



Edutech-educational technology

Team members for Hackout:---Quantum debugger

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Target of our project :

Edtech-Many organisations have struggled with data gathering and collection. One of the most impacted industries both during and after COVID is education. And with the number of difficulties rising, data management and archiving has become a major problem for many organisations. We are aware of this issue and have made the decision to develop a system that completely automates the marksheet data collecting procedure. With the use of the OCR model, it can quickly and accurately read the majority of GSEB and CBSE marksheets and save them in the database.



Target Audience of project

- Our project will help teachers and students from various branches and institutions or colleges to store the marksheets and other personal data of their past students.
- Mainly universities and students from different school.



Purpose of the project:

- Innovation: EdTech encourages educators to adopt innovative teaching methods, promoting creativity and critical thinking among students.
- Teacher Support: EdTech tools assist educators in planning lessons, delivering content, and assessing student progress. This allows teachers to focus more on providing personalized guidance and support to students.



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- **Enhanced Learning:** EdTech provides interactive and engaging learning experiences that can go beyond traditional classroom methods. It leverages multimedia, simulations, and other interactive content to make learning more effective and enjoyable.
- **Data-Driven Insights:** EdTech generates valuable data on student performance, engagement, and learning patterns. Educators can use this data to tailor their teaching strategies and interventions.



Basic features

- Educational technology (EdTech) encompasses a range of features and tools that enhance the learning process using technology.
- Some basic features of EdTech include online learning platforms, interactive content, video lectures, assessments, collaboration tools, personalized learning paths, and analytics to track progress.
- These features help create more engaging and efficient learning experiences for students of all ages.



The Technology used for making of project are:

- Various programming languages used are:
Html,CSS,Javascript,Python.
- Html,CSS and Javascript used for making of web application
whereas Python used for poppler library.
- We also used Database to store the data of result from the photo
scanned.



Thank you