

EDUBRIDGE

Addressing the lack of academic activities on a single platform

**MAJOR PROJECT
PRESENTATION**

PCS25-35

TEAM DETAILS:

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Problem Statement

1

The college have no decentralized portal for events, competitions, projects happening in college.

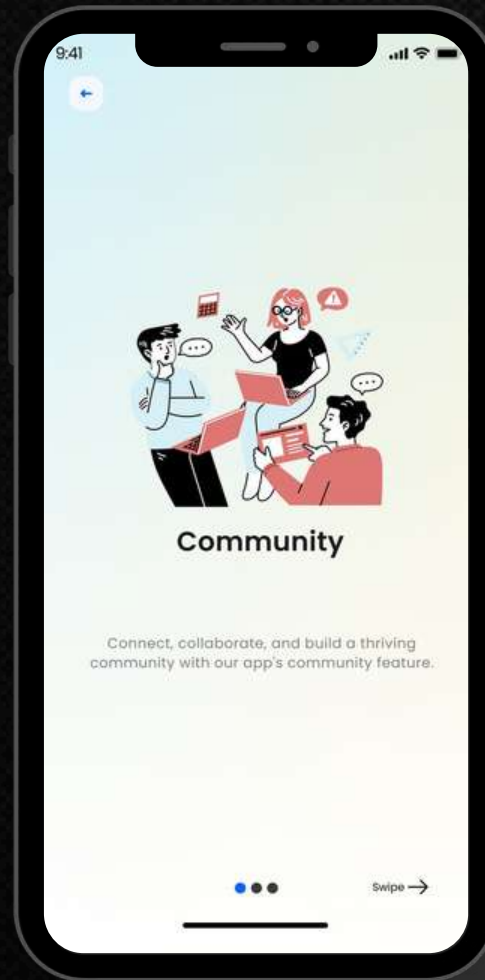
2

The next major point of focus is to provide mentor support for both college and industry.

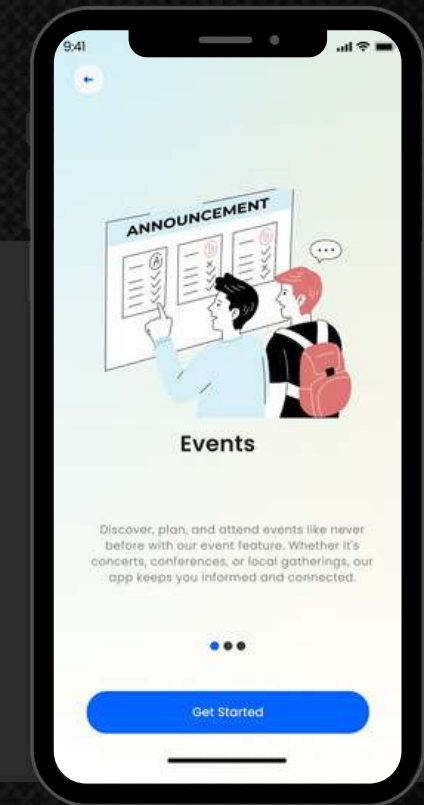
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No Admin control over events , more of paper work for approvals, no outcome checks.

Solution

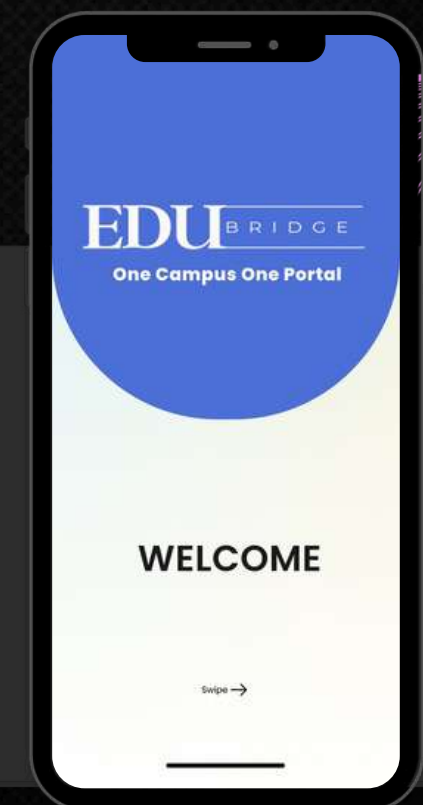


Developed a single portal for all needs of students- Hosting and participating in events.

