Problem statement

Generally rural students lack quality education. There are many reasons like :

* Not having efficient faculty.
* They are not yet digitally engaged.
* They are still following traditional methods.
* Poor internet connectivity which does not let them learn online and many.

OBJECTIVE

Our idea is to make learning interactive and enjoyable through gamified learning to bridge the education gap between rural and urban areas by creating a lightweight, multilingual and an offline capable platform that motivates students to learn core subjects in an enjoyable way.

KEY FEATURES

* Our app is like an open source library. We provide textbooks, magazines, articles etc.
* ***Levels and Rewards***: Students progress through levels by completing quizzes and activities. Rewards like stars or badges encourage enjoyable and consistent learning.
* ***Multi-language support***: Lessons are available in regional languages like Telugu, Hindi, Tamil, Malayalam, Kannada and Bengali for better understanding.
* ***Offline access***: Works even without internet, ensuring usability in areas with poor connectivity.
* ***Curriculum – Based content***: Covers subjects like Maths, Science, Social and languages from classes 1 to 10.
* ***Interactive quizzes and story telling***: Uses story telling, puzzles, and visual learning to simplify complex topics.
* ***Teacher dashboard***: Allows teachers to track student progress and performance.
* We use simple language which helps student understand the concepts easily.
* It occupies less storage to download our app.

GAMIFIED LEARNING

* Improves motivation.
* Provides practical knowledge through visual teaching.
* Promotes continuous learning.
* Provides instant feedback.
* Builds digital literacy.
* Enhances retention.

HOW AI IS IMPLEMENTED IN OUR PLATFORM

* It automatically adjusts the difficulty level.
* If a student finds the topic easy AI promotes difficult questions, if difficult it promotes easy to moderate questions.
* It finds the mistakes and gives the correct solution which reduces frustration when students are stuck.
* AI suggests relevant topics, exercises and quizzes on what topic student is studying.
* It also predicts where they might struggle in future.

HOW QUANTUM TECHNOLOGY WORKS

* It works on cubits instead of bits. So it works even more faster.
* So multiple solutions can be analysed at a time.
* Because of superposition and entangledment it performs many calculations at a time.
* Can run complex activities without slowing down the app simultaneously.
* High accuracy.

BENEFITS

* Makes learning fun and engaging through game mechanisms.
* Reduces dropout rates by keeping students motivated.
* Provides access to quality education where teachers or schools are limited.
* Encourages self-paced learning .
* Promotes language inclusivity and comprehension in rural areas.