Interactive Educational Module

About Us

We are a company dedicated to revolutionizing how students learn. Our goal is to build a world-class educational platform that can teach anyone, anything, through interactive and engaging experiences.

Assignment Overview

Step 1: Explore Our Current Platform

1. Visit students.quazaredu.com
2. Sign up for an account
3. Use class code: PHYSIX   and   PYTHON
4. Explore the kinematics in 1D modules to understand our approach to interactive learning

Step 2: Your Challenge

Design and develop an interactive educational module that teaches a Class 10 level topic using simulations, animations, and interactive elements.
Choose one topic from the following:
- Atomic Structure
- Waves
- Optics
- Area of Triangles
- Fluids

Technical Requirements

- Build a React-based web application
- Include interactive simulations and animations
- Ensure the content is appropriate for Class 10 students
- Focus on making complex concepts easy to understand through visual elements

Tools & Resources

- You are free to use AI coding tools like Lovable or any other development tools of your choice
- Prioritize user experience and educational effectiveness

What We're Looking For

- Clear understanding of the chosen topic
- Creative use of interactive elements

- Clean, well-structured code
- Intuitive user interface design
- Educational value and engagement

Submission Guidelines

Please submit your completed assignment with:
- Link to the deployed web application
- Source code repository
- Brief documentation explaining your approach and design decisions

Questions?

If you have any questions or need clarifications, please don't hesitate to reach out to us at as@quazaredu.com