

# DTIL PROJECT REPORT

## ON

### REDUCE POVERTY THROUGH SKILLING

Submitted By:

- |                                  |                  |
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(F.Y.BTech CSE(Computer Science))

Guide

Dr. Ajit Muzumdar

Prof. Pravin Chokakkar



In Academic Year 2024-25

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## CERTIFICATE

- |                                 |                  |
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This is to certify that

(F.Y. BTech Computer)

Have successfully completed their DTIL project report

on

**Reduce Poverty Through Skilling**

Towards the partial fulfillment of Bachelor's Degree

In Computer Science Engineering

During the academic year 2024-25

Prof.Pravin Chakokkar

Dr.Ajit Muzumdar

## ACKNOWLEDGEMENT

The entire semester of “Design Thinking and Idea Lab” was a grateful and very interesting as we learned lot of new things about the subject and respective project topic i.e. Reduce Poverty through Skilling. Also working in the team was a great and wonderful experience. As a teamwork we perform many activities and models related to our project. We also failed sometimes but we overcome the failures and work hard.

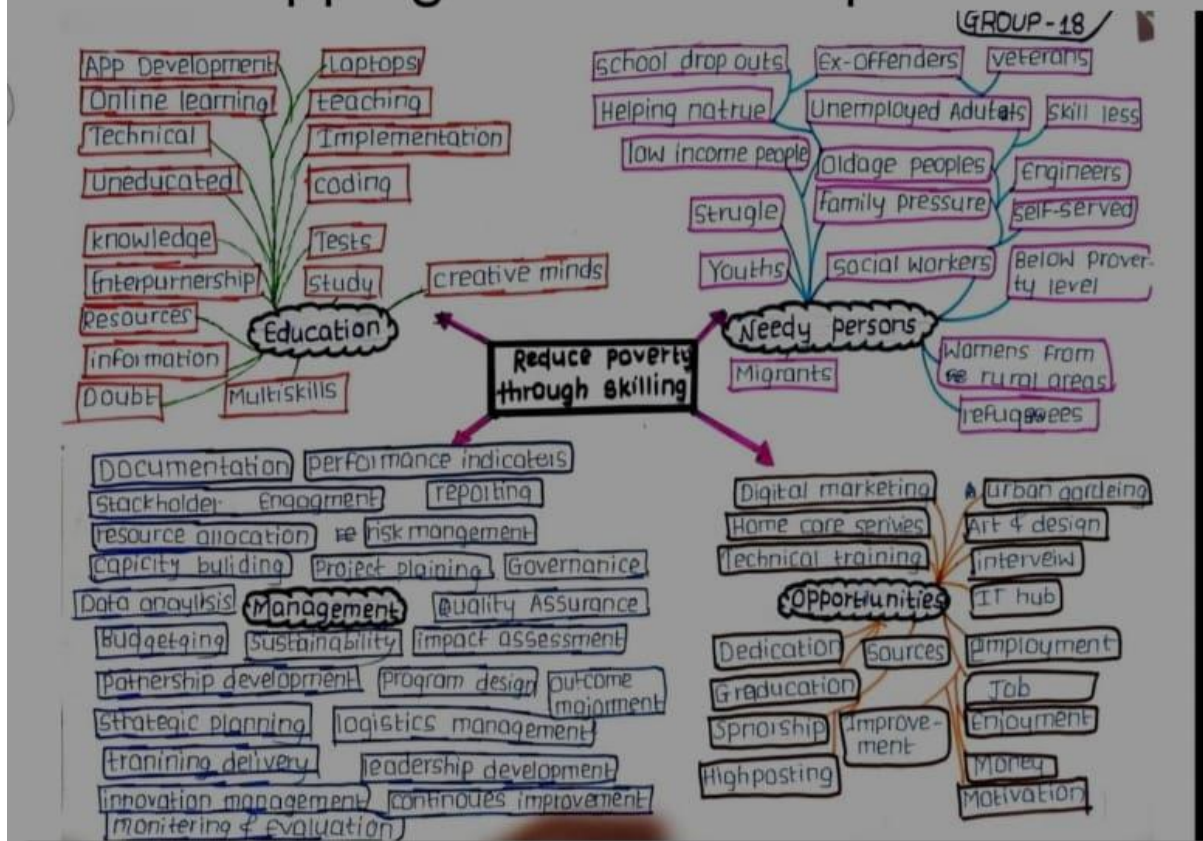
First, we would be thanking the Guides Dr. Ajit Muzumdar and Prof. Pravin Chokakkar for giving a great experience with the respective subject as well as the chosen topic. Also, they have even continuously motivated us for our every query and resolve it with a well manner.

