

Simply Grow Phase 2

Ed-Tech

Problem Statement

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- Engagement while studying can be a challenge for students, they either do not get enough and proper study materials, or they do not stay engaged with it.
- Managing and navigating between the content can be hectic as well as boring.

Observation

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- When studying the environment of education areas, we can observe that students engrossed with the study is decreasing, most of it because they find it more and more boring.
- Nowadays people want more of simple and easy-to-use navigating platforms where they have to input minimally and get content most relevant.
- Getting inspired with this, we require such an idea in education process, say a tap and go app, where you get proper and genuine content with least input from the user.

Solution

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- We can come up with a solution where, there is a minimized platform containing all the required content and material, a solution that is handheld and easy-to-use.
- Implementation of such a solution is done using Simply Grow.
- Simple Grow may assume a form of guide for the students, by providing them with what they require and need.

Progress

Main requirements covered in this phase:

- Interactive sign-up process for users
- Design for a Dashboard of the user, Design for a seamless card system for notes, Transition methods for the navigation between content
- Creation of APIs to link the front-end of the application with the database files
- Databases : UserInfo, ContentInfo, ContentDetails
- Data collection

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Design

A seamless UI card swiping
experience

Card is divided into 2
parts:

(40%) The lesson video
from youtube

(60%)The abstract from
notes that help summarize
formulae and key points

Dashboard

- Dashboard has a bottom floating navigation where the main tabs are :
 - Home
 - Discover
 - Revision mode

User name is used to welcome as per the user database.

One of the cards shows the top cards of today

Other one can be used to continue the progress of user

More features like monitoring user commitment etc.

Card UI:

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- To expand the content, tap the card to layout a better and readable form of the content.
- The interface whole shows the pointers and figures and formulas, basically the resources.
- If user wants to skip or navigate to the next card, swiping up will navigate to the next card, in sequence of the topics mentioned.
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An overview of phase 2:

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Tech used: Flutter, WebHostApp, MySQL, xamPP local host server, Excel, php for backend

Progress made:

- Creation of a front end for login page and dashboard using flutter.
- Databases created using MySQL for user login info.
- Designs prepared for further work on the cards, content and features.
- APIs created for linking the databases with the front-end.

Data collection for the material provision and content

A DAIICT Initiative

HackOut by Synapse

Contact

Team Akatsuki

bhargavsinghbarad007@gmail.com

Bhargav Singh Barad

Amogh Vaishnav

Bishal Sahoo

Dhruv Bhavsar

