Soft Skill Trainer

A PROJECT REPORT
for
Mini Project-I (K24MCA18P)
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CERTIFICATE

Certified that Ashish Yadav **,** 202410116100041 and Chetanya Bedi (202410116100053) and Ayush Sharma(202410116100005) has carried out the project work having

"**Soft Skill Tranier**" (**Mini Project-I, K24MCA18P**) for **Master of Computer Application**

from Dr. A.P.J. Abdul Kalam Technical University **(**AKTU**)** (formerly UPTU), Lucknow

under my supervision. The project report embodies original work, and studies are carried out by

the student himself, and the contents of the project report do not form the basis for the award of

any other degree to the candidate or to anybody else from this or any other University/Institution.

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ABSTRACT

The Soft Skill Trainer is a web-based application designed to enhance the interpersonal skills and professional development of employees across various industries. The system integrates key features aimed at improving communication, teamwork, problem-solving, and customer service skills, ensuring that staff members are equipped to deliver high-quality service in any work environment. Built using modern web technologies, including HTML, CSS, and JavaScript for the frontend, and Java for the backend, the platform provides a robust, scalable, and user-friendly solution.

The core functionalities of the Soft Skill Trainer include:

1. Interactive Training Modules: These modules are designed to engage users through a variety of exercises, simulations, and role-playing scenarios. The content is tailored to cover a wide range of soft skills, such as effective communication, conflict resolution, and teamwork. These modules are crafted to be both educational and engaging, ensuring that learners stay motivated throughout the process.

2. Personalized Feedback Mechanisms: After completing training exercises, users receive detailed feedback on their performance, highlighting areas of strength and those requiring improvement. This feedback is tailored to individual needs, allowing users to focus on their personal growth and development.

3. Performance Tracking Tools: The system allows both users and administrators to track progress over time. Employees can monitor their improvement in specific skills, while managers can evaluate overall team performance. This feature helps ensure continuous learning and improvement.

4. Gamification Features: To make the learning experience more engaging and rewarding, the system incorporates gamified elements such as achievements, badges, and leaderboards. This encourages users to complete more training sessions and improve their performance in a fun and motivating way.

5. Skill Assessments and Quizzes: Periodic assessments and quizzes are embedded throughout the platform to measure users' understanding and retention of the material. These assessments also help in identifying skill gaps that need to be addressed

ACKNOWLEDGEMENTS

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CHAPTER 1

INTRODUCTION

A soft skills trainer is a professional who specializes in teaching and developing non-technical skills that are critical for effective communication, teamwork, and personal growth. These "soft skills" are essential in any workplace or social setting, as they help individuals build better relationships, navigate challenges, and contribute to a positive environment

Soft skills trainers are crucial in bridging the gap between technical expertise and practical application in professional environments. For example:

BACKGROUND AND MOTIVATION

Soft skills, often referred to as interpersonal or people skills, are a critical component of personal and professional success. Unlike hard skills, which are job-specific and technical, soft skills include communication, teamwork, problem-solving, emotional intelligence, adaptability, and leadership. With the rise of automation and artificial intelligence, the ability to collaborate, empathize, and communicate effectively has become a distinguishing factor

in career advancement and organizational success

Key motivators for a soft skill trainer include:

1:Addressing Workplace Challenges: Miscommunication, poor teamwork, and ineffective conflict resolution are common workplace issues. A soft skill trainer aims to minimize these by enhancing interpersonal skills.

2.Motivation for the Project

The motivation behind initiating a soft skill training project stems from the growing recognition of the role interpersonal skills play in individual and organizational success. While technical skills are essential for job performance, soft skills such as communication, teamwork, leadership, emotional intelligence,

Objectives

The main objectives of the project are:

1. Enable participants to express ideas clearly and confidently in verbal, written, and non-verbal forms.

2. Foster the ability to work cohesively with diverse teams.
3. Build skills for effective conflict resolution and consensus-building.
4. Train participants in decision-making, delegation, and motivating others.
5. Teach workplace behavior, time management, and organizational skills
6. Enhance Cultural Sensitivity and Inclusion:
.Train participants to work effectively in diverse and multicultural settings.
.Encourage respect, understanding, and inclusivity in interpersonal interactions..

Scope of the Project

The scope of this project includes:

Key Areas of Focus:

1.Communication Skills

(i)Verbal and non-verbal communication.
(ii)Active listening and effective articulation.
(iii)Presentation and public speaking skills.

2.Teamwork and Collaboration
(i)Building trust and fostering cooperation.
3. Leadership Development
(ii)Decision-making and problem-solving
4.Emotional Intelligence
(I)Self-awareness and empathy.
(ii)Stress and emotion management.
(iii)Handling interpersonal relationships effectively.

CHAPTER 2

FEASIBILITY STUDY

1.Technical Feasibility: The technical feasibility of the Soft Skill Training Project involves evaluating the resources, infrastructure, technology, and methods required to successfully deliver and sustain the training program. Since soft skills training can be delivered through various channels (in-person, virtual, hybrid), it is important to assess how well the necessary technical components align with the objectives of the project

- Learning Management System (LMS): Platforms like Moodle, Teachable, or TalentLMS can be used to host content, track progress, and facilitate communication between trainers and participants.
  - Video Conferencing Tools: Platforms such as Zoom, Microsoft Teams, or Google Meet can be used for live virtual training sessions and group discussions.

2. Economic Feasibility

This subsection evaluates whether the project is cost-effective:

- **Cost of Development**: Costs associated with hiring subject matter experts or trainers to create high-quality, relevant training materials (course content, presentations, exercises, etc.).
- **Resource Allocation**: Expenses for purchasing or subscribing to an LMS, video conferencing tools, and interactive training platforms (e.g., Zoom, Moodle, etc.)

3. Existing Solutions and Literature

The existing solutions and literature on soft skill training explore various methods, models, and frameworks to develop and enhance essential interpersonal skills in professional settings. A wide range of training programs, tools, and research has emerged in response to the increasing demand for individuals with strong soft skills in the workplace.

4. Gaps in Existing Systems

While there is a growing body of research and a variety of solutions available for soft skills training, there are still significant gaps in existing systems that hinder their effectiveness, accessibility, and scalability. These gaps present opportunities for improvement and innovation in the soft skills training space. Below are some of the key gaps identified in current systems:

1. Corporate Soft Skill Training Programs Many companies offer internal training programs or partner with external training providers to develop soft skills in their workforce. These programs typically focus on communication, leadership, teamwork, conflict resolution, and emotional intelligence. Some notable solutions include:
2. Dale Carnegie Training: Offers programs in leadership, communication, and personal development, focusing on enhancing interpersonal skills and confidence.
3. Accessibility: Few tools are designed for user-friendly deployment on commonly used devices (e.g., smartphones or laptops).

