Team-9

Problem Statement: (Community Well-Being)

Activity Engagement Platform - Create an engineering-based approach to engage residents, including old people and mentally ill children, in activities that are enjoyable and stimulating, accommodating their diverse ages and abilities.

Objective: (Problem Statement)

To design and develop an inclusive, user-friendly platform that promotes physical, mental, and emotional well-being by engaging residents, including older adults and mentally ill children, in enjoyable, stimulating, and adaptive activities that cater to their diverse needs, abilities, and preferences.

This objective encompasses the following key aspects:

1. Inclusivity and Accessibility:

Ensure that the platform is accessible and usable for individuals of all abilities, including those with mobility challenges, cognitive impairments, or sensory sensitivities.

2. <u>Personalization:</u>

Develop algorithms and systems to tailor activities based on individual preferences, abilities, and interests, ensuring a meaningful and engaging experience.

3. Stimulation and Engagement:

Create activities that promote cognitive, physical, and emotional engagement, helping to improve quality of life and encourage participation in community life.

4. Social Connectivity:

Foster connections between participants to combat isolation and build a sense of community.

5. Safety and Comfort:

Design activities and interfaces that prioritize the safety and comfort of all participants, particularly for vulnerable groups.

6. Ease of Use:

Provide intuitive interfaces, clear instructions, and minimal learning curves, ensuring seamless adoption by users with varying levels of technical proficiency.

Survey: Our team visited 2 mentally ill children's schools.

Overview of schools:

1. Name: RITHAM SPECIAL SCHOOL

<u>Loca on:</u> sappaniparambu, near Rajus college, rajapalayam, Tamil Nadu.

Year of establishment: 1975

<u>Type of school:</u> It is a special school for the mentally challenged people. There the therapy will be done and they will be educating the children based on their IQ levels and their capabilities of understanding.

2. Name: CSI school for the mentally retarded.

<u>Loca on:</u> Elwin Centre, Sivakasi, Tamil Nadu.

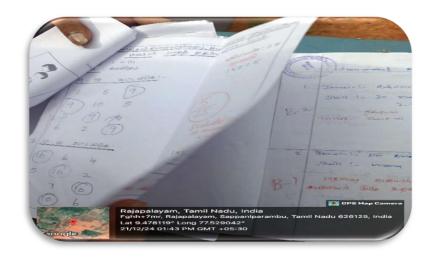
Year of establishment: 1980

<u>Type of school:</u> It is a special school for "perinatal mental illness". This school is for the children of mental ill with poor background and this school became a helping hand for their parents. They will engage the children in all aspects & fields includes education, sports, pure food....

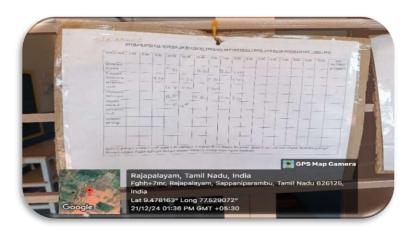
<u>Project Resource Users:</u> The mentally ill children and the guardians of mentally ill children includes deaf and dumb children.

Existing Methodologies:

Monitoring the mental ill children's IQ level for every 2 months using handmade visuals.
The faculty will analyse their IQ level using test exam marks.



• Chart representation for therapy of urine and bathroom for the children who are unconscious of doing their own works.



Resource User Requirement and Reasons:

- They got an issue like if any student is going out of the school they can't know so, they had asked to do something to know that someone is going out as inmate on to the principle.
- The issue is for children who can't express the feelings, they had asked to do something for those children like a signal for the inmate to go to washroom and some other works.
- The issue is they are using some chart and the blue and green sketch pen for indica ng the improvement of the student for every month and they asked to have any so ware for attendance purpose and the improvement indica on purpose.

Methodologies to achieve their requirements:

- To train a software which enables the "mental ill children to do their own works daily by following the visuals" shown by the software which includes brushing teeth, eating food, taking bath & other things by intimating time to time.
- Building a software where faculty will enter the students marks and the software will analyse and "predicts the IQ level of the child" and will progress the improvement of the child. Based on their IQ level the software will recommend the faculty to teach for each child.
- Building a software to check and modify the correct selection of objects and correct them. It will be mainly useful for deaf & dumb children.
- o Building hardware puzzles and visuals will make them happy than everything.