



MindSync Viva Prep Script – Full Speaking Version

Opening & Guest Introduction

"Good morning/afternoon everyone. We'd like to start by welcoming and thanking our respected external examiner and our industry expert for taking the time to join us today."

"Before we begin our presentation, we would be honored if you could briefly introduce yourselves and share a bit about your background."

[Pause to allow introductions.]

"Thank you for your introductions. We truly appreciate your presence and look forward to your valuable feedback."

Project Introduction

"Our final year project is called **MindSync**. It's a real-time audience engagement and smart assessment platform designed specifically for use in educational and corporate environments."

"We observed that in many lectures, seminars, or online meetings, audiences often become passive. Traditional methods like paper-based quizzes or delayed feedback reduce engagement and limit interactivity."

"Existing tools such as Kahoot and Mentimeter offer some engagement features, but they have limitations — they can be expensive, lack integration with academic tools like Google Classroom, and don't offer rich feedback for instructors."

"MindSync aims to solve these problems. It allows presenters to run live quizzes, polls, and word clouds while collecting real-time responses and presenting immediate feedback using visual analytics."

Literature Review

"To validate our idea and understand the competitive landscape, we studied existing tools. Two of the most commonly used platforms are **Mentimeter** and **Kahoot**."

"Mentimeter is good for creating interactive presentations, but it lacks classroom-oriented features like smart assessments and integration with learning management systems. Its interface is also more suited to corporate presentations."

"Kahoot is widely used in education for game-based quizzes. However, it does not support integration with Google Classroom and lacks advanced analytics features like question-wise response trends or performance breakdowns."

"These tools also have paywalls for premium features, which makes them less accessible for schools or institutions with budget constraints."

🔗 Comparison with Competitors

"Based on our research, we compared MindSync with Mentimeter and Kahoot in key functional areas."

"Unlike Kahoot and Mentimeter, **MindSync offers a more education-focused experience** with features like smart assessments, role-based user management, and customizable session formats."

"Here's a quick breakdown:"

- **Google Classroom Integration:** Planned and partially implemented in MindSync. Not available in Mentimeter or Kahoot.
- **Real-Time Analytics:** MindSync provides dashboards and score breakdowns. Kahoot and Mentimeter have limited analytics.
- **Leaderboards & Performance Tracking:** Available in MindSync and Kahoot; missing in Mentimeter.
- **UI/UX:** MindSync uses a modern stack (Next.js, Tailwind CSS) ensuring responsiveness and accessibility.
- **Question Flow Control:** In MindSync, questions are preloaded and presented in sequence during the session for consistency. No live pushing is implemented yet.
- **Cost:** MindSync is free and open to institutions, unlike the subscription-based models of Kahoot and Mentimeter.

"In summary, MindSync provides a balanced mix of interactivity, real-time response handling, and a focus on educational needs, making it a strong alternative to existing solutions."

"With that, I'll now hand over to my teammate, who will walk you through the technical architecture and implementation of the MindSync platform."

End of section — ready for team handoff.