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# MINDMAP

Mind mapping around the topic :



In Mind mapping we finalize 4 main topics i.e. Education, Needy Persons, Management and Opportunities. In this we created a subtopic list for each of the 4 main topics. With this topic we created a mindmap for our end users.

# PERSONA

- **Background:**

Priya comes from a low-income family and has primarily worked as a daily wage labourer in agriculture. She is motivated to improve her financial condition to secure a better future for her children. She is aware that acquiring new skills can offer better job opportunities, but she lacks access to relevant training and information.

- **Challenges Faced:**

1. Limited access to quality training programs due to her location.
2. Financial constraints make it difficult to invest time in long-term courses.
3. Lack of awareness about what skills are in demand and where to acquire them.

- **Motivation:** Interest in learning skills that directly lead to better job opportunities.

- **Doubts/Fears:**

1. Fear of failure or being unable to grasp new concepts due to limited educational background.

2. Balancing learning with the responsibilities like child care and housework.

- **Aspirations:**

1. Gain practical skills to transition from a low job to a good job.

2. Increase her family's income and improve living conditions.
3. Give a good life for her children.

- **Story:**

Priya comes from a low-income family in a rural area. She is working as a daily wage labourer but is determined to improve her family's financial situation. She is actively seeking platforms for acquiring practical skills that can help her secure a better job.

## **5W and 1H**

- **Why?**

1. Why the skilling is necessary?
2. Why the poverty level increase?
3. Why this project is design?
4. Why is the project needed to implement in the society?
5. Why this project management is necessary?

- **Who?**

1. Who will be your primary end user?
2. Who will get opportunity form this project?
3. Who will implement this project in his life?
4. Who will affected to poverty problems?
5. Who will manage, executive and maintain the program?

- **Where?**

1. Where this poverty problems occurs?
2. Where did people learn and implement there skill?
3. Where this project will available?
4. Where people understand about the project
5. Where should people learn new skills for this?

- **What**

1. What steps are taken to reduce poverty?
2. What kind of people will benefit by this project?



- 3.What kind of planning required for this project
- 4.What are the source you use in the project ?
- 5.What kind of improvement will take part in society after implement this project?

- **When**

- 1.When do you implement this project in society?
- 2.When people get aware from increase poverty level
- 3.When poverty problems arise
- 4.When project get employment from this project?
- 5.When do people understand project importance?

- **How**

- 1.How you will clearly different end-users?
- 2.How will you find different stack holder?
- 3.How this project help people?
- 4.How have you maintain flexibility in project?
- 5.How the problem occurs in the society?

## **THEORY OF PRIOTRIZATION:**

<b>1. Lack Of Tech Education 1111</b>	<b>6000</b>
<b>2. Needy Sectors</b>	<b>5100</b>
<b>3. Requirement of Tech Resources</b>	<b>4200</b>
<b>4. Impact of Training</b>	<b>4200</b>
<b>5. Requirement of Sources</b>	<b>4110</b>
<b>6. Category wise Skilling</b>	<b>3110</b>
<b>7. Management of Resource</b>	<b>3110</b>
<b>8. Impact of Investment</b>	<b>1410</b>
<b>9. Lack of Awareness</b>	<b>2020</b>
<b>10. Impact of Projects</b>	<b>1500</b>
<b>11. Insufficient Planning</b>	<b>1410</b>
<b>12. Needs Assessment</b>	<b>420</b>
<b>13. Risk Assessment</b>	<b>320</b>

In this activity of Theory of prioritization, we prefer some of the topics related to the project and each team member give points accordingly in order of 10,100 and 1000 on basis of which topic should we prefer to work. After performing this activity, we finalize the topic i.e. Lack of Technical Education.

