Sunbird | beck'n

SKILL-A-THON 1.0

NDEAR - ONDC EDUCATION & SKILLING HACKATHON

ONLINE MENTORING SYSTEM

POWERED BY

EkStep | Foundation
National Digital Education Architecture
Digital Infrastructure for the education ecosystem

SUPPORTED BY

ONDC
Open Network for Digital Commerce

FIDE
Foundation for Interoperability in Digital Economy

NASSCOM

futureskills prime

1.Team Name: Curious coders

2.Contact Details (of POC)
Email ID: abi1562004@gmail.com
Contact Number:7975174014

3.Member Details (Name, Email ID and Contact Number)
Member 1: Abinandhini DM –7975174014 - abi1562004@gmail.com
Member 2 : Sona B - 9384338992 - sona04b@gmail.com
Member 3: Vimal Dharan N - 6374784739 - vimalvimal1293@gmail.com
Member 4; Aadhithyan D - 9443281737 - aadhithyan.d@gmail.com
Member 5: Logeshwar BS - 8754143349 - logeshlogesh1272004@gmail.com

4.Challenge Category: 5 Open Innovation

SKILL-A-THON 1.0

NDEAR - ONDC EDUCATION & SKILLING HACKATHON

Problem Statement

The current lack of effective communication between students and mentors has led to a decrease in the overall quality of student education and mentorship. As a result, students are finding it difficult to receive the guidance they need to succeed in school and beyond. A student-mentor interaction app will enable students to get the personalized guidance they need while improving communication and collaboration between mentors and students. The app should provide features such as individual profiles, private messaging, video conferencing, and real-time notifications, as well as an intuitive user interface that allows for ease of use.

Objective:

- Our solution aims to develop a mobile application which provides a platform for successful mentoring relationship between a mentor and mentee, which helps the mentee develop specific skills or achieve specific goals.

- It aims to improve mentee retention rates by providing a positive and engaging mentoring experience that encourages mentees to remain in the program and achieve their goals.

- It aim to measure and track the mentee's progress and the effectiveness of the mentoring relationship, using appropriate metrics such as goal achievement, knowledge gained, and skill development.
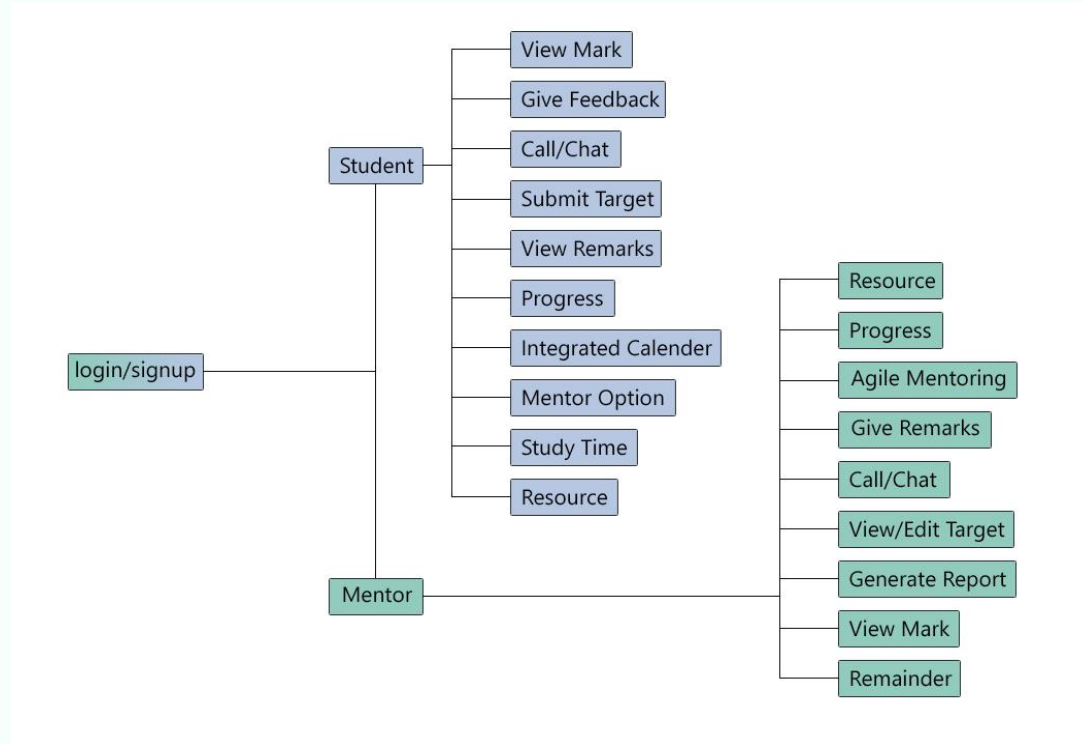
How does it help to solve the problem?

Students who lack in communication with the teachers can find this application very useful. As we'll make this idea into an app this will be accessible to many of the students and teachers. There are a lot of divisions that will make the application more user-friendly. We first have the option to select whether the user accessing the app is a student or a teacher. This makes it even more compact. After selecting the user it has different options for both teacher and student.

What are the impact metrics that one can use to analyse the effect of the solution?

- Engagement: This metric measures how engaged participants are with the mentoring system, including how often they access the platform, how often they engage with their mentor, and how frequently they use the resources provided. Engagement can be measured through usage statistics and platform analytics.

- Mentor-mentee interactions: This metric measures the frequency and quality of interactions between mentors and mentees, including the number of sessions or meetings held, the length of those sessions, and the level of engagement and communication between the mentor and mentee.

- Learning outcomes: This metric measures the knowledge, skills, and abilities gained by participants as a result of their participation in the mentoring system. Learning outcomes can be measured through assessments or evaluations of participant performance before and after the mentorship program.

- Success rate: This metric measures how many participants achieve their goals or objectives as a result of their participation in the mentoring system. Success rates can be measured through assessments or evaluations of participant progress toward their goals.

Methodology/ Architecture Diagram