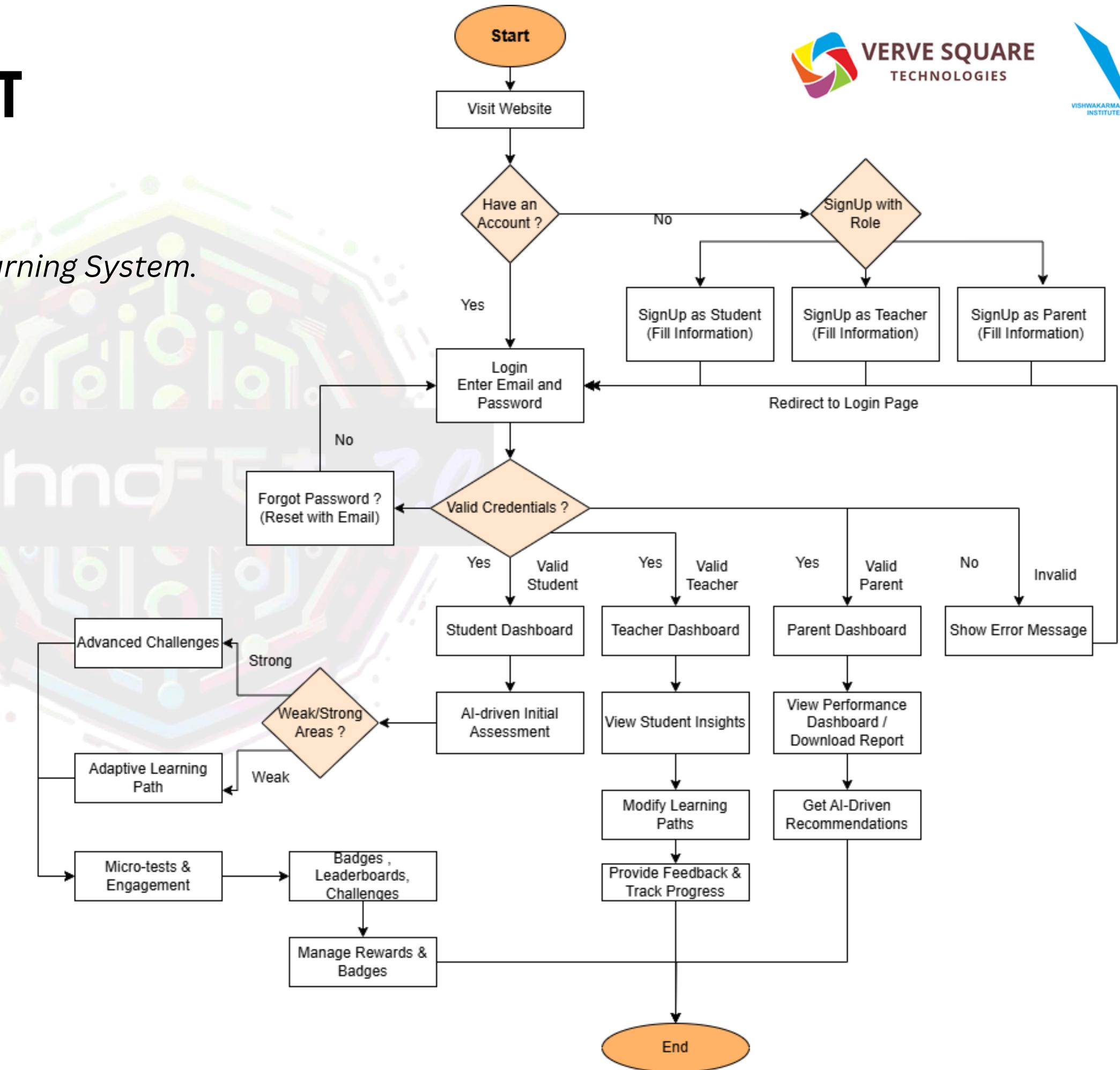
SYSTEM FLOWCHART

Step-by-Step Workflow of EduFlex AI's Personalized Learning System.