**PROBLEM STATEMENT:** Providing quality technical education for youths (employed, unemployed).

## **SCAMPER:**

**For Our Problem Statement we use the following tools :**

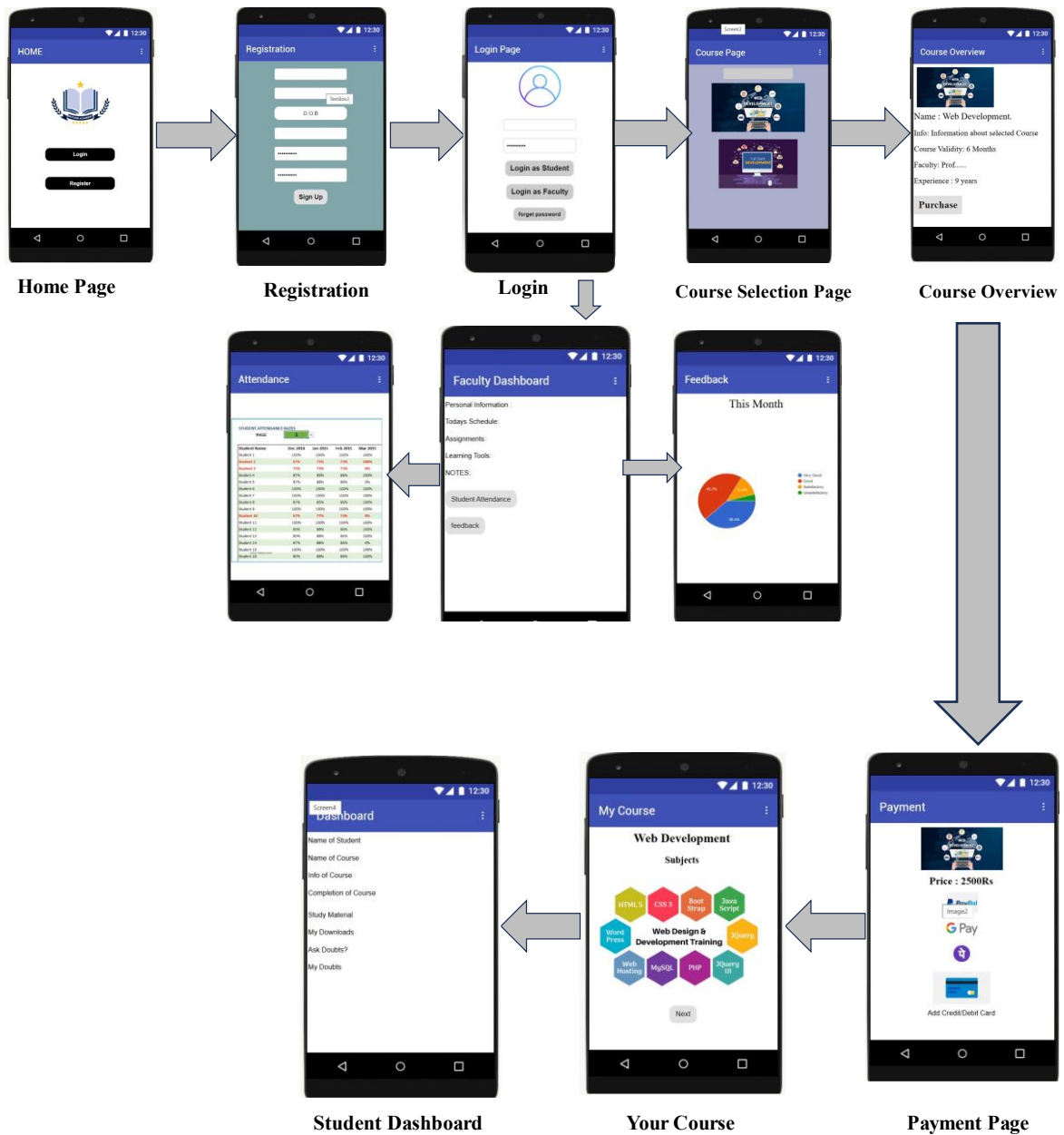
### **1. Eliminate:**

- Eliminate unnecessary barriers to entry.
- Eliminate overly theoretical teaching.
- Eliminate silos between different types of learners.

