**FICS Compitition-Lingomate**

**Stage-I**

Online Idea Submission:

In Stage 1, student teams submit project synopsis of their unique ideas with positive social impact. These ideas are endorsed by FICS Management after the approval of the respective supervisor. Subsequently, the ideas shortlisted in Stage 1 make it to the next stage

Idea **Name (max two words):**

* LingoMate AI

**Slogan (max five words):**

* Practice English with AI

**Application Domain:**

* Other (since it's a language practice tool)

**Enter brief description:**

* LingoMate AI is an interactive English practice tool that allows users to converse on their favorite topics, improving their fluency. The AI bot uses speech recognition and natural language processing to help users learn English more effectively.

**Abstract (Max 400 Characters):**

* LingoMate AI is an innovative platform designed to enhance English speaking skills. By conversing with an AI bot on selected topics, users practice English in a dynamic and engaging manner. The bot processes speech through speech-to-text (STT) technology and generates responses with text-to-speech (TTS), aiding in better fluency and pronunciation.

**What is the unmet need in society that your idea will fulfill? (Max 300 Characters):**

* Many individuals struggle with English fluency and lack opportunities for real-time conversational practice. LingoMate AI addresses this gap by providing users with a virtual conversation partner to practice English anytime, anywhere, enhancing both speaking and listening skills.

**Who needs it? How many would benefit it? (Max 300 Characters):**

* LingoMate AI is beneficial for language learners, students, professionals, and non-native English speakers. It can help thousands of individuals looking to improve their English communication skills, especially in regions where access to native speakers is limited.

**How will the solution work? Please explain the technical working of your solution (Max 500 Characters):**

* Users select a topic, and the AI bot listens to their speech using speech-to-text (STT) technology. It processes the text through an AI model, such as GPT, and generates a spoken response via text-to-speech (TTS) technology. This creates an interactive conversation, helping users improve their language skills in real-time.

**Does it have the potential to be easily adopted by the beneficiary? Please explain how? (Max 300 Characters):**

* The app is easy to use, accessible on various devices, and requires no prior language skills, making it ideal for a wide range of users. Its real-time conversation feature makes it convenient and engaging, motivating users to practice daily, leading to faster adoption.

**Who are your competitors? How is your solution different? (Max 300 Characters):**

* Competitors include language learning apps like Duolingo, Babbel, and HelloTalk. However, LingoMate AI focuses specifically on conversational practice using real-time speech interaction, while most competitors focus on text-based exercises or predefined lessons. The use of speech-to-text and AI makes it more dynamic and realistic.

**Stage-II**

Pitching Session

In Stage 2 the student teams present their ideas to a wider audience in the form of PowerPoint presentation. The judges at this stage include Industry partners; they assess the impact and practicability of the project ideas, as well as their ability to be commercialized

**Stage-III**

Prototype Development

In the 3rd and final Stage of the competition, the teams shortlisted in Stage 2 present working prototypes of their solution (alternatively, students can display plant design, equipment design, product design or process design). The judges evaluate the prototypes on various parameters and select the best 3 projects, which are given cash prizes. Note: All international teams are required to be physically present for Stage 3