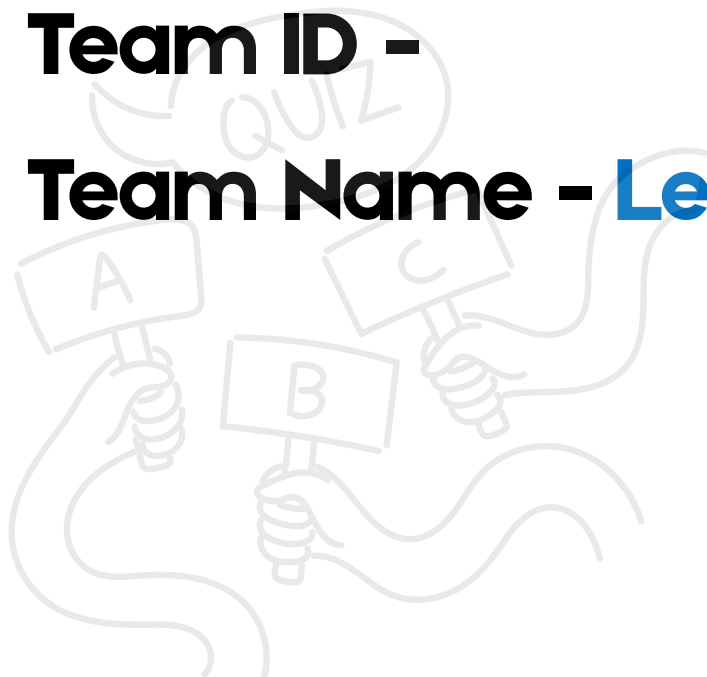


# SMART INDIA HACKATHON 2025



SMART INDIA  
HACKATHON  
2025

- Problem Statement ID - **SIH25141**
- Problem Statement Title - **Student Innovation: Swadeshi for Atmanirbhar Bharat - Toys & Games**
- Theme - **Toys and Games**
- PS Category - **Software**
- Team ID -
- Team Name - **LearnXPlay**



## PROBLEMS

1

**Excessive pressure & cutthroat competition**

- Competitive exams are detrimental to child's health.
- Staying consistent throughout is difficult.
- Vast syllabus makes it difficult to revise entire syllabus

2

**Lack of engagement and motivation**

- Due to backlogs and vast syllabus, students often lose motivation and falls into Depression.
- Rural and government schools face issues like poor infrastructure, lack of digital tools.

3

**Low Retention and Recall**

- Students rarely practice spaced repetition or self-testing, which are proven methods for long-term retention.
- They re-read notes passively, which gives an illusion of learning but not real memory retention..

4

**Lack of Concentration**

- Dopamine booster apps like Instagram or Twitter often breaks the concentration.
- Sitting for straight 1.5 hours has become difficult due to boring lectures and practice.

5

**Neglect of Regional Languages**

- Many students study in a language (mostly English) that is not their mother tongue.
- Translation in the mind weakens memory connections.
- It's easy to understand in regional languages.

## CORE FEATURES

1

**Pressure load decreases**

- Transforms assessments into fun, interactive tasks (quizzes, challenges, badges, and leaderboards), gamification shifts focus from rote grades to skill mastery and competency.

2

**Better Engagement**

- Friendly competition, peer collaboration, and social elements boost engagement and positive peer interactions, reducing isolation and fostering teamwork.

3

**Encourages Active Learning**

- Instead of being passive listeners, students become active problem-solvers. They make decisions, complete missions, and interact with the content regularly.

4

**Supports Goal-Setting and Self-Monitoring**

- Gamified elements help students track their progress. This builds self-awareness and encourages them to set personal learning goals.