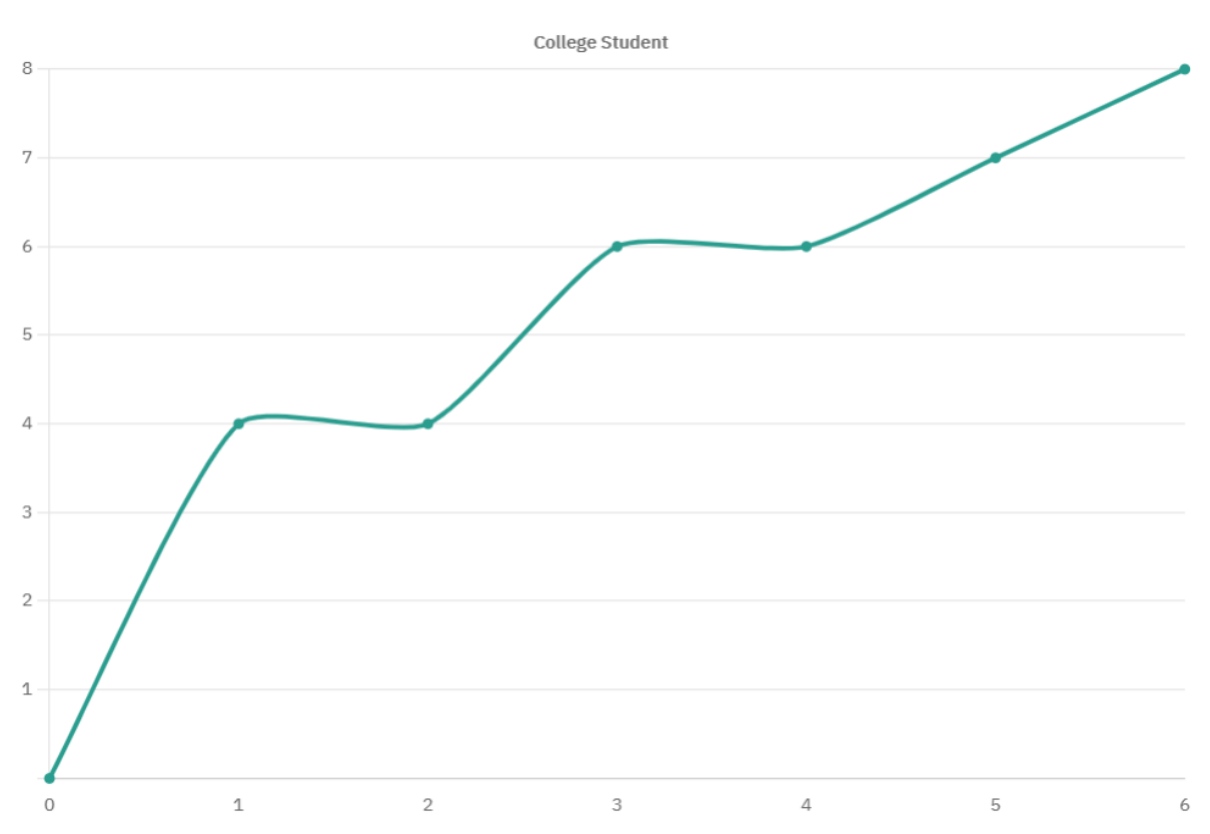
### **2. Adapt:**

- Adapt gamification strategies from video games: For example, students could earn badges, level up, or receive instant feedback as they progress through courses.
- Adapt flexible learning models from other sectors: Could the education system use modular, bite-sized content that can be done in flexible time slots.

