SMART INDIA HACKATHON 2025

TITLE PAGE

- **Problem Statement ID –** SIH25048

- **Problem Statement Title-**

  ### GAMIFIED LEARNING PLATFORM FOR RURAL EDUCATION

- **Theme-** Smart Education

- **PS Category-** Software

- **Team ID-**

- **Team Name-** InspyrX

- **Authority-** Govt. of Odisha

IDEA TITLE

❖<u>InspyrX</u> – The Gamified Learning Platform
Unified web-based platform- Central hub for interactive learning

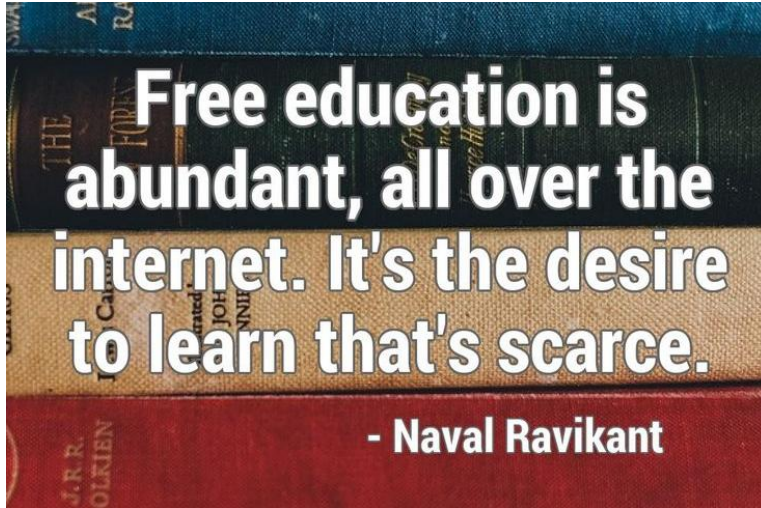|		
One-stop solution	Reduced friction & technical barriers	Holistic, hands-on learning
Streamlit frontend	Cross-device accessibility	Lightweight application

TECHNICAL APPROACH

Agile, iterative process → Rapid prototyping → Proof-of-concept prototype → Streamlit-based development → Core functionality integration → User experience testing → User feedback-driven improvements → Idea validation → Modular architecture → Working prototype ← Concept feasibility proof, Faster development & debugging
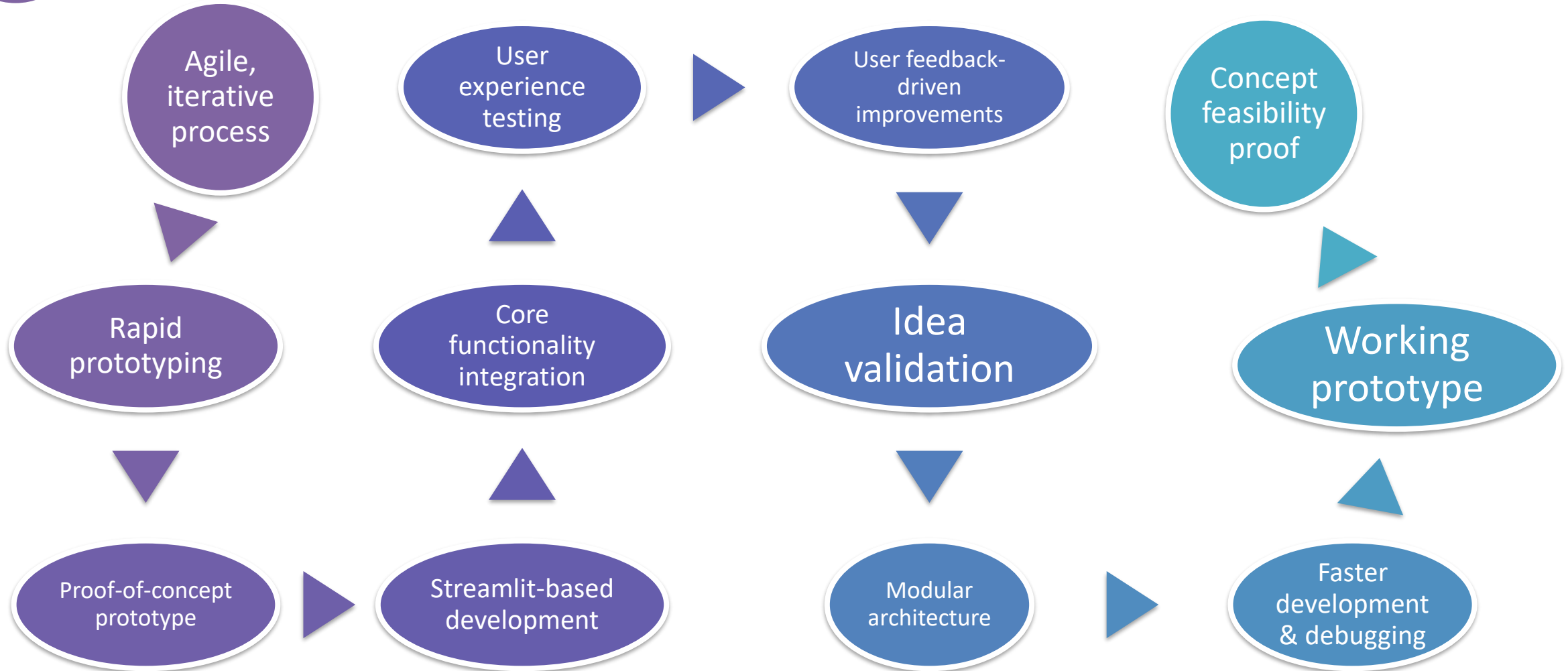
FEASIBILITY AND VIABILITY

Free education is abundant, all over the internet. It's the desire to learn that's scarce.

— Naval Ravikant

Challenge = **Persistency** + **Scalability**

Google AdSense

Strategies for Overcoming Challenges:

Flask + SQLAlchemy

React + PostgreSQL
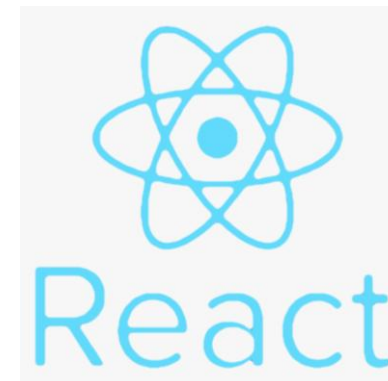
IMPACT AND BENEFITS

Target Audience:

Benefits of the Solution:

Student *Be Smart*

Parents as Teachers ™

Social:
- Democratizes access to high-quality educational tools
- Bridging the digital divide between urban and rural students.

Economic:
- Reduces the financial burden on students and parents who would otherwise need to purchase expensive educational software.

Educational:
- Fosters hands-on, creative learning by making complex tools simple and accessible.

Environmental:
- Reduces the need for physical textbooks and materials
- Promoting a paperless learning environment.

RESEARCH AND REFERENCES

Our prototype is ready at: inspyrx.streamlit.app

Additional Features
Browser Extensions:

Screen Recorder

AI Powered Voice Assistant