This project addresses these gaps by:
- Immersive Learning with VR and AR.
- Interactive, Experiential Learning
- Ensuring accessibility through web-based platforms.

5.   Social and Practical Feasibility

The project's social and practical feasibility examines its real-world applicability and benefits:

1. Social Feasibility
    - Social feasibility refers to the ability of the project to be accepted by the target community and society at large. It takes into account the potential impact on individuals, organizations, and broader societal norms, including the alignment with current trends and needs in the workforce.

2. Alignment with Workforce Needs
    - Growing Demand for Soft Skills: Research consistently shows that employers value soft skills such as communication, teamwork, problem-solving, and emotional intelligence as much, if not more, than technical skills. According to a LinkedIn survey, 92% of talent professionals say that soft skills are equally or more important than hard skills in hiring.

3. Economic Impact:
    - Improved soft skills can lead to higher productivity, better employee engagement, and reduced turnover, all of which positively affect the economy. This societal impact aligns with efforts to enhance workforce capabilities and is likely to receive positive attention from employers and policymakers.

4. Global Scalability:
    - The online and hybrid learning models, along with cultural sensitivity in the curriculum, make the project globally scalable. It can be easily extended to international markets, addressing global soft skills training need

CHAPTER 3

PROJECT OBJECTIVE

The primary objective of this project is to design, develop, and implement a comprehensive, scalable, and engaging soft skills training program that addresses the current gaps in existing training systems. The aim is to enhance the development of key soft skills—such as communication, teamwork, leadership, emotional intelligence, and problem-solving—across diverse audiences, enabling individuals and organizations to thrive in the evolving workplace environment.

1.   Key Objectives

1. Personalization of Learning Experiences
   - Objective: Tailor the training to individual needs and learning preferences by offering personalized learning paths based on participant assessments, job roles, and skill gaps.
   - Outcome: Ensure that each learner receives training content that addresses their unique strengths, weaknesses, and professional requirements, leading to more effective skill development.
2. Integration of Cutting-Edge Learning Technologies
   - Objective: Leverage advanced technologies such as Virtual Reality (VR), Augmented Reality (AR), and gamification to create interactive and immersive learning experiences
   - Outcome: Enhance learner engagement and retention by providing real-world simulations where participants can practice soft skills in a safe and controlled environment.

3. Implementation of Robust Assessment and Feedback Mechanisms

- Incorporate continuous assessments, feedback loops, and performance tracking tools that measure the progress and effectiveness of soft skills training.

4. Accessibility and Scalability of Training

- Develop an online and hybrid learning platform that ensures accessibility to a wide range of learners, including remote workers, global audiences, and diverse professional backgrounds
- Establish a self-sustaining training system that continues to evolve and expand, allowing for widespread implementation and lasting impact in the workplace.

5. Social and Cultural Sensitivity

- Create culturally sensitive content that addresses diverse communication styles, leadership practices, and interpersonal dynamics across various cultural contexts
- Ensure that the training is inclusive and relevant to participants from different backgrounds, fostering a respectful and collaborative learning environment.

6. Implementation of Robust Assessment and Feedback Mechanisms

- Incorporate continuous assessments, feedback loops, and performance tracking tools that measure the progress and effectiveness of soft skills training

- Provide learners with ongoing feedback that supports their development, while allowing organizations to track training effectiveness and measure real-world impact

2.   Broader Objectives:

1. Foster a Workforce Capable of Navigating Change
    - Equip individuals with the critical soft skills needed to adapt to rapid technological advancements, organizational shifts, and global challenges..

2. Promote Inclusivity and Diversity in the Workplace
    - Enable greater social and economic mobility for underrepresented groups by empowering them with the skills needed for career advancement, thus contributing to workplace equality and social justice

3. Contribute to Organizational Transformation and Innovation
    - Support organizations in their journey toward becoming more agile, innovative, and people-centric by promoting soft skills that enhance leadership, creativity, and team collaboration.

4. Bridge the Skills Gap in the Labor Market
    - Address the increasing demand for soft skills in the workplace by providing training that complements technical expertise with essential interpersonal and leadership abilities.

3.   Measurable Outcomes:

1. Improvement in Soft Skills Competency

    - Demonstrable improvement in the key soft skills targeted by the training (e.g., communication, teamwork, leadership, emotional intelligence, problem-solving).

2. Increased Employee Engagement and Job Satisfaction

    - Pre- and post-training employee engagement surveys (e.g., Gallup Q12 or similar tools).

3. Enhanced Performance and Productivity:

    - Increased team collaboration and effectiveness, tracked through team performance metrics.

4. Organizational Impact and ROI:

    - Increase in organizational innovation, problem-solving capabilities, or customer satisfaction as a result of improved soft skills.

5. Learner Retention and Application of Skills

    - Case studies or testimonials from learners and managers on how the skills have been applied in day-to-day work activities.

CHAPTER 4

HARDWARE AND SOFTWARE REQUIREMENTS

1. Hardware Requirement

To develop, test, and deploy the " soft skill trainer" project, the following hardware components are required:

1. Processor (CPU):

    - A system with at least an Intel Core i5 processor (or its equivalent) is necessary to efficiently perform tasks such as real-time speech recognition, text parsing, and animation playback.

2. Memory (RAM):

    - A minimum of 8 GB of RAM is recommended to handle multiple processes simultaneously, including running the application, accessing animation files, and rendering outputs.

3. Storage:

    - At least 256 GB of SSD storage is required for storing ISL animations, datasets, libraries, and application resources. Fast storage ensures quick access and retrieval of animation files.

4. Microphone:

    - A built-in or external microphone is essential to capture the user's voice input accurately for the speech recognition module.

5. Display:

    - A screen with at least a 1920x1080 resolution ensures clear and sharp visuals of the sign language animations for better user experience.

6. Internet Connection:

    - A stable internet connection is necessary to interact with online speech recognition APIs and to fetch resources dynamically when needed.

7. Input Devices:

    - Basic peripherals such as a keyboard and mouse are required for user interaction and input when using text-based options.

4.2 Software Requirements

The following software tools and frameworks are necessary for the successful implementation of the project:

1. Operating System:
   - Windows 10/11, Ubuntu Linux, or macOS
   - A versatile and stable operating system is required to run development tools, libraries, and test the project.

2. Backend Framework:
   - Node.js with Express: PNode.js is a JavaScript runtime that allows server-side development, while Express is a minimal web application framework for Node.js. Together, they provide a lightweight and fast backend solution
   - Django Framework: Django has built-in security features such as protection against SQL injection, cross-site scripting (XSS), cross-site request forgery (CSRF), and clickjacking.

3. Frontend Development Tools:
   - HTML5, CSS3, and JavaScript: Core technologies to design a user-friendly and responsive user interface.
   - Bootstrap: A front-end framework to ensure a clean and responsive design.