How It Works ? Watch Now -->



Video not loading? [Click here to watch](#)





PROTOTYPE

Learning Streak

Current Streak
10 Days 🔥
Keep going! You're on a roll! 🚀

Achievements & Rewards

- Top Performer of the Month (23/12/04)
- Consistent Learner (23/07/21)
- Speed Learner (23/10/05)

Performance Report

Performance Report for Jan, Feb, Mar, Apr, May.

Weekly Learning Goals

Study Target 10 hrs/week

Subject	Hours
Mathematics	5 / 10 hrs
Science	7 / 12 hrs
Programming	4 / 8 hrs

Leaderboard Rank

Rank	User	Score
Rank 1	Akshada Mane	950
Rank 2	Rahul Sharma	920
Rank 3	Priya Verma	890
Rank 4	Amit Kumar	860
Rank 5	Sneha Patil	830

AI-Powered Learning Recommendations

Based on your quiz performance, we recommend revising the 'Neural Networks' module.

Teacher's Dashboard

Registered Students

Student Name	Attempted Quizzes	Avg Score
Alice	5	85%
Bob	7	78%
Charlie	4	90%
David	6	88%

Quiz Performance

Bar chart showing average scores for Math, Science, History, and English.

Weekly Progress

Line chart showing weekly progress from Week 1 to Week 4.

AI-Generated Quiz

Machine Learning

5

Medium

Generate Quiz

Quiz: Machine Learning

Which of the following algorithms is NOT a type of supervised learning?

A. Linear Regression
B. Logistic Regression
C. K-Means Clustering

Start Building Your Personal Study Material

Fill all details in order to generate study material for your next project

For which do you want to create your personal study material?

- Exam
- Job Interview
- Practice
- Coding Prep
- Other

Samaira Mehta
Rank: 1,205
 Edit Profile

Quiz Performance

Quizzes Completed: 15 | Ongoing Quizzes: 3 | Total Quizzes Taken: 45

Achievements

Gold Quiz Master | Silver Challenger | Bronze Beginner

Activity Streak

Total Active Days: 21 | Max Streak: 5

Community Stats

Views: 10 | Quizzes Attempted: 5 | Reputation: 120

Start Building Your Personal Study Material

Fill all details to generate study material

Enter Topic

Atoms

Select Difficulty Level

Easy

Previous | Generate

❖ BUSINESS MODEL

- ① **Freemium Model** – Basic learning features available for free; premium subscription for advanced AI-driven insights, personalized recommendations, and gamification.
- ② **B2B Partnerships** – Collaborate with schools, colleges, and EdTech companies for bulk licensing and integration.
- ③ **Parental Subscriptions** – Offer exclusive progress reports, AI-driven recommendations, and mentorship programs for parents.
- ④ **Corporate Training Modules** – Extend platform features to upskill employees through adaptive learning.
- ⑤ **Ad-based Revenue** – Monetization through educational sponsorships and relevant ad placements.

MARKET VIABILITY

- **Growing EdTech Market** – The global EdTech industry is projected to reach \$404 billion by 2025, driven by AI and personalized learning demand.
- **Increased Adoption of AI in Education** – 75% of educators believe AI-driven insights enhance student engagement and performance.
- **Target Audience** – Schools, coaching institutes, parents, and independent learners looking for personalized education solutions.
- **Competitive Advantage** – Unlike traditional e-learning platforms, our AI-powered approach dynamically adapts content, tracks engagement, and enhances learning experiences with gamification.

MONETIZATION POTENTIAL

- 💰 Subscription Plans (Students, Parents, Institutions)
- 💰 Enterprise Licensing (Schools, Universities, Corporates)
- 💰 Premium Content & Certifications
- 💰 Affiliate Marketing & Sponsorships