

ARTIVERSE 2.0

Team Name: Tech Magic

Theme : Student Innovativation

Title :AI-Driven Grievance Redressal System for Public Service

Enhancement

Team Members 1. MAHALAKSHMI S

2. VISHWASHRE G K

3. ELAMATHI P

ABSTRACT

- The AI-Driven Grievance Redressal System addresses inefficiencies in public service complaint handling, such as delayed responses, poor categorization, and lack of transparency.
- Leveraging advanced technologies like Natural Language Processing (NLP) and Machine Learning (ML), the system automates complaint categorization, prioritization, and routing to relevant departments. Citizens can submit grievances via a chatbot interface, which processes their complaints and provides real-time updates on status.
- The system incorporates geolocation APIs to pinpoint complaint locations for rapid action while ensuring secure data handling through robust database management systems like MongoDB.
- This innovative approach improves service efficiency, reduces response times, and builds public trust, creating a transparent and responsive system for enhancing urban service delivery and citizen satisfaction.

KEYWORDS:

AI-Driven Grievance System, Complaint Management, Public Service Optimization, NLP and ML Integration, Chatbot Interaction, Geolocation-Based Solutions, Real-Time Status Updates, Data Security, Database Management, Citizen-Centric Approach, Transparency in Governance, Rapid Response Mechanism, Service Efficiency Enhancement, Urban Development, Technology-Enabled Solutions

PROGRAMMING LANGUAGES & TOOLS:

- 1. Python: For AI/ML algorithms, including NLP and Generative AI, using libraries like TensorFlow, PyTorch, and NLTK.
 - 2. JavaScript: For chatbot development and frontend frameworks like React or Angular, and backend with Node.js.
 - 3. HTML/CSS: For building and styling the web-based user interface.
 - 4. SQL/NoSQL: For managing databases, with MongoDB as a NoSQL option.
 - 5. Swift/Kotlin: For mobile app development on iOS and Android.
 - 6. PHP (optional): For backend scripting, if required.