4. Speech Recognition Library:
   - WebKit Speech Recognition: This library processes and converts voice input into text in real time.

5. Animation and Media Management:
   - Kaggle ISL Dataset: Pre-saved ISL animations are integrated to display corresponding sign language visuals.
   - Media Tools: Libraries such as HTML5 Video Player or JavaScript for rendering animations.

6. Database:
    - SQLite: A lightweight relational database for storing user credentials, ISL animation mappings, and application data.
7. Development Environment:
    - Visual Studio Code (VS Code): A versatile code editor for development.
8. APIs and Libraries:
    - NLTK (Natural Language Toolkit): Used for text tokenization and parsing.
    - Speech Recognition Library: Processes and integrates speech input.
9. Browser Support:
    - Google Chrome, Mozilla Firefox, or any modern web browser for running and testing the frontend application.

CHAPTER 5

PROJECT FLOW

To define the project scope, objectives, stakeholders, and resources required to develop and implement the soft skills training program., described as follows:

1.   User Authentication Stage

➢ Before accessing the application's functionalities, the user must authenticate through the Login.

1. Input Credentials: The user provides their username/email and password via the login interface.
2. Authentication Process: The credentials are validated against the stored user data in the SQLite database using Django's authentication system.
3. Access Granted:
    ▪ If the credentials are valid, the user is redirected to the main interface.
    ▪ If invalid, an error message is displayed, and the user is prompted to retry.
4. Session Management: Secure sessions are initiated to maintain user access until logout or timeout.

2.   User Input Stage

➢ After successful login, the user interacts with the application through two input modes:

1. Voice Input:
    • The user provides spoken input via a microphone.
    • The system utilizes a speech recognition library (WebKit) to convert the speech signal into a text format.
2. Text Input:
    • The user directly types a word, phrase, or sentence into the provided input field within the application interface.

3.   Input Parser Stage

➢ Once the input is received (from either voice or text):

- The Input Parser Module tokenizes the input paragraph into individual sentences using the Natural Language Toolkit (NLTK) library.
- Each sentence is further broken down into words to map corresponding sign language animations.

4.   Sign Language Mapping Stage

➢ The Sign Language Generation Module searches for each word in the Indian Sign Language (ISL) animation database:

- Pre-saved animations stored in local storage are mapped to individual words.
- If a word has no direct sign animation, a default "letter-by-letter" ISL representation is generated.

5.   Animation Playback Stage

➢ The system retrieves the corresponding ISL animations for the processed input:

- Each animation is sequentially displayed using media rendering tools.
- Smooth transitions between animations ensure a clear and coherent representation of the original input.

6.   Output Stage

➢ The processed input is displayed as Indian Sign Language animations on the user interface:

- For voice input, the converted speech (text) and sign language animations are shown simultaneously.
- A clean and responsive user interface ensures accessibility for all users, with options to replay, pause, or restart the animations.
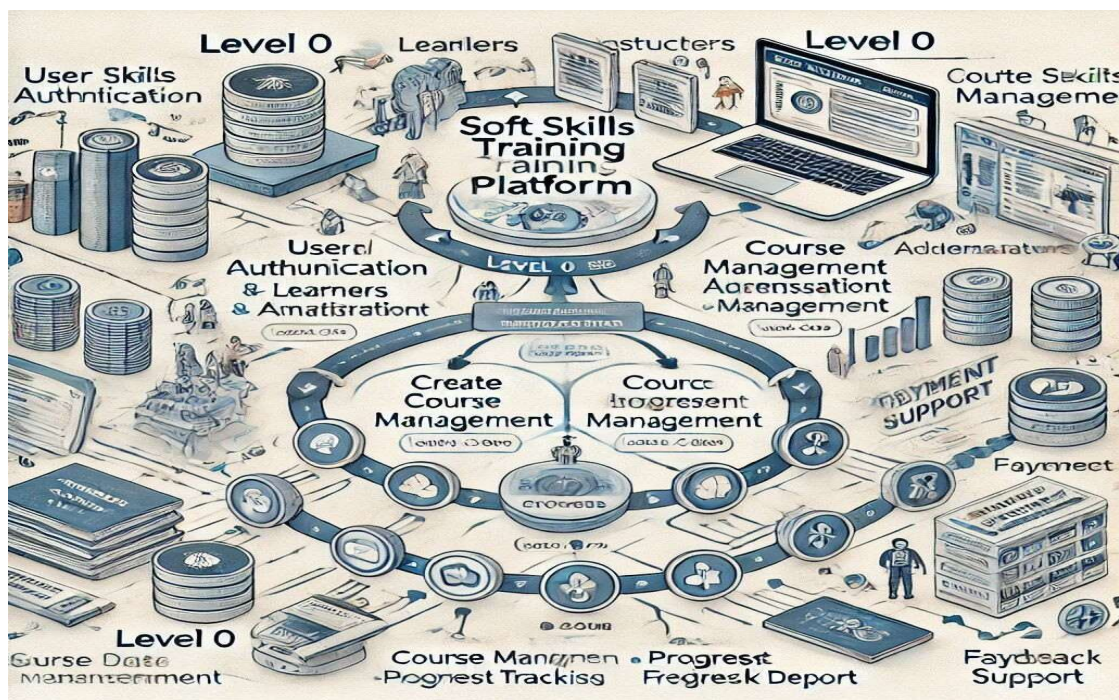
7.   DFD

A Data Flow Diagram (DFD) visually represents the flow of information within the soft skills training platform. It helps identify how data moves between different system components, external entities, and processes. Below is a breakdown of the DFD for this project:

➢ **0-LEVEL**
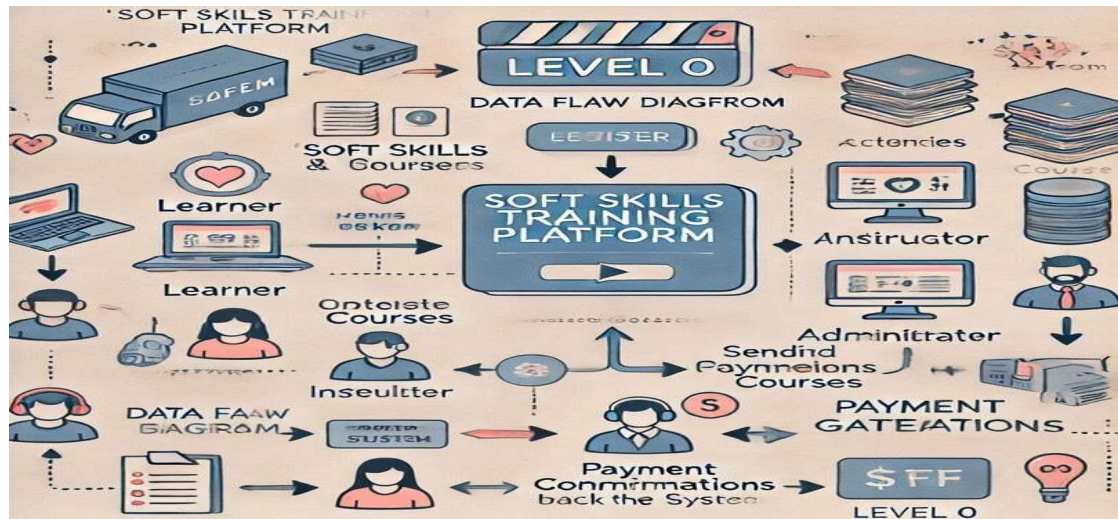
➢ **1-LEVEL**

➢ **1-LEVEL**

5.8 USECASE DIAGRAM:

A Use Case Diagram visually represents the interactions between users (actors) and the system, showing what functions or use cases the system provides to each actor. Here's an outline of the use case diagram for the Soft Skills Training Platform:

Learner: The end user who interacts with the platform to access courses, complete assessments, and track progress.

