



# 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

---

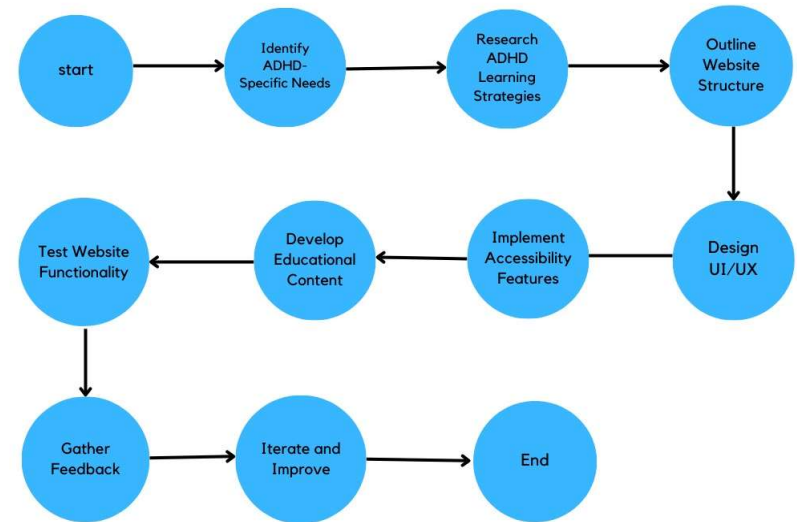
**Theme Name:** Smart Education

# 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.
- Implementing mindfulness and **relaxation techniques** within the Snippetize platform to help ADHD students to manage stress and improve focus, promoting holistic wellbeing alongside academic success.



## Technology stack:

- **Frontend:** HTML, CSS, JavaScript
- **Backend:** Firebase
- **Hosting:** Cloudflare
- **Version Control:** Git, GitHub
- **Tools and Frameworks:** .net framework, utility game engine( C# language), Auth0

# Idea/Approach Details

## Description of use cases:

- Utilizing **time-based games** and quizzes within our platform aims to enhance attention levels, as time-based activities have shown to be highly effective in improving focus among individuals with ADHD.
- Snippetize can be used by parents and teachers of ADHD students, offering an easy-to-use platform for enhanced collaboration and tailored educational support.
- Snippetize offers immersive **3D visualization** and virtual tours, bringing real-world experiences to life for enhanced learning and engagement.

## 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

---

**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 ):