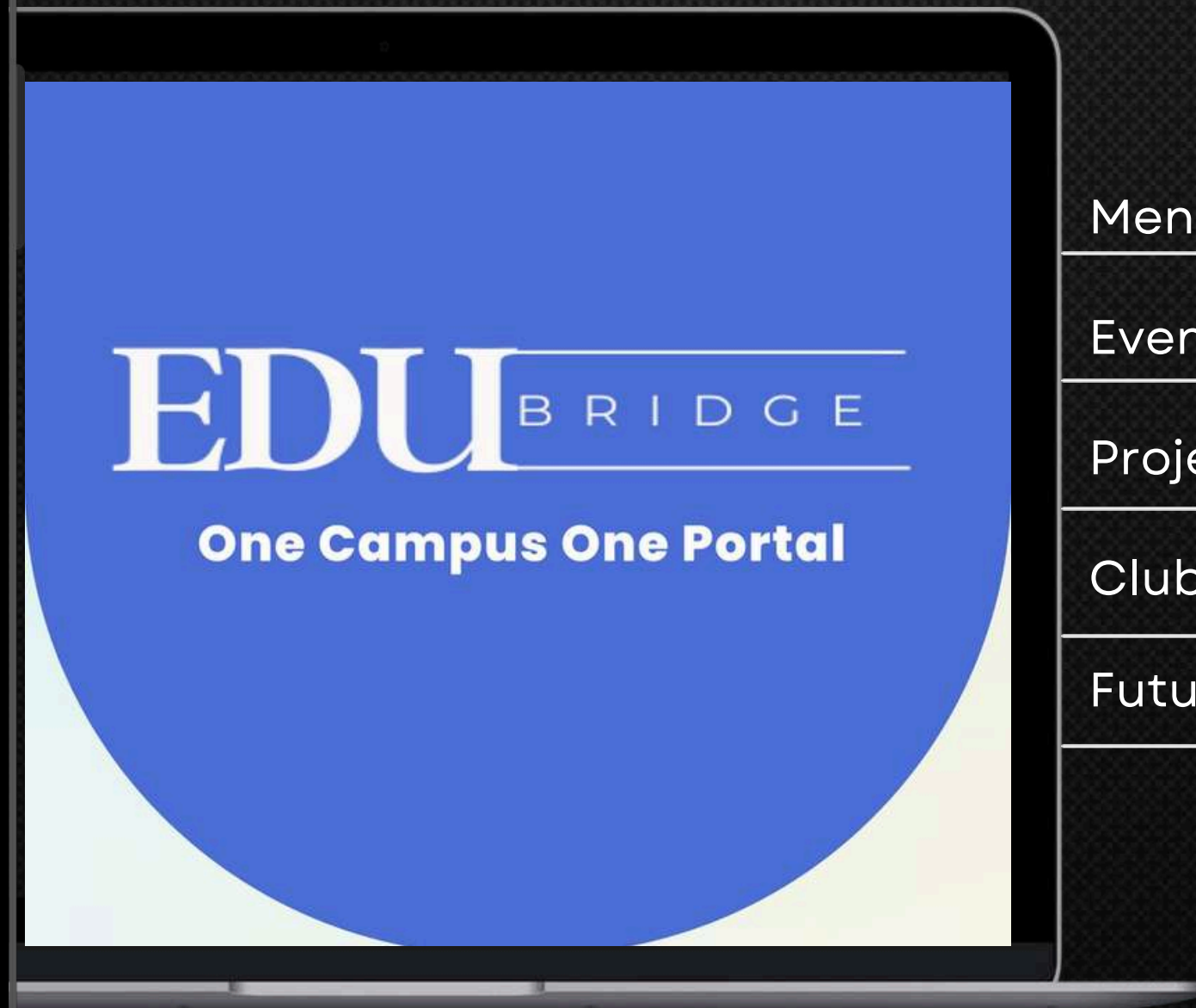
