EDUCATE

❖Proposed Solution:-

- EDUCATE is a Student Centric Social AI platform for students to learn effectively using Custom AI Agents , Marker-Based AR and Markerless AR.
- EDUCATE makes education fun, easy, accessible and more interactive to learn with the help of its own personalized AI Agents and AR.
- The Solution helps different students to connect , learn and complete in a Collaborative environment with inbuild Chat Forums , Hackathons and job portals.
- The App has Adrenaline pushing features such as Quizzes, Tests and assignments.
- The App has Dopamine satisfying features such as Streaks, Scoreboard and Badges.
- EDUCATE aims education to make affordable and accessible to every background.

TECHNICAL APPROACH

- ## Technologies to be used:-

1. **FRONTEND:-**
- HTML , CSS and React
2. **BACKEND:-**
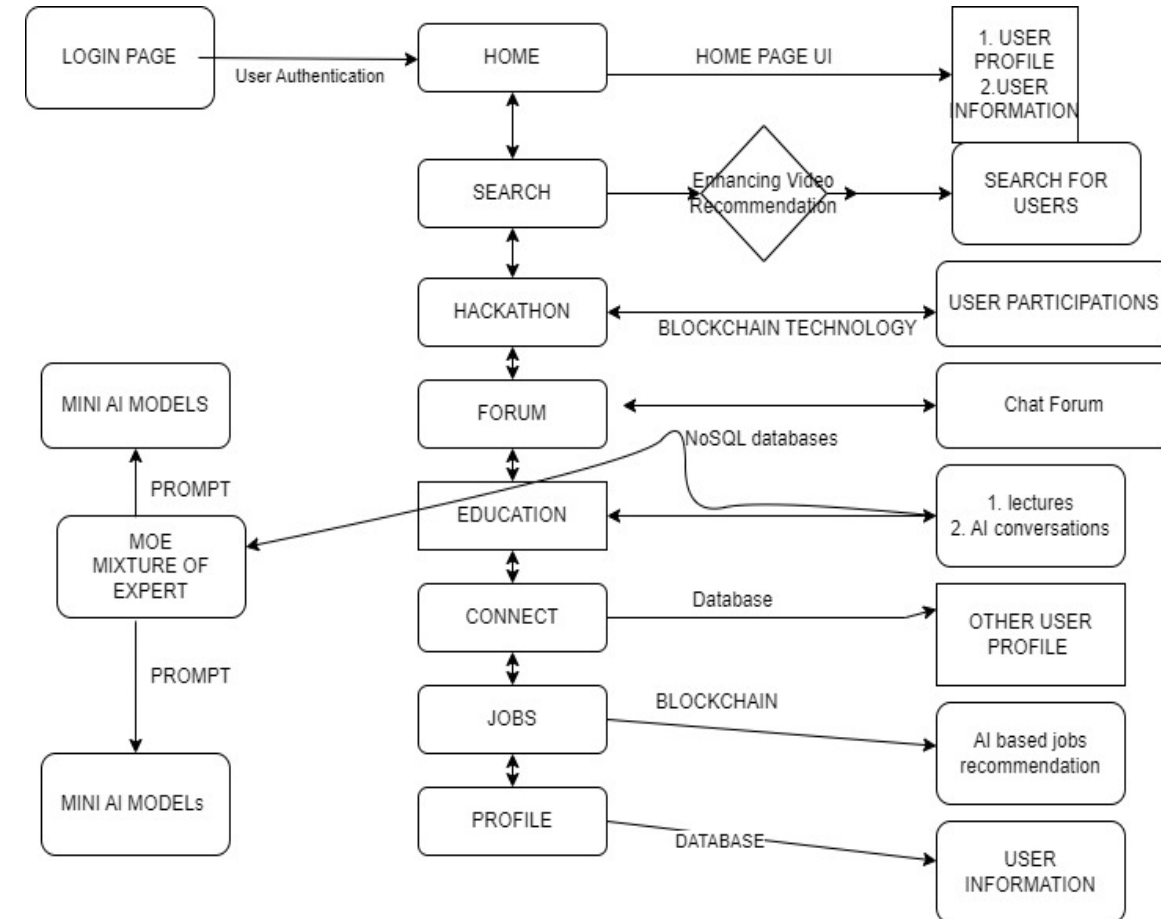- NODE JS , SQL , SOLIDITY (Blockchain)
3. **AUTHENTICATION:-**
- Ethereum Blockchain
- Firebase
4. **AI MODELS:-**
- Hugging Face Transformers
- MISTRAL API
- Tensor Flow and PyTorch.

METHODOLOGY :-

FEASIBILITY AND VIABILITY

1. *Feasibility :-*

- Use of Modern technology to make learning more fun, easy and accessible to learn for everyone.
- No Premium Prices for educational content.
- Connection of Student community across all diversity.
- The App Makes money through :-
1. organizing Hackathon and Jobs.
2. Advertising.
3. Transaction through the app.
4. Subscriptions For Premium Features.

2. *Potential Challenge And Risk:-*

- Finding Users at the beginning and scaling the App.
- Competitions from Top ed-tech companies.

3. Strategies For Overcoming These Challenges:

- Awareness about the App and its functions.
- Conducting Events and Tie up with industries.

IMPACT AND BENEFITS

- **Potential impact :-**
- Students can learn more efficiently and effectively at the minimal price.
- Student can get industry exposure and gain experiences through events.
- Connection from all background of expertise users to build their network.
- Visually impaired students can learn through voice commands provided.
- **Target Audience:-**
1. Students
2. Mentors
3. Colleges
4. Corporations
- **Benefits of the solution:-**
- Students from all background can learn more effectively and develop their skill and build their network.

RESEARCH AND REFERENCES

- **Research Work:-**
1. https://www.researchgate.net/publication/372860407_A_Review_of_Ed-Tech_Sector_in_India
2. https://edtechhub.org/2020/01/24/15-edtech-research-papers-that-we-share-all-the-time/
3. https://www.agencyreporter.com/wp-content/uploads/2022/01/Ed-Tech-Industry-Report.pdf
- **Links of the reference and research work:-**
1. https://arxiv.org/abs/2208.02813
2. https://github.com/codecaution/Awesome-Mixture-of-Experts-Papers
3. https://dl.acm.org/doi/abs/10.1145/3409929.3416793
4. https://www.researchgate.net/publication/371869065_Augmented_Reality_Current_and_New_Trends_in_Education