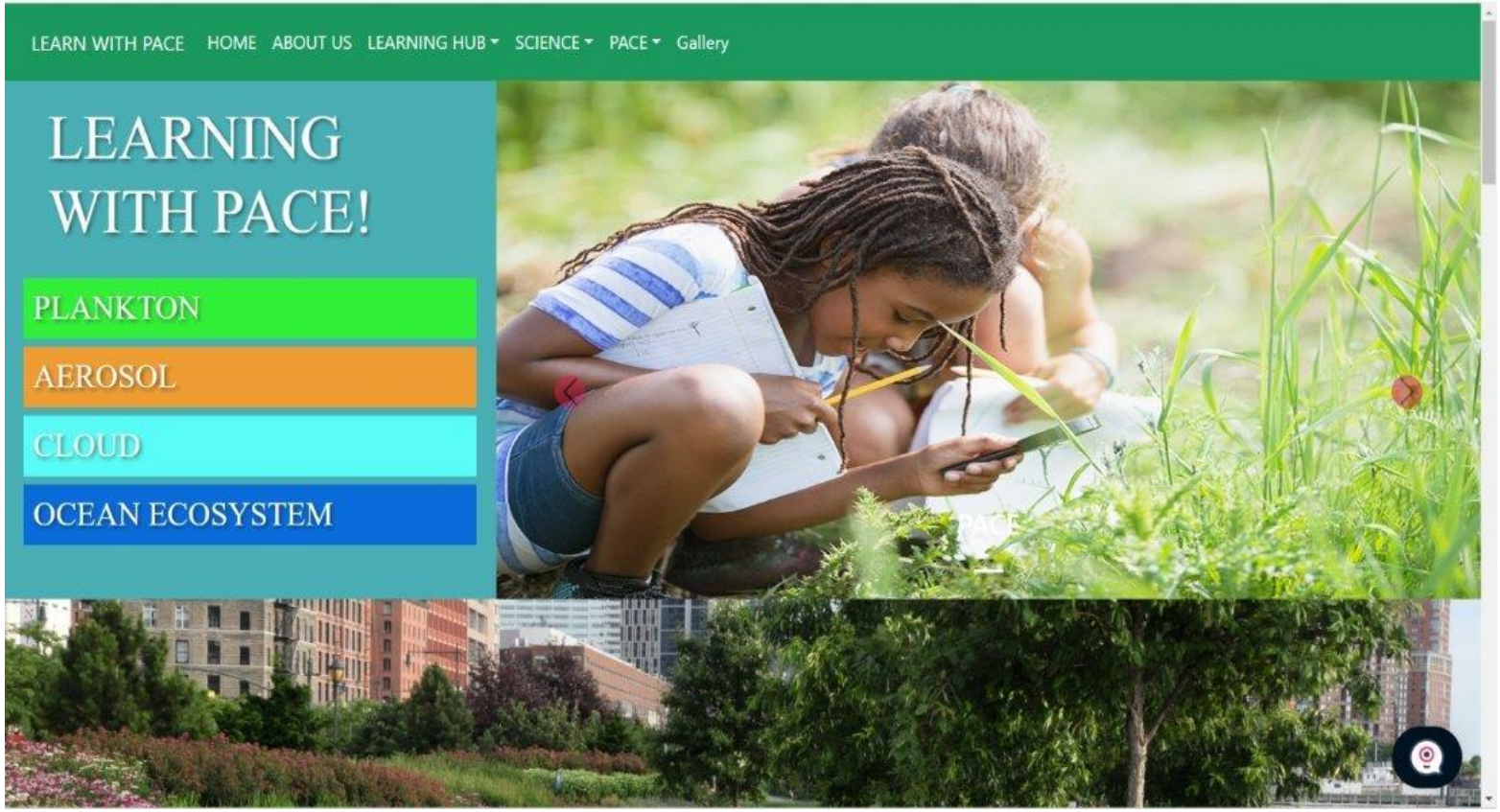
Problem Statement Title: PACE in The Classroom

Team Name: Phyto-Makers

IDEA TITLE

- **The web application will offer a personalized learning experience through adaptive quizzes and data integration on topics like PACE, its working, impact, benefits and much more. Users will receive custom quizzes based on their progress, along with interactive visualizations of real-time data to deepen understanding.**



