



Sahayak

સીખો સિખાઓ, પढ़ો पढ़ाओ, डिजिटल इंडिया बनाओ !

Motivation & Problem Solved

- ✓ Existence of large technological gap between rural and modern India
- ✓ Problem of co-ordination between Government departments
- ✓ Urgent need to address the issue of rural technical literacy
- ✓ Need to inspire self-education through interactive mediums like games
- ✓ Make rural India feel like a part of this digital revolution

Features

- ✓ Fun-filled educational tool for naives
- ✓ Age Independent: 6-60
- ✓ Encompasses native language
- ✓ Minimal dependence on internet
- ✓ Small size application
- ✓ Scalable



- **Know Our World**



- **Our India**



- **Learn English**



- **Know About Internet**



- **My Government (Rural)**



- **About Us**



FUTURE ASPECTS

- ✓ Porting to regional languages
- ✓ Addition of vernacular dialects
- ✓ Inclusion of elaborative interactive gamification
- ✓ Reward System
- ✓ Performance Improvement



Jigyasa
Grover

THANK
You

Chhavi
P.
Gupta