Register/Log In: Learners can create an account and log in to the system.

Enroll in Course: Learners can enroll in available courses.

Complete Assignments and Assessments: Learners can complete course-related tasks.

Track Progress: Learners can view their progress in courses.

Receive Feedback: Learners receive feedback from instructors.

Administrator:

Manage User Accounts: Administrators can add, modify, or remove user accounts (learners, instructors).

Manage Courses: Administrators can approve or modify courses.

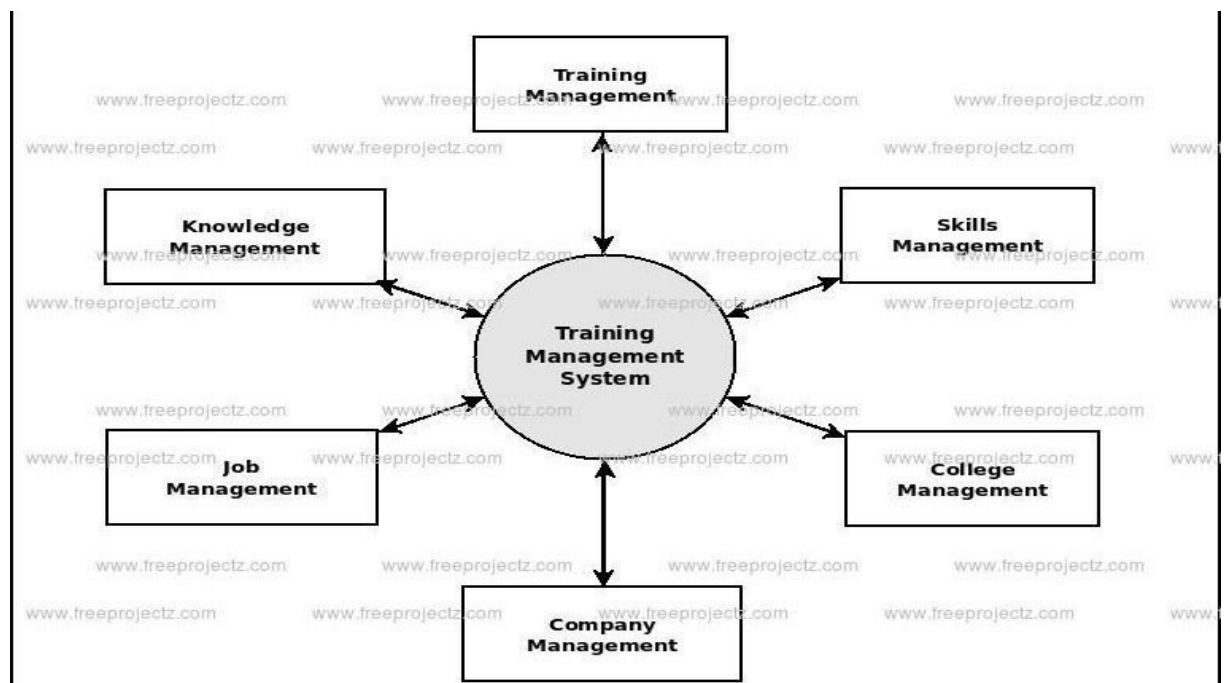Generate Reports: Administrators can generate performance and activity reports.
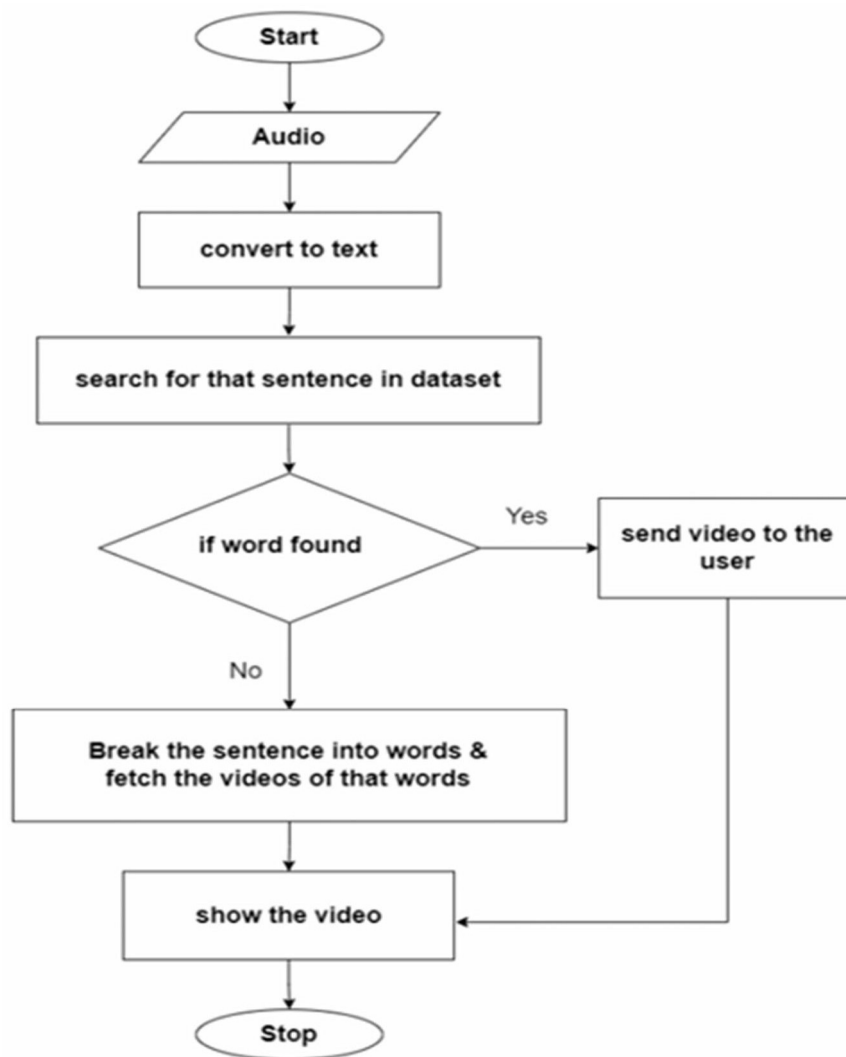
Configure System Settings: Administr

Payment Gateway:

Process Payments: The payment gateway handles payments for premium courses.

