

## codeX HACKATHON - VISION STATEMENT

What do players learn? What does that enable them to do?

Players learn about fruit, nutritional value

WHAT CHALLENGE DOES THAT SOLVE?

It solves their literacy problems or improves their literacy. educates them on fruits names.

Who are the players?

Kids between 3-6 years.

What is the Learning Loop?

App asks the kid what <sup>fruit</sup> they want to know about. they show an image of the fruit or actual fruit. App confirms fruit & asks if you want to know more. Player confirms yes or no, if yes app ask gives info about fruit & asks questions. if no player goes back to start.

How do Players START?

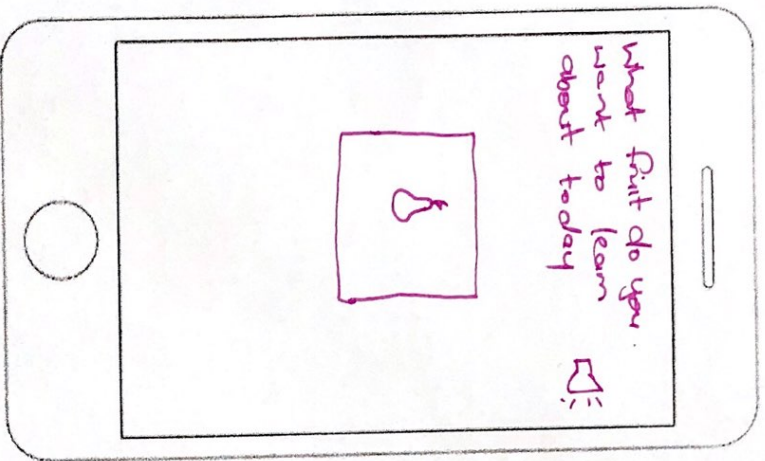
They start by showing the fruit they want to know more about.

How do Players PROGRESS?

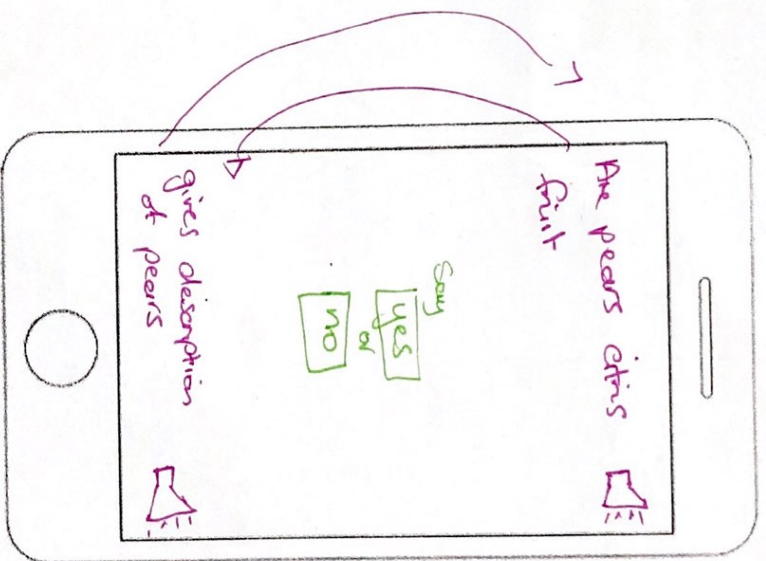
They are given info about the fruit and asked questions.

How do Players END?

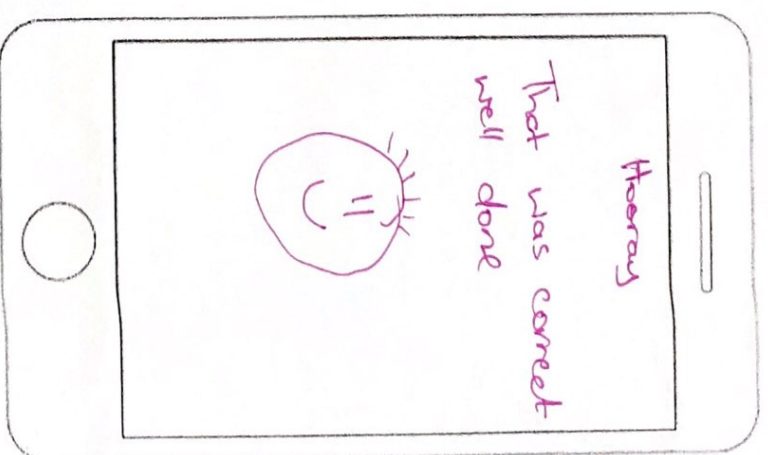
if they answer the question correct they get a success message & get taken back to start. if they answer wrong they redo the questions.