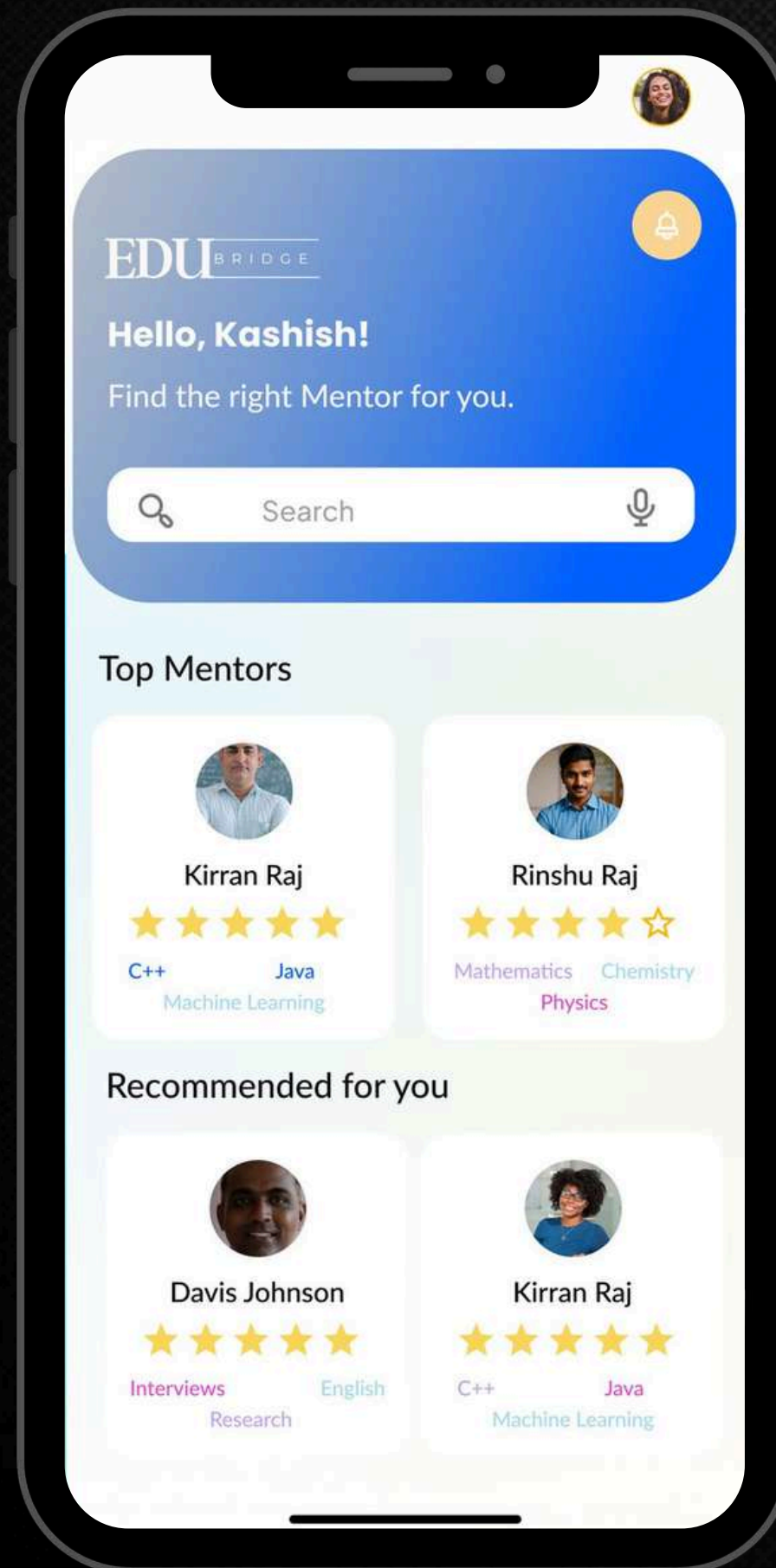