Confirm Payment: After payment is processed, the system is notified and grants course access.

5.9   Flowchart & Algorithm

• Flowchart

• Algorithm

1. Open Web Application.
2. Signup or login.
3. Input the text or click on microphone to speak.
4. Click on submit.
5. Input is process by system.
6. Start button for display of animation.
7. Shows the Required result.
8. Close.

CHAPTER 6

PROJECT OUTCOME

The Soft Skills Training Platform aims to offer a comprehensive, user-friendly system that enhances the learning experience for both learners and instructors. Below are the key outcomes of this project:

1.   Key Outcomes:

1. Enhanced Learning Experience for Learners:
   - Access to Comprehensive Soft Skills Courses: Learners will benefit from a wide variety of courses focused on developing essential soft skills, such as communication, leadership, teamwork, time management, and problem-solving.
   - Personalized Learning Paths: Based on user progress and preferences, the platform will suggest relevant courses, assignments, and assessments, creating a more tailored learning experience.

2. Improved Teaching Efficiency for Instructors:
   - Simplified Course Creation and Management: Instructors will find it easy to create, manage, and deliver courses on the platform, allowing them to focus on teaching rather than administrative tasks.
   - Efficient Assessment Management: Instructors can create and manage assessments, track learner performance, and provide feedback on assignments and tests.

3. Long-Term Career Development:
   - Improved Employability: Learners will develop key soft skills that enhance their employability and career growth opportunities.
   - Increased Job Satisfaction: By developing essential skills, learners are more likely to experience job satisfaction and professional growth.

4. Measurable Learning Outcomes:

- Data-Driven Insights: Both learners and instructors will have access to data-driven insights into learning progress, including completion rates, grades, and feedback.
- Instructor and Course Evaluation: Learners can rate courses and instructors, providing valuable feedback for continual improvement of the platform.

5. Scalability and Flexibility:

- Easily Expandable: The platform will be capable of scaling to include additional courses, instructors, and learners as demand grows.
- Adaptability: The platform can be adapted to integrate new learning tools, technologies, and features in response to evolving educational needs.

2. Social Impact:

- Access to Learning for All: The platform provides an accessible and inclusive learning environment, offering educational opportunities to people regardless of their geographic location, socioeconomic background, or educational level.
- Personal Development: In addition to career-focused skills, the platform fosters personal growth by helping individuals develop emotional intelligence, resilience, and better interpersonal communication skills.

3. Technological Advancement:

- Artificial Intelligence (AI) and Machine Learning (ML)
- Personalized Learning Paths: AI will analyze learner progress and behavior to provide personalized course recommendations, tailored learning paths, and adaptive content based on their needs and pace. This helps maximize engagement and learning outcomes.

USER INTERFACE

- **Home Page**

  The home page of the Soft Skills Training Platform should be visually appealing, easy to navigate, and offer a seamless user experience. Below is a suggested layout and key features for the home page, with a focus on user engagement and ease of access.
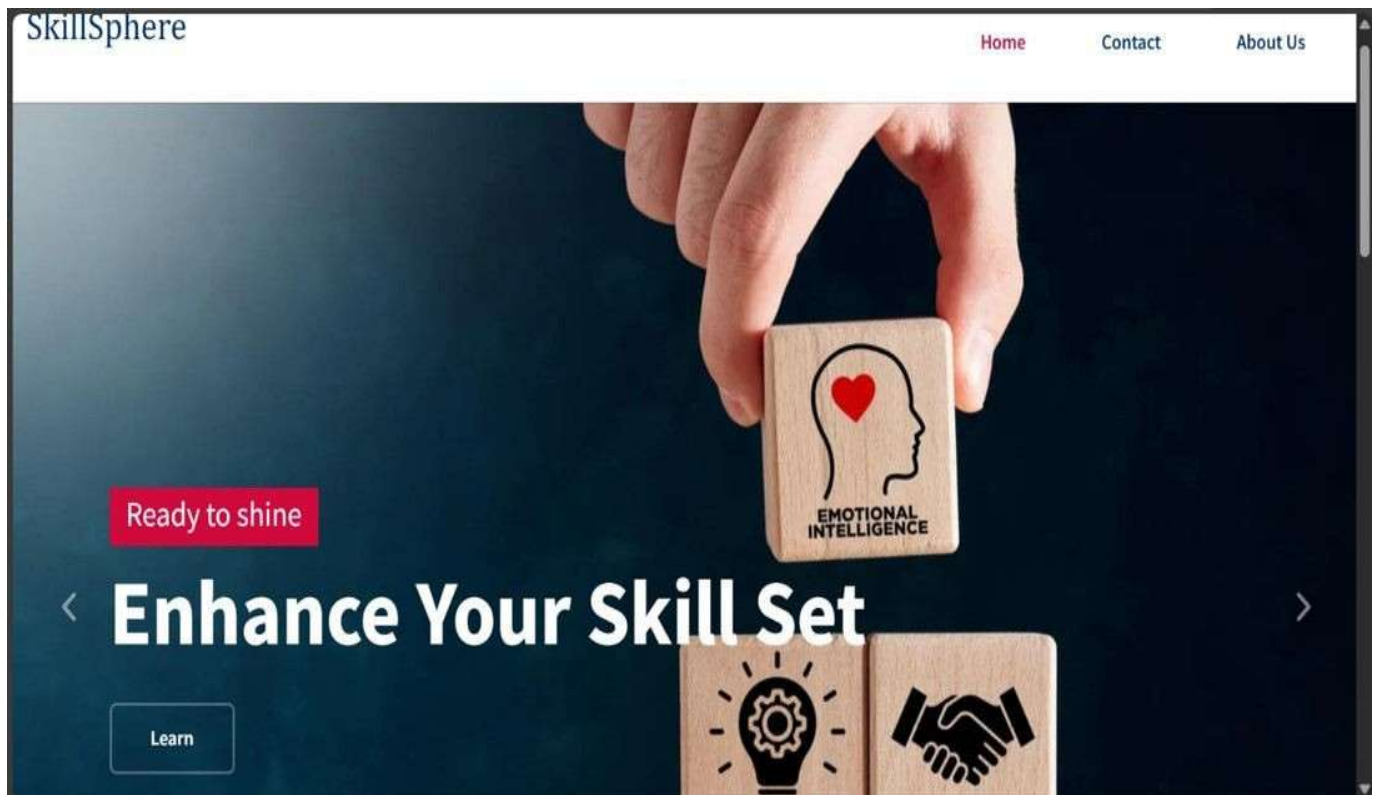
- **Body language**

  Body language is non-verbal communication that involves facial expressions, gestures, posture, and movements. These elements can convey feelings, attitudes, and even intentions. It is crucial in social, professional, and personal interactions

  1. Smiling: Sign of friendliness, approachability, and engagement.
  2. Eye Contact: Indicates attentiveness, confidence, and sincerity.
  3. Frowning: Can show confusion, concern, or displeasure.

