

MANJARA CHARITABLE TRUST
RAJIV GANDHI INSTITUTE OF TECHNOLOGY, MUMBAI



SMART INDIA HACKATHON 2022

Ministry/Organization Name/Student Innovation:

National Council of Educational Research and Training (NCERT), Department of School Education & Literacy (DoSEL).

PS Code: KH1158

Problem Statement Title:

To develop a sense of accomplishment to make life more meaningful / purposeful.

Team Name: Zeros

Team Leader Name: Rishabh Kanhaiya Jaiswal

Institute Code (AISHE): C-33792

Institute Name: MCT Rajiv Gandhi Institute of Technology

Theme Name: Smart Education

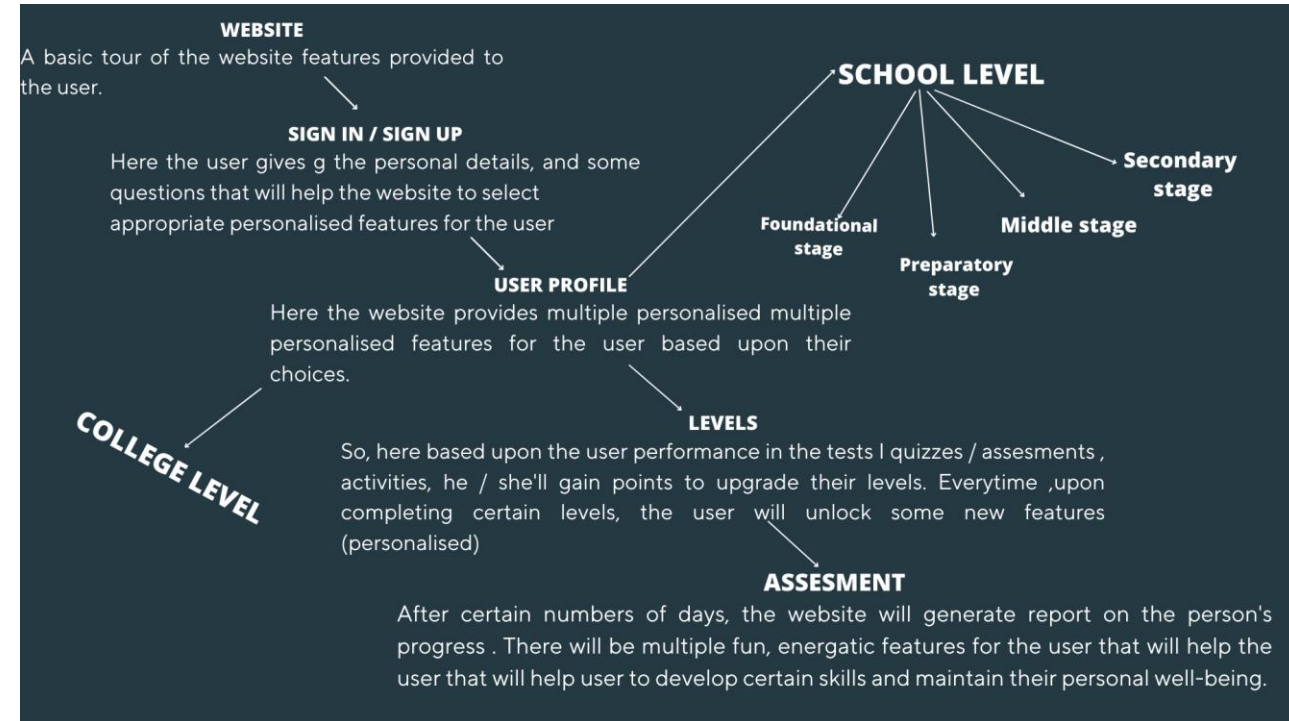


Idea/Solution/Prototype:

- ❖ GetVision is a web based application that provides general as well as personalised solutions for the user for their personal wellbeing.
- ❖ It uses a smart system for identification of the user/client issue based upon the survey taken from the user.
- ❖ The user gets multiple options on the platform that help them to deal with their issue.
- ❖ The website caters various personalised features like To-do list, Task manager etc etc.
- ❖ The user is graded with points based upon the progress shown by the user which is evaluated by the website
- ❖ The web application provides multiple levels to the user where they can reach after scoring certain amount of points in the tests/assessments/problems.
- ❖ Also the user will be able to unlock multiple new features based upon the no. of levels they reach (performance based).
- ❖ Then, after a certain period of time, based upon the user's performance the website generates a detailed progress report for the user which can be used to evaluate how far the user has improved over the issue they reported.

PROCESS FLOW:

[Image Link](#)



Technology stack:

Frontend:

HTML

CSS

CSS libraries - tailwind and bootstrap

JavaScript

React JS (JavaScript frontend framework)

Backend:

Node JS (JavaScript runtime)

Express JS

MongoDB (for storing data)



Use Cases Description

- **First time user:** The first time user will create an account on the platform, give some necessary personal details and then give a survey containing questions that will help the platform to understand the issue user is facing.
- **Goal solution:** Once the issue is identified, the user/client is provided with a personalised dashboard having multiple features like assessment tests, fun problem games, brainstorming quizzes etc, that will ultimately help the user to develop good problem solving skills and to help them in their issue.
- **Solution generation:** The user now can go on the solution provided and then learn various strategies like Critical thinking, Hypothesis testing, trial and error and many more.
- **Grading Points:** After every assessment the user is graded with some points depending upon their performance, which is being evaluated by the application.
- **Points privilege:** Based on the points, user gets to unlock multiple new features like writing their own blogs on the platform, creating their personal chat room etc etc.
- **Assessment Report:** After a certain no. of days the system generates a detail oriented progress report for the user based on their performance throughout the challenges, which can be shared with their parents/mentors.



Dependencies

- **User Age:-** 5-40
- **Language:-** English, Hindi
- **Device Requirement :-** The user must have mobile or Desktop with internet.
- **User Requirement:-** The User should fill the personal information at start while filling the form.
- **Parents Requirement :-** The parent should have Email-id for tracking the details of their child.
- **Goal Software Aspects:-** The web compliments developing determination , enhancing problem solving abilities and also guide for career building problem solving skills.

SHOW STOPPER:-

- ❖ **Interactive UI :-** The website provides the fun feature loaded with interactive UI which will be a fun to use for the user .
- ❖ **LEVELS :-** Based on the user's performance in self-oriented assessment , the user can gain points and reach new units, which'll help them unlocking multiple new features. And thus will encourage user to spend more time on website and get his/her learning going
- ❖ **Music Space:-** One of the personalised feature is the Music space where the user can and listen to some very beautiful and calming music which will help them relax.
- ❖ **Discussion Forum:-** An open chat space, where all the user can discuss their issues with all the other users.
- ❖ **Personal chat rooms :-** If any user wants to internet end -to-end with another user , then, user extracted a personal room where they can chat.
- ❖ **Variety of Questions:-** As the user will progress to different Level he will get multiple new challenging, and interesting problem (New questions are displayed as the way upgrade to new levels).

Team Member Details

Team Leader Name: Mr Rishabh Jaiswal

BE	COMPS	Year II
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Team Member 1 Name: Mr Kishan Kathare

BE	COMPS	Year II
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Team Member 2 Name: Mr Snehil Seenu

BE	COMPS	Year II
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Team Member 3 Name: Mr Jimit Jain

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Team Member 4 Name: Mr Dharmaraj Rathod

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Team Member 5 Name: Ms Vaishanavi Mishra

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