SMART INDIA HACKATHON 2025



"Madadgaar" - Protecting Students Through Disaster Readiness

- Problem Statement ID SIH25008
- Problem Statement Title- Disaster Preparedness and Response Education System for Schools and College
- Theme- Disaster Management
- PS Category- Software
- Team ID-
- Team Name- Igniters





Madadgaar



Madadgaar is a digital solution designed to revolutionize disaster preparedness in Indian schools and colleges. Its core mission is to transform a reactive, paper-based approach into a proactive, technology-driven one. The platform leverages a gamification engine and Al-driven personalization to make learning about disaster safety engaging and effective for students. It provides real-time, hyper-local alerts and virtual simulations, equipping students and staff with the practical knowledge needed to respond to emergencies.

Proposed Solution

- Uses a **Third Person Gaming Simulator** to make disaster preparedness engaging, tailoring content to individual student progress for maximum retention.
- Provides real-time, hyper-local alerts by integrating geospatial data to give users actionable, location-specific warnings for immediate threats.
- A secure SaaS platform that offers a common operational picture (COP), allowing administrators to manage and coordinate emergency response from a single dashboard.
- A low-bandwidth optimized mobile app ensures accessibility for all users by sending SMS through FCM tokens.

Uniqueness

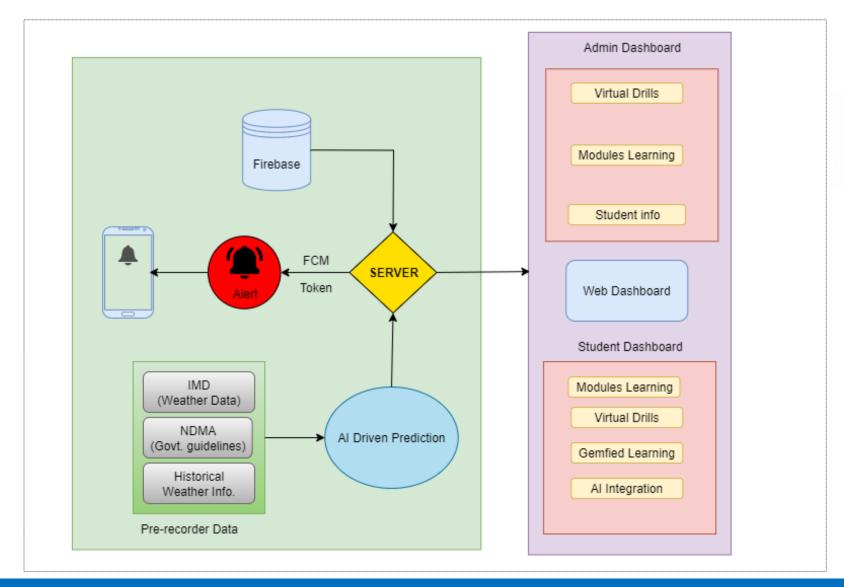
- Uses Machine Learning to adapt to each student's learning style, turning passive learning into a behavioral-driven, gamified experience.
- Provide predictive, real-time alerts by integrating geospatial APIs, to give users precise, location-specific threat information.
- A SaaS dashboard that unifies communication, asset tracking, and real-time updates into one centralized view for coordinated operations.
- The platform works in disconnected or low-bandwidth conditions, maintaining critical functions when networks fail during disasters

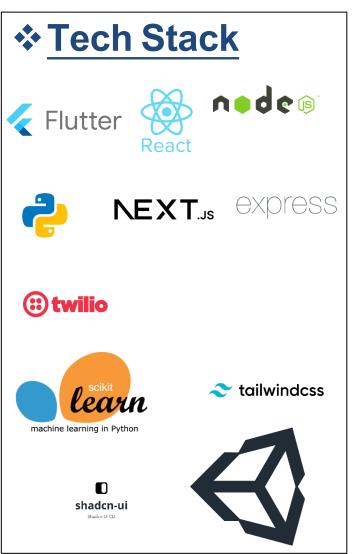
@SIH Idea submission



TECHNICAL APPROACH









FEASIBILITY AND VIABILITY



Feasibility of the idea

- Uses mature, proven technology (cloud, mobile apps, geospatial APIs) for low-risk development
- Strong market need and problem-solution fit validated by NDMA reports and high disaster risk indices
- Scalable cloud platform supports growth from single schools to nationwide deployment
- Economically sound through subscription model and government/CSR funding with clear safety ROI

Potential challenges & Overcomes

- Challenge: Lack of digital skills among teachers.
 Solution: Provide an intuitive UI/UX and extensive teacher training programs.
- Challenge: Inconsistent internet connectivity and power. Solution: Implement offline-first functionality and partner with telecom providers.
- Challenge: Institutional budget constraints and resistance to change. Solution: Use a tiered pricing model and secure government/CSR partnerships.
- The risk of data breaches of sensitive information.
 Solution: Strict adherence to the DPDP Act with encrypted data models and parental consent.



IMPACT AND BENEFITS



Potential Impact

- Prepares students, teachers, and staff for disasters, reducing panic, confusion, and potential casualties.
- Can be deployed across schools and colleges nationwide, creating a unified disasterreadiness ecosystem.
- Extends safety awareness to parents and communities, ensuring preparedness beyond campuses.
- Directly supports NDMA/SDMA safety guidelines, aligning with national disaster management goals

Benefits of the solution

- Multilingual content and offline-first alerts ensure accessibility in rural, hilly, and lowconnectivity areas.
- Automated Alert via SMS, WhatsApp, and IVR guarantees timely communication during emergencies.
- Smart dashboards track safety scores, drill participation, and preparedness gaps for schools & authorities.
- Builds confidence among parents, institutions, and government bodies with transparent and proactive safety practices



RESEARCH AND REFERENCES



- Video Game: https://www.stopdisastersgame.org/game/
- IMD: https://mausam.imd.gov.in/
- https://idl.iscram.org/files/brunadiirr/2021/2395_BrunaDii rr_etal2021.pdf
- Investigating the impact of technology-supported 3E learning model in disaster education. (2024). https://doi.org/10.1007/s10639-024-12731-x