  Posture:
  Open Posture: Standing or sitting with an open stance conveys confidence, receptiveness, and interest.
  Closed Posture: Crossed arms or hunched shoulders can signal defensiveness, discomfort, or disengagement.

- Gestures:

- Hand Gestures: Used to emphasize a point, convey emotions, or demonstrate understanding.

- Fidgeting or Playing with Objects: Often associated with nervousness or a lack of focus.

- Space (Proxemics):

- Personal Space: Respecting personal boundaries is important for maintaining comfort in communication.

- Physical Proximity: The closer one stands, the more intimate or confident the relationship is perceived to be.
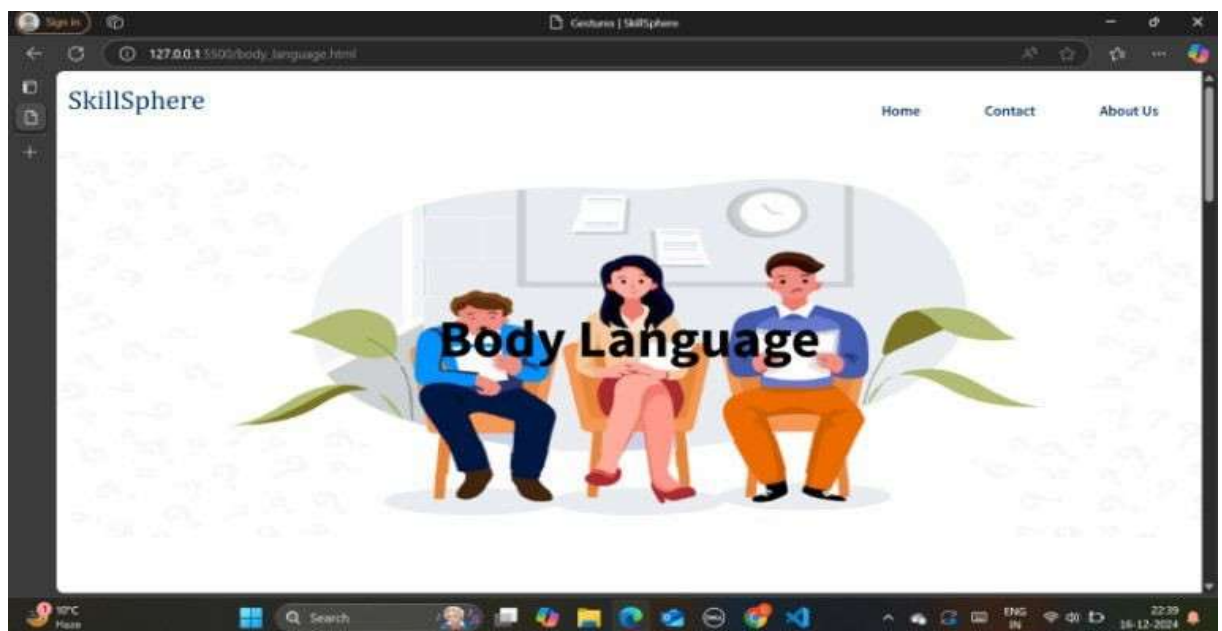
- **Dressing male**

When it comes to dressing for professional or social settings, particularly for males, understanding the importance of dress codes, personal style, and how clothing influences perceptions is essential. Proper attire can elevate one's confidence, improve communication, and make a positive impression in various environments.

Smart Casual

Jacket: A smart, casual jacket or blazer can elevate your outfit.

Shirt: A simple button-down shirt or a high-quality T-shirt with a blazer for a more relaxed yet polished look.

Jeans or Chinos: Well-fitted jeans (dark colors) or chinos are a good choice for smart casual outfits.

Shoes: Casual loafers, leather sneakers, or boots.

Accessories: A sleek belt and wristwatch complement the outfit

1. Professional Dressing (Business Attire)

A. Business Formal

Suit: A well-tailored, classic suit is often the most appropriate for formal settings. Common colors include black, navy, and charcoal gray.

Jacket: Single-breasted with two or three buttons is the most formal.

Trousers: Should match the suit jacket (same fabric and color). They should have a slim but comfortable fit.

Shirt: A crisp, white dress shirt is the safest and most formal choice. Light blue or pastel shirts can also work well.

Tie: A silk tie is a must. Opt for solid colors, stripes, or subtle patterns. Avoid overly bold designs.

Shoes: Black leather oxford shoes or brogues are a classic choice.

Accessories: Keep accessories minimal. A classic wristwatch, cufflinks (optional), and a belt that matches your shoes..

- **Dressing female**

Dressing well for different occasions can greatly enhance confidence, create positive impressions, and communicate professionalism or style. Just like with males, females can use their clothing choices to convey messages about their personality, social status, or the context of the occasion. Below is a detailed guide on female dressing for various scenarios

A. Business Formal

Suit: A well-tailored suit (pant or skirt suit) is a classic choice for formal business settings.

Blazer: A fitted blazer in neutral colors like black, navy, or gray. A single-breasted design with simple lines is a great option.

Skirt or Trousers: Pair the blazer with matching, well-fitted trousers or a pencil skirt that hits just below the knee.

Shirt: A button-up shirt or blouse in white, light blue, or soft pastels is the most formal. Avoid overly bright colors or loud patterns.

Dress: A sheath dress in neutral or solid colors is another elegant choice for business formal attire.

Shoes: Closed-toe pumps or flats with a moderate heel are professional and polished. Choose leather or synthetic materials for durability.

