KRMU

## ➡ Problem Statement 1: **Notes Finder**

- **Overview:**

  Students often struggle to find good-quality study notes, especially for topics that are difficult to understand. A platform where students can easily upload, share, and find notes for various subjects could help solve this problem. Imagine an app where students can upload their own notes, organize them by subject or topic, and share them with others. Other students can search for notes on the topics they need help with. They can also rate notes, leave feedback, and save their favorite resources.

- **Goals:**

  The goal is to build a system that allows students to share knowledge and make it easier for everyone to find the notes they need to succeed in their studies.

- **Deliverables:**

  - A mobile or web app where students can:
    - Upload and organize their notes.
    - Search for notes by subject or keyword.
    - Rate and comment on others' notes.
    - Save notes to their personal collection.
  - Documentation on how the app works, including user instructions.

# ➡ Problem Statement 2: **Personal Finance Tracker**

- **Overview:**

  Managing money is often difficult for students, especially those living away from home. Students may not always know how much they are spending or how to keep track of their expenses. This leads to overspending and not saving enough for important things. A personal finance tracker can help by allowing students to log their income, expenses, and set budgets. They can see where their money is going through charts and graphs, which makes it easier to make better financial decisions.

- **Goals:**

  Help students learn how to track their finances, set up budgets, and make informed spending decisions.

- **Deliverables:**

  - A finance app where users can:
    - Enter their income and expenses.
    - Set budgets for different categories (e.g., food, rent, entertainment).
    - View their spending history in charts/graphs.
  - A guide explaining how students can improve their financial habits using the app.

# ➡️ Problem Statement 3: **Local Events Dashboard**

- **Overview:**

   Many students miss out on interesting events like talks, concerts, or workshops happening near them because they don't know where to look for this information. This project is about creating a platform where students can find and keep track of local events. Students can use filters to search for events by date, location, or interest, and they can RSVP to events they plan to attend. The platform will also send reminders about upcoming events so they don't forget.

- **Goals:**

   Make it easier for students to find out about and attend local events that interest them, whether academic, social, or cultural.

- **Deliverables:**

  - A web or mobile app that:
    - Lists local events.
    - Lets users filter events by type, location, and time.
    - Allows users to RSVP and receive reminders.
  - A clear user guide on how to navigate the platform and find relevant events.

# Problem Statement 4: Health and Wellness Reminder App

- **Overview:**

  With busy academic schedules, students often forget to take care of their health, whether it's drinking enough water, exercising, or taking short breaks. The challenge here is to develop an app that reminds students to maintain healthy habits. This app will allow users to set reminders for things like hydration, stretching, or taking breaks from studying. It can also provide motivational quotes or tips on wellness to encourage users to stay healthy.

- **Goals:**

  Encourage students to take care of their physical and mental health by reminding them of important wellness activities throughout the day.

- **Deliverables:**

  - An app that sends reminders for activities like:
    - Drinking water.
    - Exercising.
    - Taking breaks.
  - Customizable settings so users can set reminders based on their schedule.
  - A list of health tips and motivational quotes to inspire users.

## ➡️ Problem Statement 5: **Open Innovation**

- **Overview:**

  This challenge encourages you to think creatively and come up with your own solution to a real-world problem. It could be something that helps students, solves an issue in your community, or addresses a global challenge. You are free to choose any problem and create an innovative solution using technology. You could work on anything from an app, a website, or a tool to improve people's lives.

- **Goals:**

  Give participants the freedom to innovate and create a solution for a problem they are passionate about, without restrictions.

- **Deliverables:**

  - A prototype or working model of the solution.
  - A detailed explanation of the problem, the solution, and how it will make an impact.
  - Documentation explaining how the prototype works and its potential benefits.