Conduct centralized recruitments for the clubs by holding all the process over our platform.

Portal for getting mentors for projects over short and long term from both industry and colleges.



KEY ELEMENTS



Mentorship Model

Event based guide

Project Mentorship

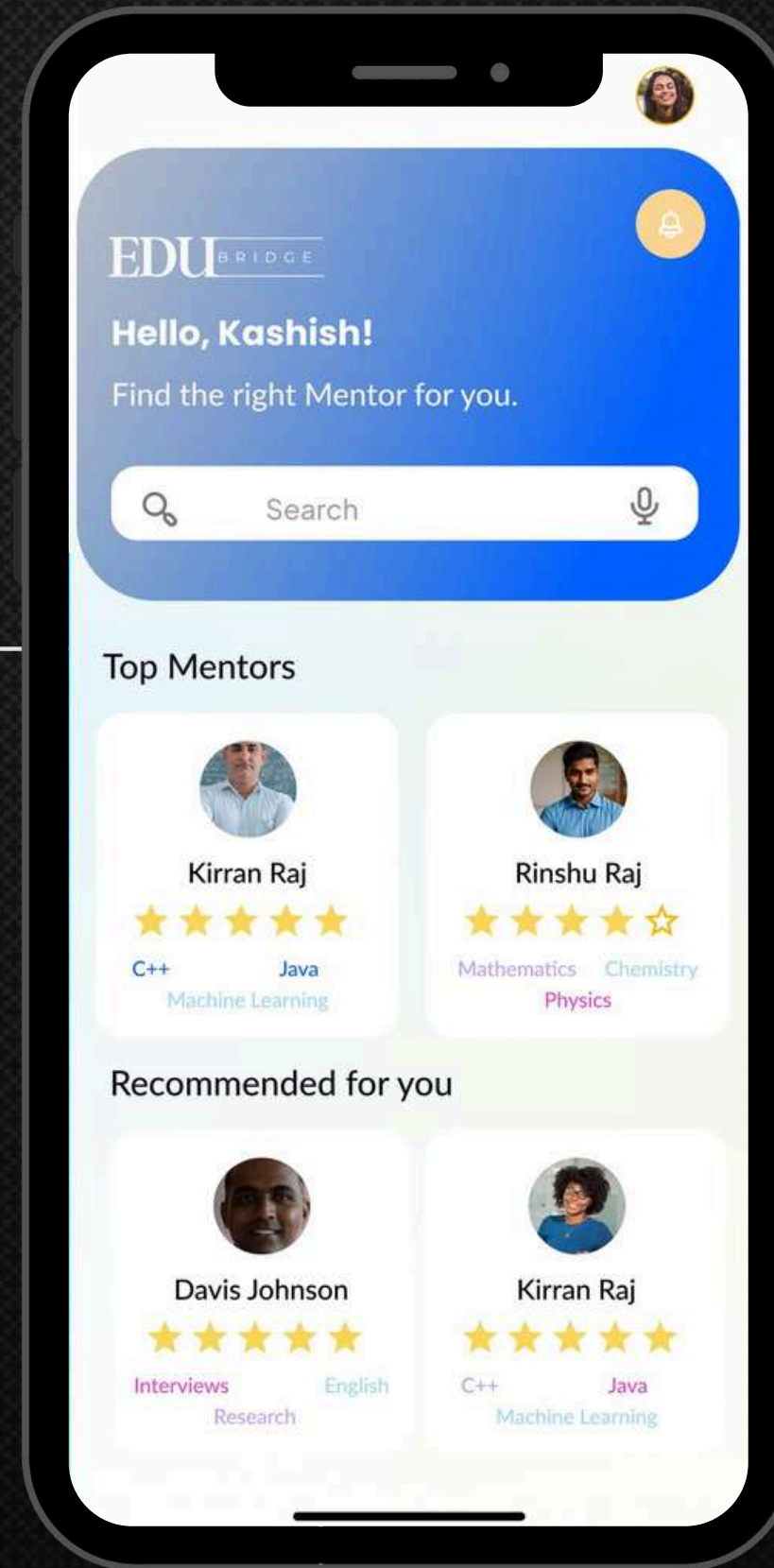
Clubs Information

Future aspect: Hiring

Tech Stack



Android App



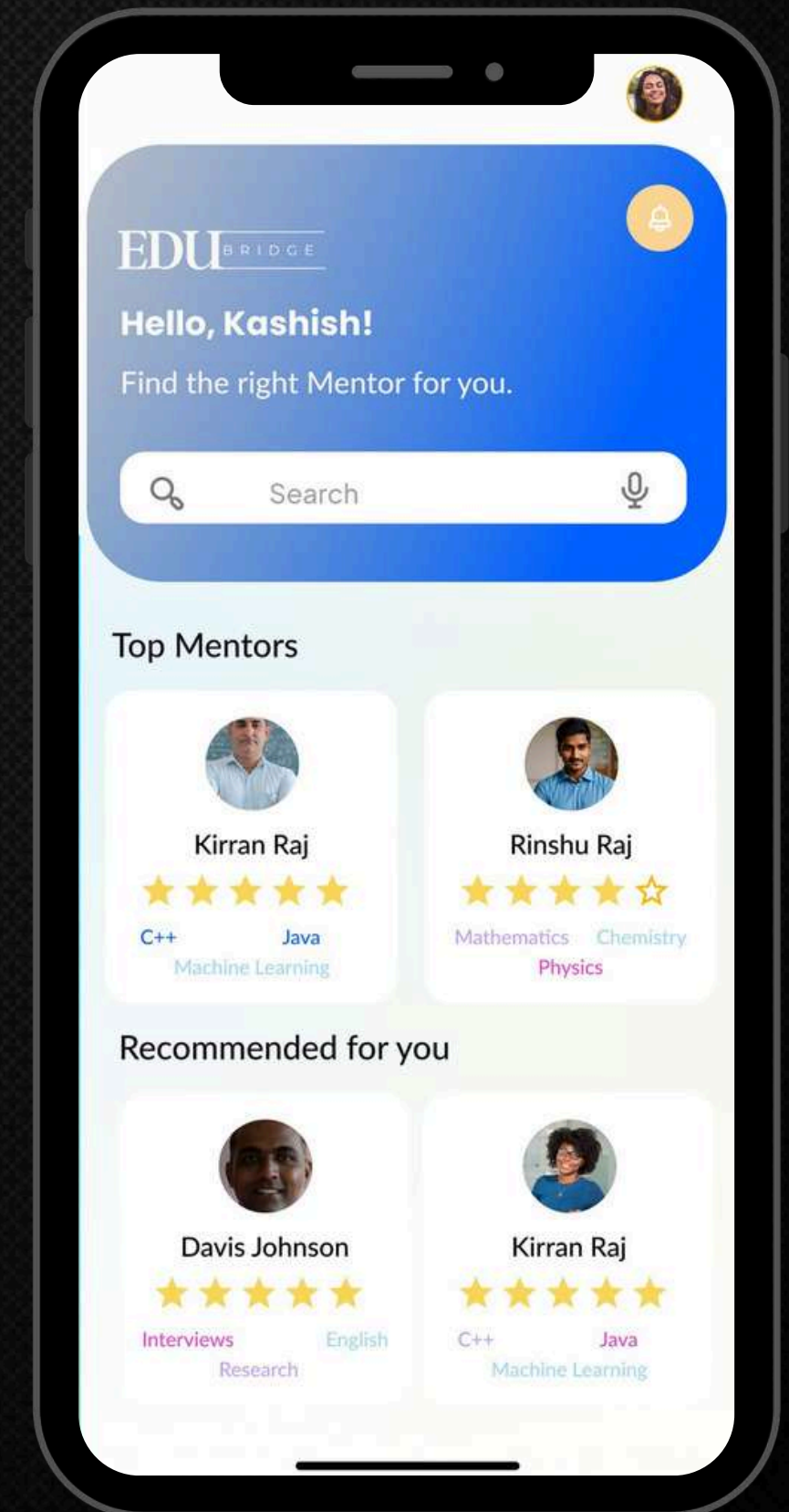
Backend:
Firebase



Frontend:
UI/UX--Figma
XML

Tech Stack

- Programming Language : Dart , XML
- Development Environment: VS Code
- User Interface Design: XML & Figma
- Backend services: Firebase
- Database: Firebase DB.
- Push notifications: Firebase Cloud messaging
- Testing and debugging: Robolectric



Alignment with UN Sustainable Development Goal

Goal 4: Quality Education – Your EduBridge project directly supports this goal by providing an educational platform that can enhance learning opportunities. By integrating effective workflow and UI/UX design, you are promoting accessible and inclusive learning experiences.

Goal 8: Decent Work and Economic Growth – EduBridge could align with this goal if it helps users develop skills that lead to employment or entrepreneurship. The project's potential to support skill development contributes to sustainable economic growth.



Goal 9: Industry, Innovation, and Infrastructure – By developing EduBridge with modern technologies and integrating it with Firebase, your project promotes technological innovation and the creation of resilient educational infrastructure.