# APP WORKING

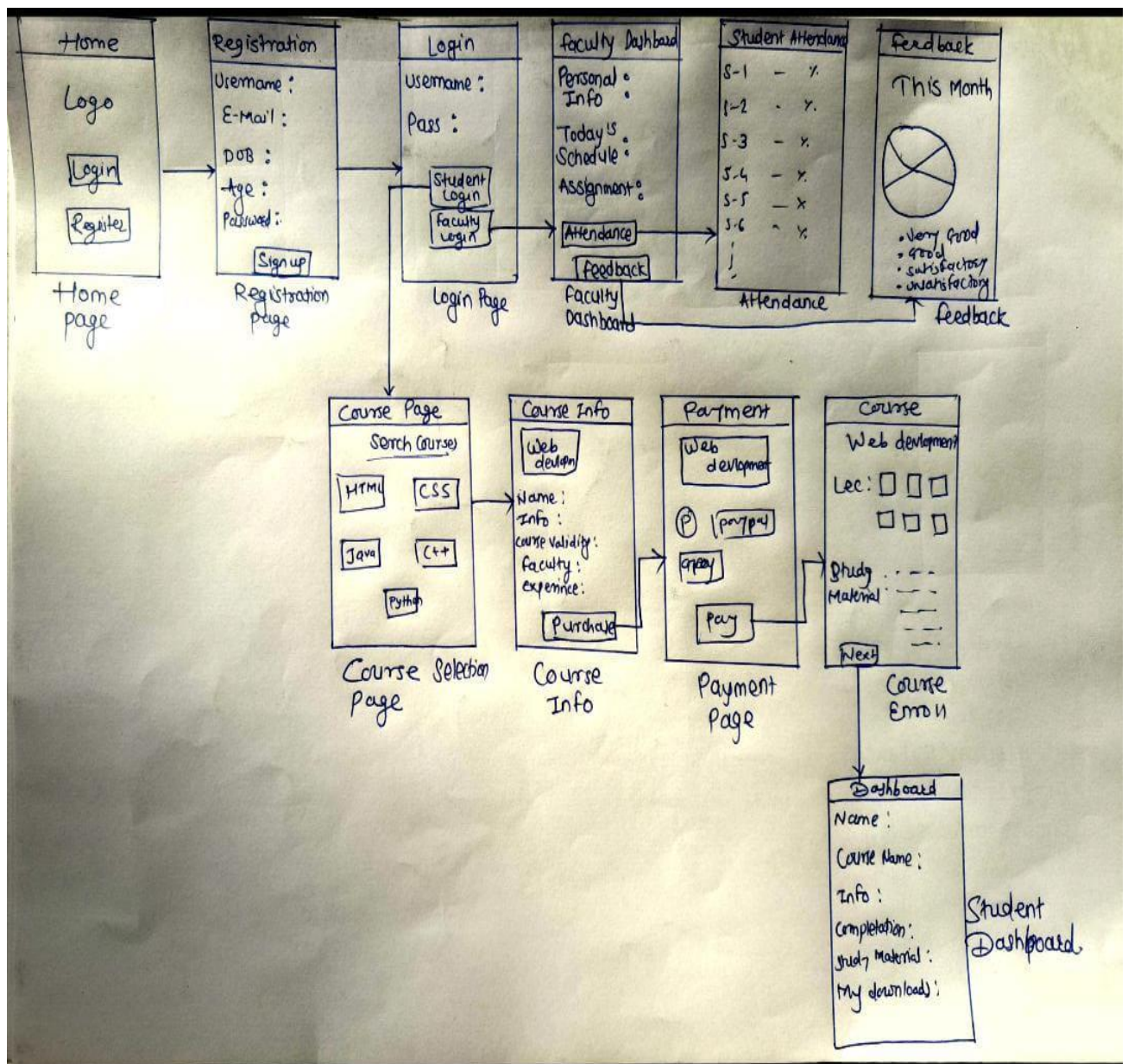


# JOURNEY MAP



- 1)The user is looking for a tech Edu app?
- 2)The user finds next gen academy app
- 3)He come to know that it's not most relevant and less pricing app
- 4)He searches for courses and finds the course he words
- 5)He sees the course is taught by high quality of prof and the course is less price.
- 6)He enrolls in the course and starts learning.

# APP PROTOTYPE



## **DISSCUSSION ON USABILITY OF MODEL**

Using this app provides the endusers i.e. Students and Faculty provides a well user define interference.

1.For Students: In this app when student login into the app he finds an interference of courses. As the student goes in the specific course, he sees the full information of the course (pricing, faculty info, deadlines etc.). As the student purchases the course he sees the entire course i.e. the lecture's, notes, etc. and the journey of student begins.

2.For Faculty: When the faculty will login he will see the dashboard of his lectures, his profile, Assignment submission by students, Attendance of students and his feedback form.

## **CONCLUSION**

In the conclusion of this report the report was about to design a application regarding to provide technical education. For finalizing the application many activities were performed i.e. mindmapping, scamper tool, theory of prioritization and many more. By these activities the final prototype of the application was been proceed. By this the working on the app begin and conclude to a final model of app i.e. NextGenAcademy. Also, the journey for the endusers. Also, in the whole project there was a efficient teamwork and hardworking. Also, many challenges where faced but it was been covered by teamwork.