Accessories: Keep jewelry minimal with a classic wristwatch, stud earrings, and a belt. Avoid overly flashy items.
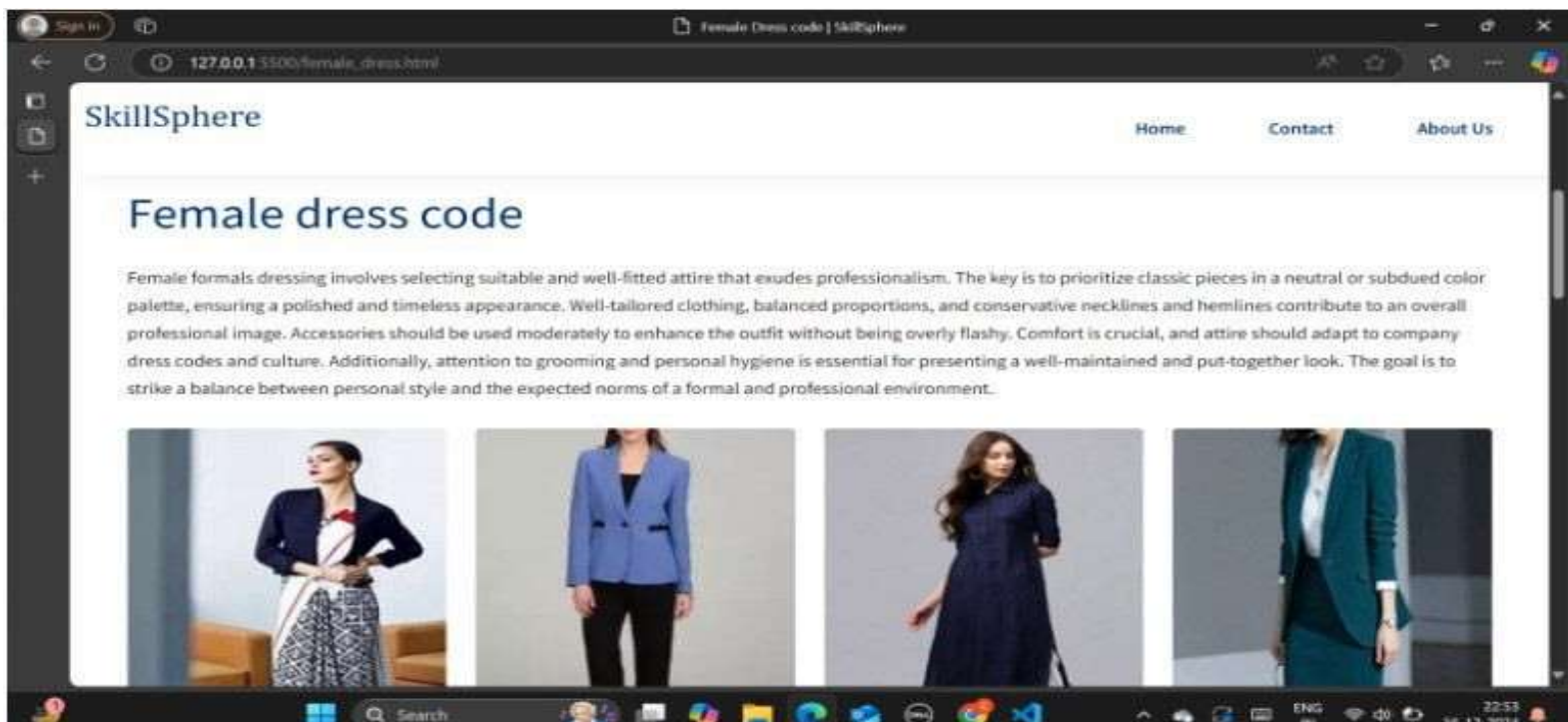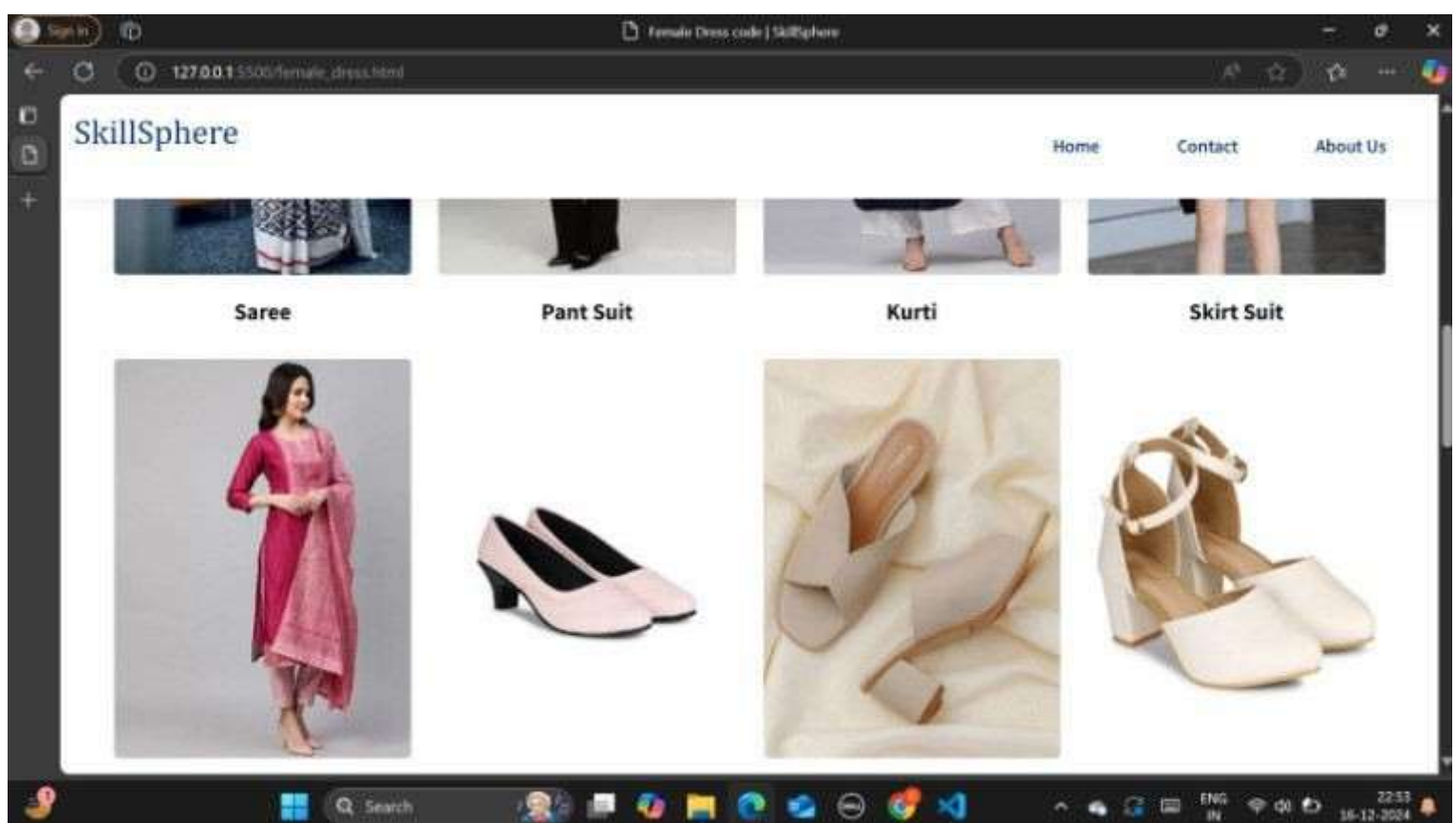
Important:

When it comes to dressing, whether for professional, casual, or special occasions, several important factors can influence the overall look and impact. Here's a summary of the most important aspects to consider when dressing, both for males and females:

Personal Style

Show your personality through clothing: Your style should reflect who you are.