Goal 10: Reduced Inequalities – If EduBridge provides equitable access to educational content for diverse and underrepresented groups, it aligns with this goal by promoting inclusivity and reducing inequalities in education.

Approach



Step 1: Data Integration & Design

Step 2: Implementation with the predefined tech stack

Step 3: Connecting with required database Step 4:

Clubs/Organization filling its data

Step 5: Students adopting the environment of the app.

Expected Outcomes, Impact & business aspects.



The project has the potential to reach a greater audience and turn it into a running business model.



The first part of this model is the Mentor-Mentee Relationship where the mentee will have to pay a fee to avail the services.

Key points deliverables

- Student User Research
- Partnership for accurate and current academic event information.
- User Friendly Interface with intuitive navigation.
- Utilize push notifications for provide timely updates.

Conclusion

- EduBridge was developed using Java and integrated with Firebase on VS Code, utilizing modern UI/UX design principles for a seamless user experience. The project followed agile methodologies to ensure iterative improvements and adaptability. This tech stack enabled the creation of a robust, scalable educational platform that enhances learning accessibility and engagement.

Yukti Portal proof

Submitted Ideas/PoCs						Add Idea/PoC
Sr. No.	Innovation ID	Innovation Title	Sector/Domain/Theme	Team & Mentor Details	Action	First Eval Sta
1	IR2025-960758	EduBridge	Education, Smart Education, Software - Mobile App Development	<div>✎ Team Members Details</div>	<div><div>✎</div><div>🗑</div></div>	

Thank You