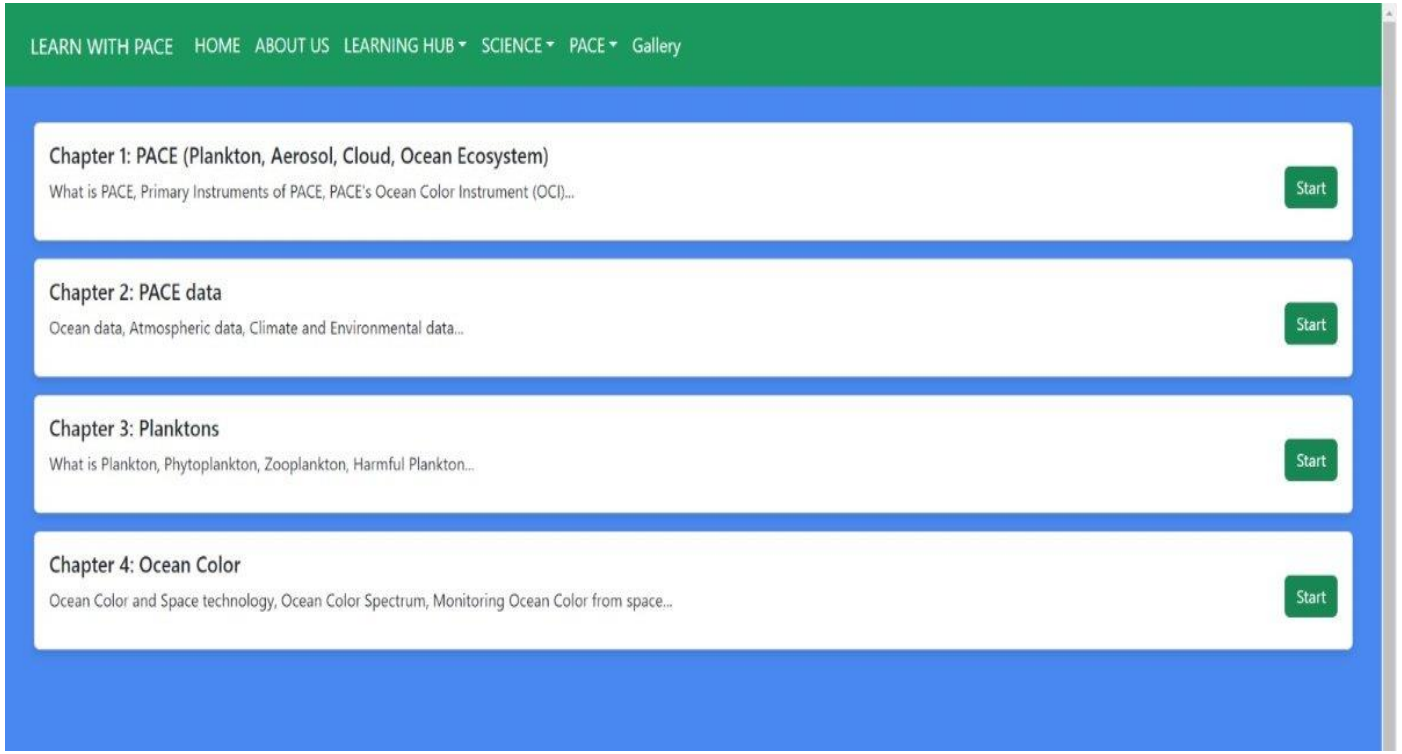
TECHNICAL APPROACH

Technologies to be used:

1. **Programming language:** ReactJS, HTML, CSS
2. **Frameworks/Tools:** GitHub, SeaDAS
3. **Additional Tools:** Figma, Camtatia

Implementation Steps:

1. **UI/UX:** Use Figma to create app's UI.
2. **Development:** Code the web-application using ReactJS in Visual Studio Code
3. **Test:** Test the web-application.



