

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: CapsLock

Team Leader Name: Swayam Khanduri

Track Name: 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.



Description of use cases:

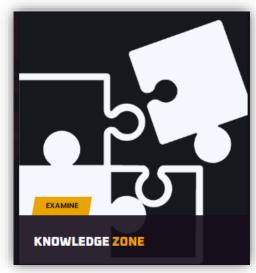
- Register: Simply sign up on SNIPPETIZE by providing necessary details on the platform.
- ➤ **Engage**: Participate in snippets educational sessions presented through various interactive games.
- Provide Feedback: Offer feedback, enabling continuous improvement for both students and parents.
- ➤ **Participate**: Join contests and earn game currency, incentivizing active learning.



Learn Leap Lead







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.
- > **Sensory stimulation** that leverages visual, auditory and kinesthetic feedback to keep track of children with hyperactivity.

GAMES CAN BE AN EFFECTIVE WAY TO TREAT IT







Technology stack:

- > Frontend: HTML, CSS, JavaScript
- Backend: Firebase, Auth 0
- ➤ **Hosting:** Azure Cloud Services
- Version Control: Git, GitHub
- Tools and Frameworks: .net framework, utility game engine(C# language)





Sign in with Github