Team Members & Roles

SAV199

Muthulakshmi D- TEAM LEADER

Dharunyadevi S

Divya M

Harini

Gajalakshmi V

PROBLEM STATEMENT:

Real-World Challenge:

- Despite the rising urgency of climate change and environmental degradation, environmental education remains largely theoretical in many Indian schools and colleges. Students are often taught textbook-based content with little emphasis on real-world application, local ecological issues, or personal responsibility.

- There is a lack of engaging tools that motivate students to adopt eco-friendly practices or understand the direct consequences of their lifestyle choices. Traditional methods fail to instill sustainable habits or inspire youth participation in local environmental efforts.

GAMIFIED EDUCATION

Increase Engagement & Motivation – Traditional lessons are boring; gamification makes learning fun, interactive, and rewarding.

Promote Real-World Impact – Students actively practice eco-friendly habits through challenges, quizzes, and simulations.

The use of gamification in education

E-LEARNING

Solution

Our Idea:

How It Solves the Problem:

Engaging & Fun: Turns boring lessons into interactive quizzes, challenges, and games.

Promotes Eco-Friendly Habits: Encourages students to practice sustainability in real life.

Easy & Accessible: Works on mobile or web for schools, colleges, and homes.

Why It's Important:

- Raises Awareness: Teaches students about pollution, recycling, climate change, and sustainability.

- Builds Habits Early: Encourages eco-friendly practices from a young age.

- Bridges Theory and Practice: Helps students see the real-world impact of their actions.

- Reduces Environmental Impact: Educated students can make choices that help protect the planet.

Wow factors

Raises Awareness: Teaches students about pollution, recycling, climate change, and sustainability.

Builds Habits Early: Encourages eco-friendly practices from a young age.

Bridges Theory and Practice: Helps students see the real-world impact of their actions.

Reduces Environmental Impact: Educated students can make choices that help protect the planet.

Learnings during the Datathon

Teamwork & Collaboration: Worked effectively with peers.

Practical Problem-Solving: Built solutions under time pressure.

Technical & Creative Skills: Applied AI, gamification, and UX design.

User-Centric Approach: Learned the importance of engagement and accessibility.