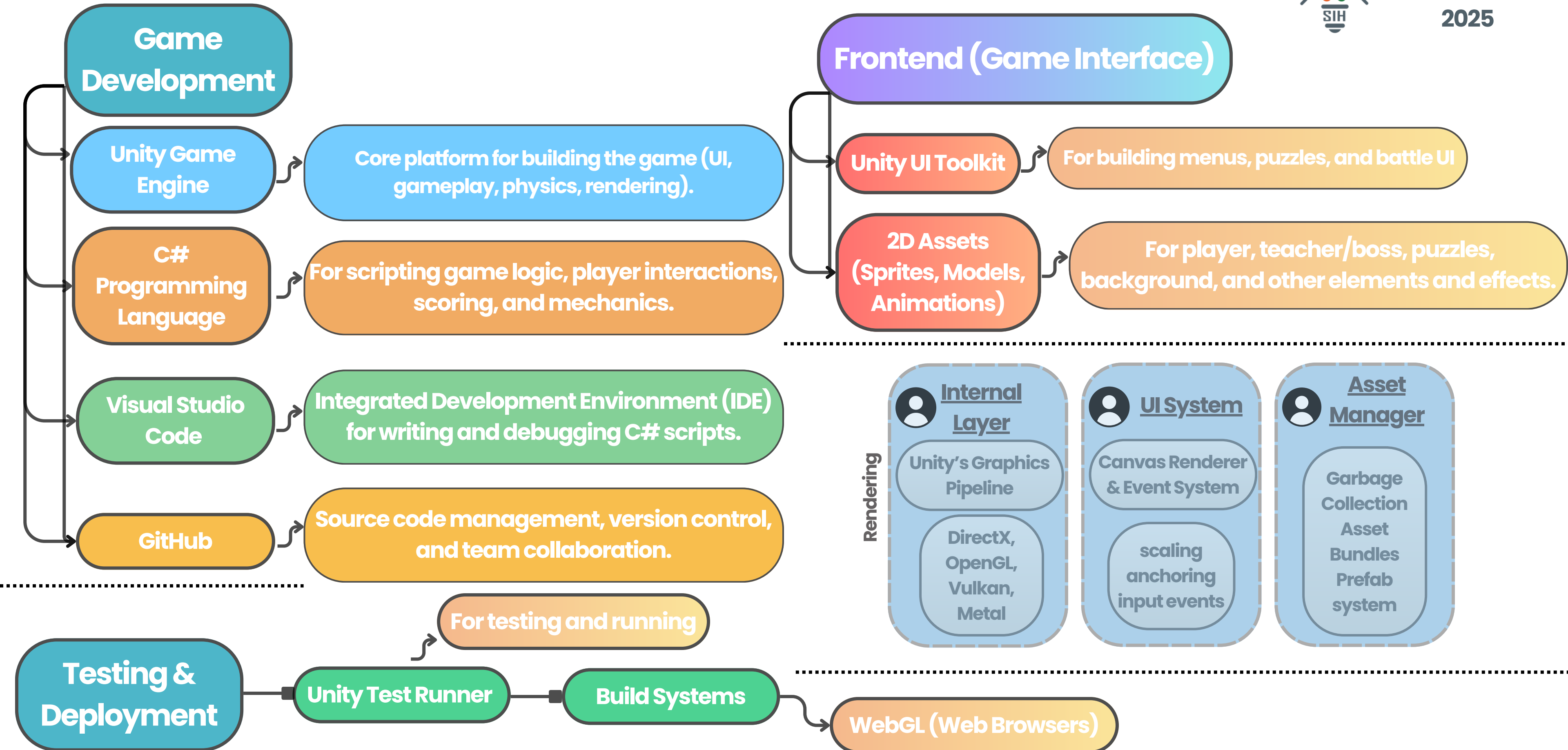
5

**Multilingual Support**

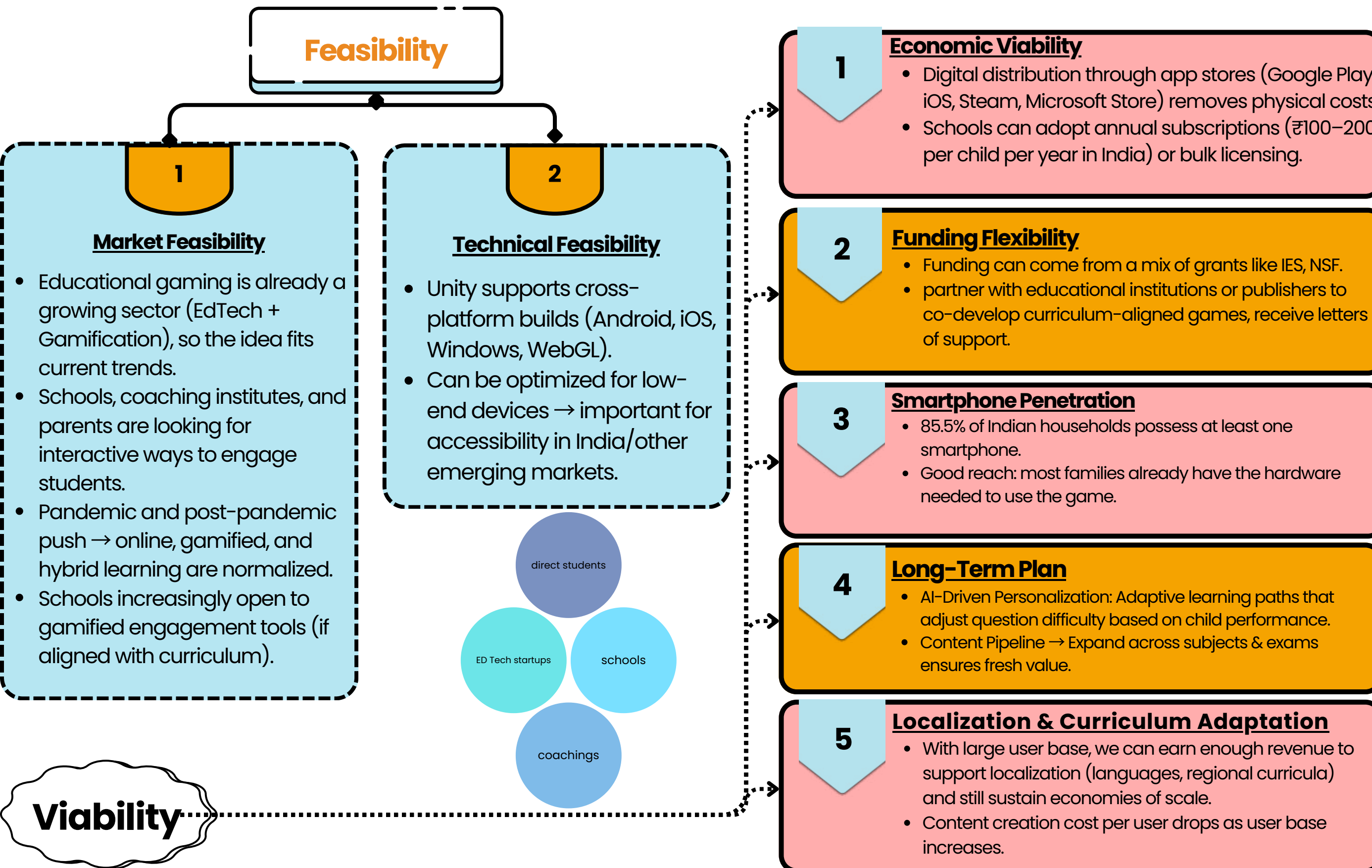
- App will support many local and regional languages to make sure participation of every student.
- It will help to learn subjects in their mother tongue.

Our game combines education and entertainment through interactive battles, puzzles, and real-time challenges. Players earn and lose marks based on their answers, face time-limited questions, and receive compliments for perfect scores. The system adapts with new questions if they lose, encouraging replayability. With puzzles in chemistry and logical reasoning, lifelines for hints, and a save-notebook feature to track progress, the game builds problem-solving skills while keeping players engaged. This unique mix of learning, competition, and strategy makes knowledge acquisition exciting and rewarding.

blurb







Problem:–

Schools and parents may resist adopting game-based learning, fearing it reduces seriousness of studies.

Solution:–

Highlight research on improved retention & engagement (20–30% higher than traditional).  
Partner with teachers' associations to build trust.

