



Basic Details of the Team and Problem Statement

Ministry/Organization Name/Student Innovation:

MINISTRY OF COMMERCE AND INDUSTRIES

PS Code: SIH1384

Problem Statement Title: DEVELOPING AN INTERACTIVE GAMING SOFTWARE/MOBILE APPLICATION ON INTELLECTUAL PROPERTY AWARENESS FOR SCHOOL STUDENTS.

Team Name: TRIAL BLAZERS

Team Leader Name: SHEIK MALEKA SHAMEEM

Institute Code (AISHE): C-19705

Institute Name: CMR TECHNICAL CAMPUS

Theme Name: SMART EDUCATION

Idea/Approach Details

IDEA/SOLUTION:

We are Implementing an interactive gaming software on Intellectual Property Awareness for school students which helps them to understand and learn the basics of **Intellectual Property Rights (IPR)**.

- The User need to install the game and register Him/Herself.
- The User can play the game in Three different levels: Beginner, Intermediate, Advanced.
- This game includes different activities like Quizzes, Puzzles(logos), Words Search, etc., on the basics of IPR (Intellectual Property Rights).
- The basic IPR topics include Patents, Trademarks, Copy rights and designs, etc.
- After completion of each game the user can see their progress/score in the Scoreboard. The User can also see the upgrade in the levels of the game.
- Users can receive the rewards weekly in the form Gifts on the basis of the Scoreboard.
- Users can also have a Quick recap at the end, on the topics they have learnt so far.

USE CASE DIAGRAM



TECHNOLOGY STACK:



Idea/Approach Details

USE CASE:

- **Learning Modules:** user can watch videos, can go through the text information about IPR.
 - ★ Learning Modules contains three levels: **Beginner, Intermediate, Advanced.**
- **Users** can take quizzes and other available games to test their knowledge. Instant feedback is provided along with correct answers.
 - ★ Users can retake **quizzes and puzzles** to improve their score.
 - ★ After completion of every level user is **granted with rewards** which defines their knowledge upon IPR.
 - ★ Users can provide **feedback** on learning modules, games and can ensure about the any inconvenience about the page.
- **Admins** can access user analytics to monitor engagement.
 - ★ Admin can generate **reports on user performance** and **course effectiveness.**

SHOW STOPPER:

- **Comprehensive IPR Curriculum:** It provides a well-structured curriculum covering various aspects of intellectual property rights, including patents, copyrights, trademarks, and trade secrets.
- **Real-World Scenarios:** Users can apply their knowledge through real-world scenarios and case studies, enhancing their practical understanding of IPR concepts.
- **Gamified Learning Experience:** The application offers a fun and interactive way to learn about IPR, combining gaming elements like challenges, quizzes, and rewards with educational content.
- **Analytics and Progress Tracking:** Users can track their progress, view performance analytics, and identify areas for improvement, promoting a sense of achievement.

Team Member Details

Team Leader Name: Sheik Maleka Shameem

Branch: B-Tech

Stream: CSE-AIML

Year: III

Team Member 1 Name: Kiranmai. N

Branch: B-Tech

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Year: III

Team Member 2 Name: Indira Priyadarshini. S

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Team Member 3 Name: Mohammad Abdul Rahman

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Team Member 4 Name: Ajay Kumar. S

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Year: III

Team Member 5 Name: Rakesh. K

Branch: B-Tech

Stream: CSE-AIML

Year: III

Team Mentor 1 Name: Mrs. Swaroopa Rani

Category: Academic

Expertise: Data Mining

Domain Experience (in years): 8

Team Mentor 2 Name: Mrs. Durga Bhavani

Category: Academic

Expertise: IPR

Domain Experience (in years): 8