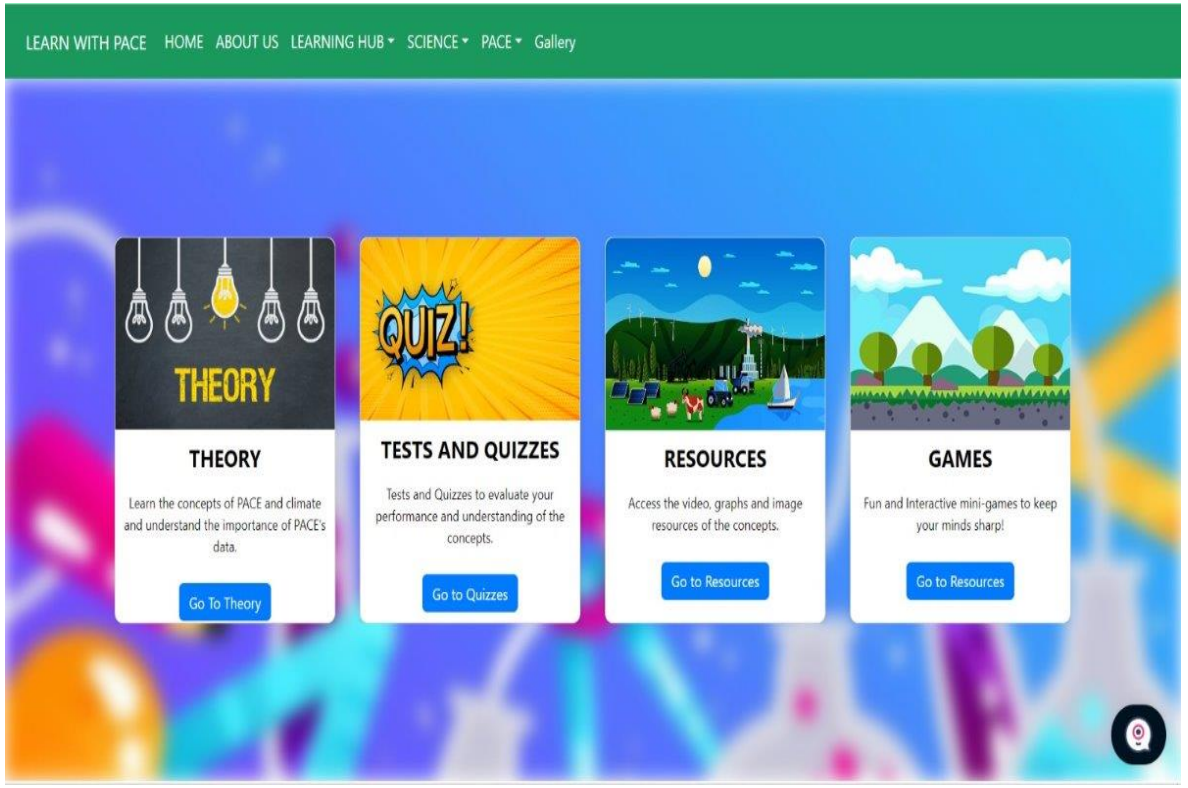
IMPACT AND BENEFITS

Impact:

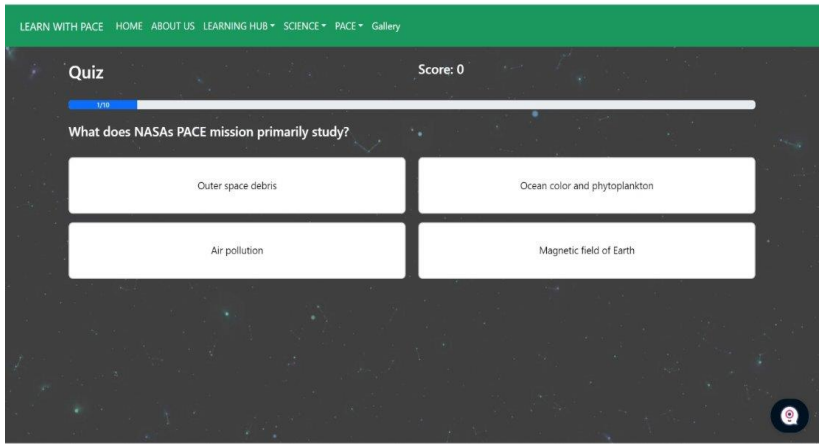
- Learners can access content at their own pace and convenience.
- Scalable to serve a large number of users simultaneously.
- Features like quizzes, simulations, and gamification keep learners engaged.