Whether it's bold patterns, classic neutrals, or avant-garde trends, your clothes are an

expression of your individuality.

Consistency: Once you define your style, maintain it. A signature style helps you feel

confident and recognizable.

Color and Coordination

Colors play a significant role in the impression you make. Neutral tones (black, gray,

white, navy) are versatile and formal, while bold or bright colors can be fun and

expressive.

Coordinate: Ensure your outfit pieces complement each other. Overly contrasting colors

can create a jarring look unless done with intent (e.g., color-blocking).

Confidence:

Confidence is the best accessory: No matter how stylish or formal your outfit, the way

you carry yourself makes the biggest difference.

Posture: Stand tall, walk with purpose, and make eye contact. Confidence in your

appearance translates to others viewing you as more capable and assured.

- **resources**

    Social Media and Influencers

    Social media has become a great platform for fashion inspiration and real-time updates on trends and style guides.

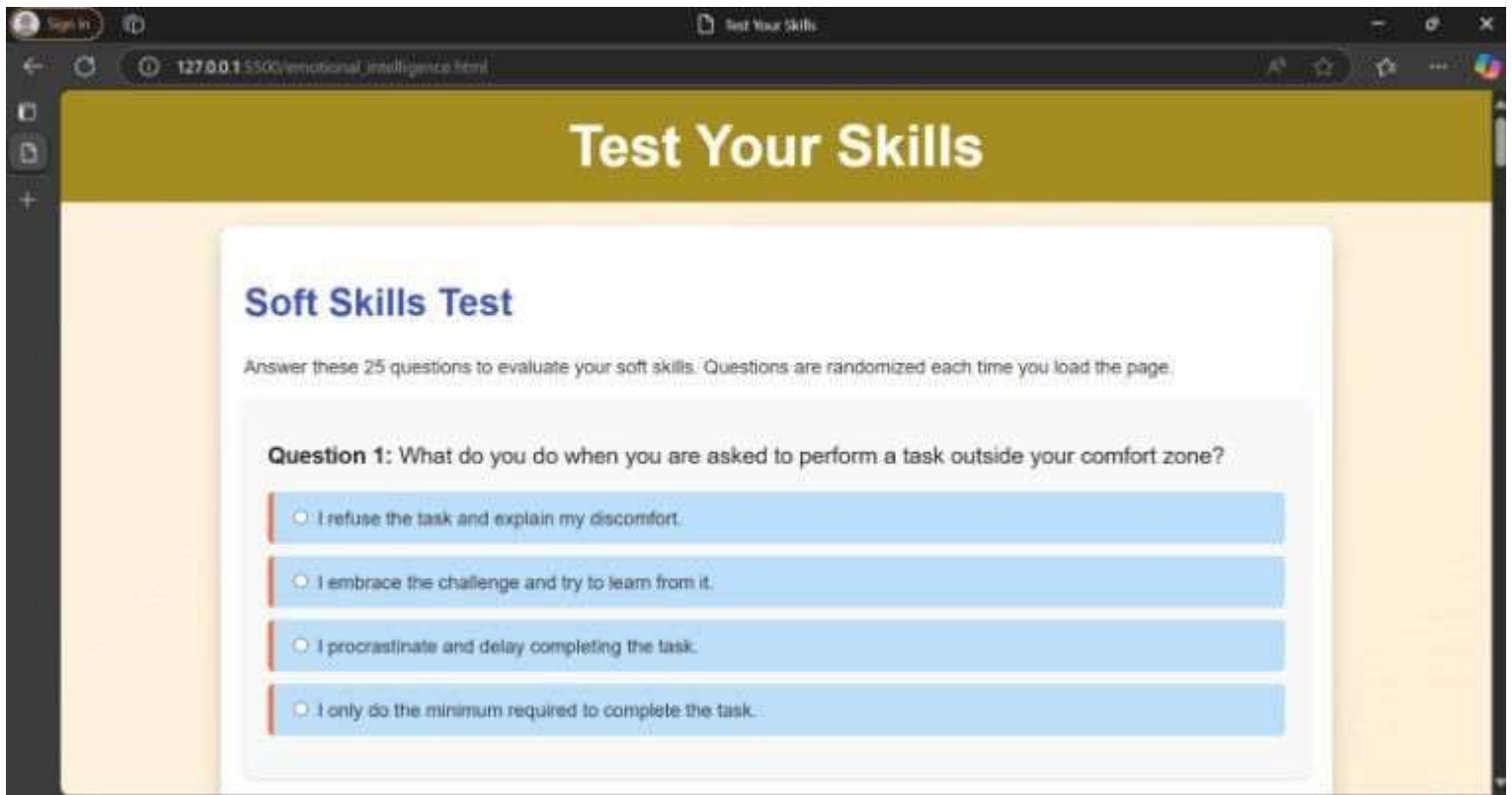   Instagram Accounts:

    @jordanbunker: Focuses on minimalist and timeless fashion.

    @weworewhat: A fashion influencer showcasing personal outfits and styling tips.

    @garconjon: A fashion influencer who shares modern menswear styling tips.

    Pinterest: A great tool for gathering style inspiration, creating mood boards, and finding new trends in fashion. Search terms like "personal style outfits" or "work attire inspiration" can bring up helpful boards.

Test Your Skills

Soft Skills Test

Answer these 25 questions to evaluate your soft skills. Questions are randomized each time you load the page.

Question 1: What do you do when you are asked to perform a task outside your comfort zone?

○ I refuse the task and explain my discomfort.

○ I embrace the challenge and try to learn from it.

○ I procrastinate and delay completing the task.

○ I only do the minimum required to complete the task.

- Writing: I can help generate content, essays, or explanations on a wide range of topics.
- Creative Tasks: I can create stories, poems, or even help with brainstorming ideas.
- Problem-Solving: You can give me a problem to solve, whether it's a math, logic, or even a riddle.
- Design: I can help generate visual ideas or create diagrams, and even generate images based on descriptions.
- Knowledge: You can ask me questions about almost anything—technology, history, science, or current events.
- Coding: I can help write and debug code in multiple programming languages

REFRENCES

1. JavaScript
   (https://developer.mozilla.org/en-
   US/docs/Web/JavaS cript (mdn web docs))

2. Json
   (https://youtu.be/whNFPBEI-
   wM?si=FB_7fTfT5_MCEfBi)

3. Tailwind
   (https://youtu.be/_9mTJ84uL1Q?si=u2XviMi1Be
   D072N)