Notes:  
app starts with asking  
what fruit you want to  
know more about & player  
shows fruit-



Notes:  
app gives description of  
fruit shown & asks  
a question based on  
description.



Notes:  
based on if the answer  
is correct or not user  
get a screen saying  
well done or please  
try again.



4.

# Data Model

Store the fruits trained in the model to a table.

| Fruit names |        |
|-------------|--------|
| 1           | Apple  |
| 2           | Banana |
| 3           | Orange |



The fruit facts to be stored to the player about the fruit.

| Fruit facts |   |
|-------------|---|
| 1           | Apples come in different sizes and colors |
| 2           | Bananas are high in potassium             |
| 3           | Oranges contain vitamin C                 |



Player will be asked questions based on fruit

| QA                         |        |
|----------------------------|--------|
| Question                   | Answer |
| 1. Is vitamin C in apples? | yes    |
| 2. Should I eat a banana?  | yes    |
| 3. Are oranges red?        | no     |

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## Data Model Training

### IMAGE

- 1) We will start by training the image model.
- 2) We will train the model using fruit.
- 3) Placing the fruit in front of camera, at different angles and train it to recognize the fruit and its name.
- 4) Repeat step 3 for every other fruit.
- 5) Test this model.

### AUDIO

- 1) After showing the model the image, we will use text to speech to ask whether they want to know more about the fruit or not. We will use machine learning to listen to a yes/no response and render the pages accordingly.
- 2) If player responds yes we will proceed to <sup>the facts about the fruit.</sup> ~~questions using text to speech~~
- 3) Players will be asked questions based on facts given. If player answers correctly, they will be asked another question. If answered incorrectly they will be asked to redo the question.
- 4) Once players answer all questions correctly they go back to start and do another fruit.



Help find the name  
from about



How you like to see  
Answer

The pear is  
fruit

say yes or no  
loud enough for app  
to hear



What fruit do you  
want to learn about?

- ☐ Apple
- ☐ Pear
- ☐ Orange

Successful

happy



you've reach next level

what's  
next  
fruit  
want



Answers

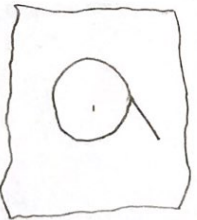
fruit



say  
no



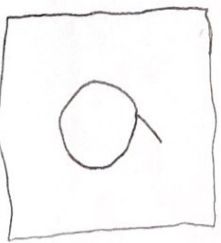
say  
no



This is an orange  
(audio)

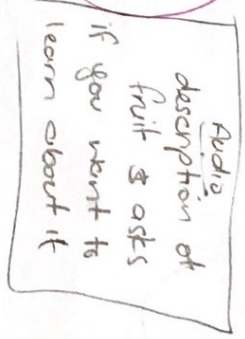
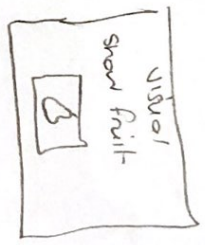
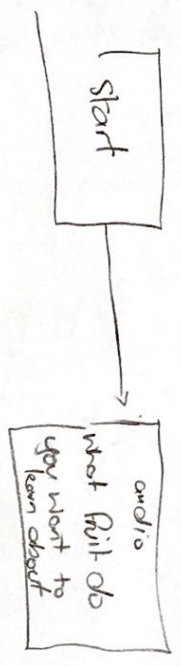
Do you want to  
know more? (audio)

Yes / No

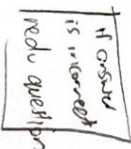
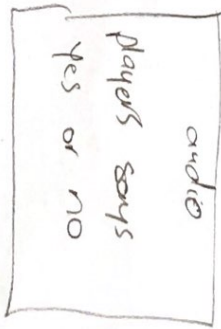
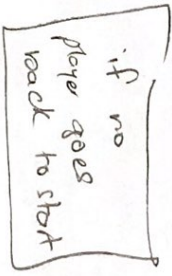


Which Fruit Do you  
Want to know more about

Have Screen start at app.



Second Screen



last screen depending on outcome