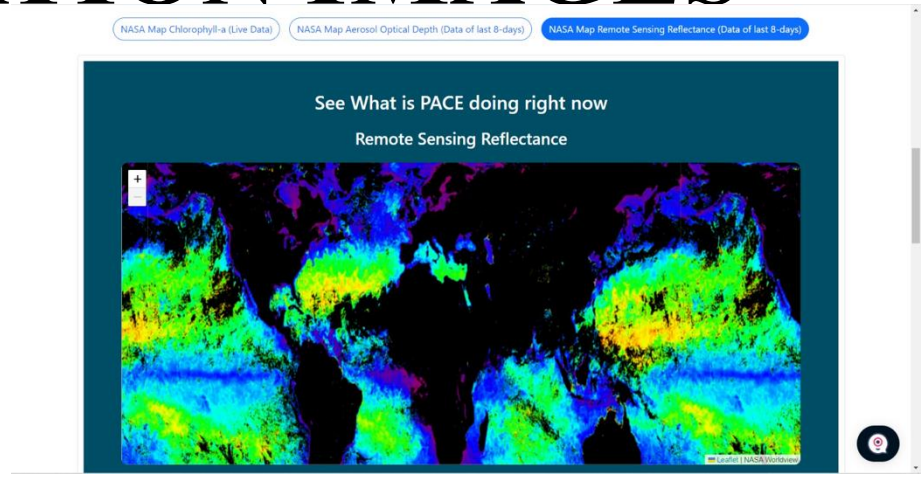
Benefits:

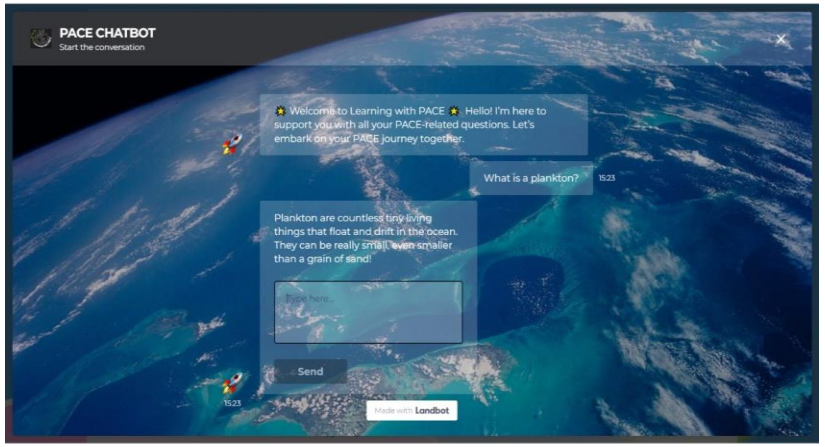
- More cost-effective than traditional classroom learning.
- Analytics tools offer insights into user behavior and performance.
- Develops digital literacy and critical skills for the modern workforce.
- Gamification (points, badges, rewards) makes learning enjoyable and motivating.

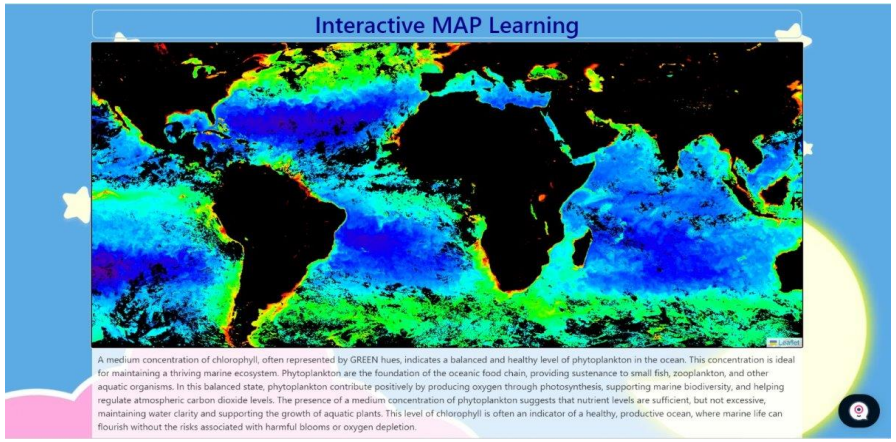


WEB- APPLICATION IMAGES









REFERENCES

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- https://github.com/manan75/Pace.git