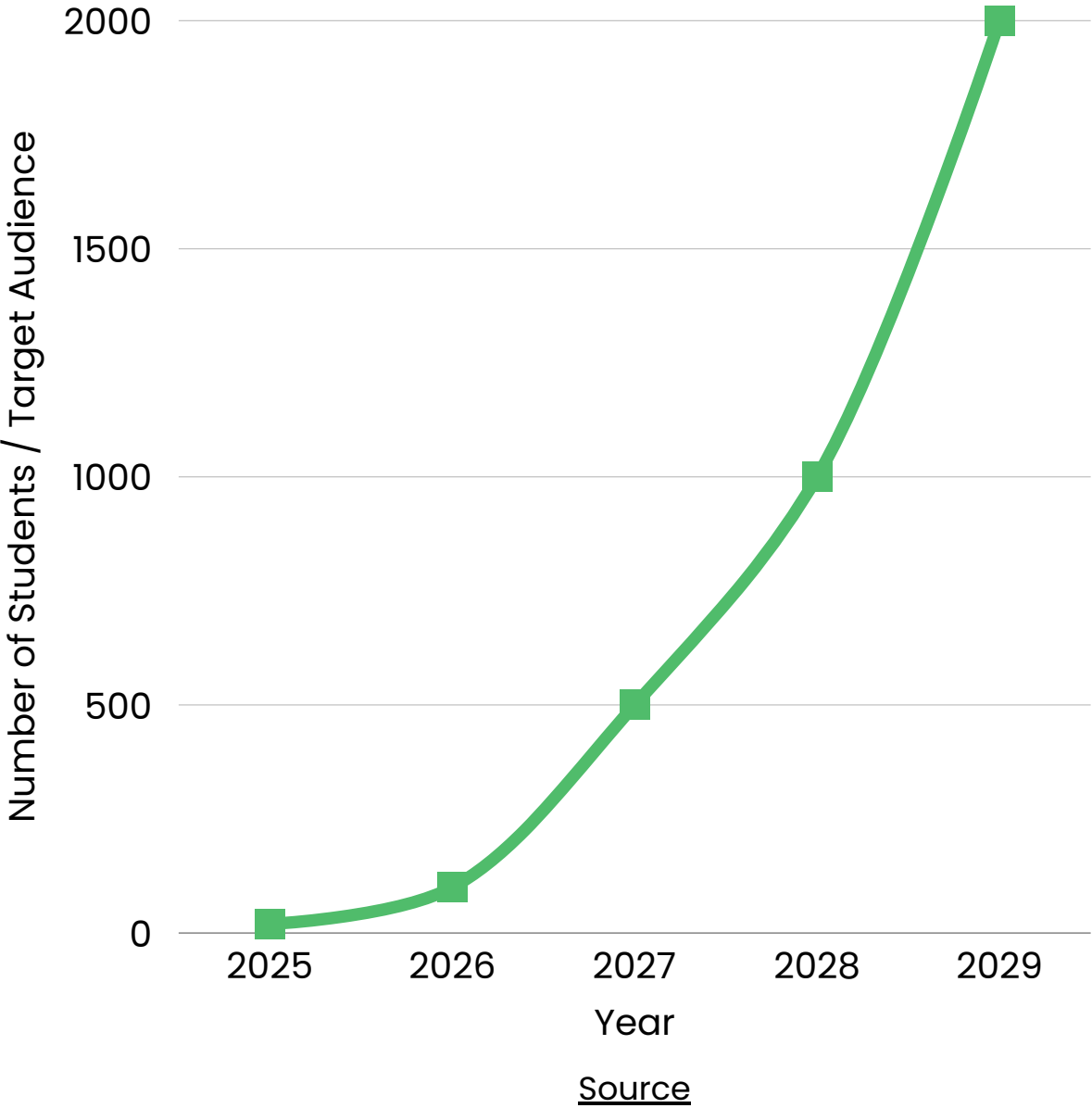
Problem:–

India has diverse languages and state board curricula.

Solution:–

Start with NCERT-based questions (accepted across boards).  
Use multilingual localization.

Year-Wise growth graph  
(expected)



IMPACT AND BENEFITS

**Educational Impact:**

Improved Learning Retention: Gamified quizzes and time-bound challenges can increase retention by 20–30% compared to traditional methods.

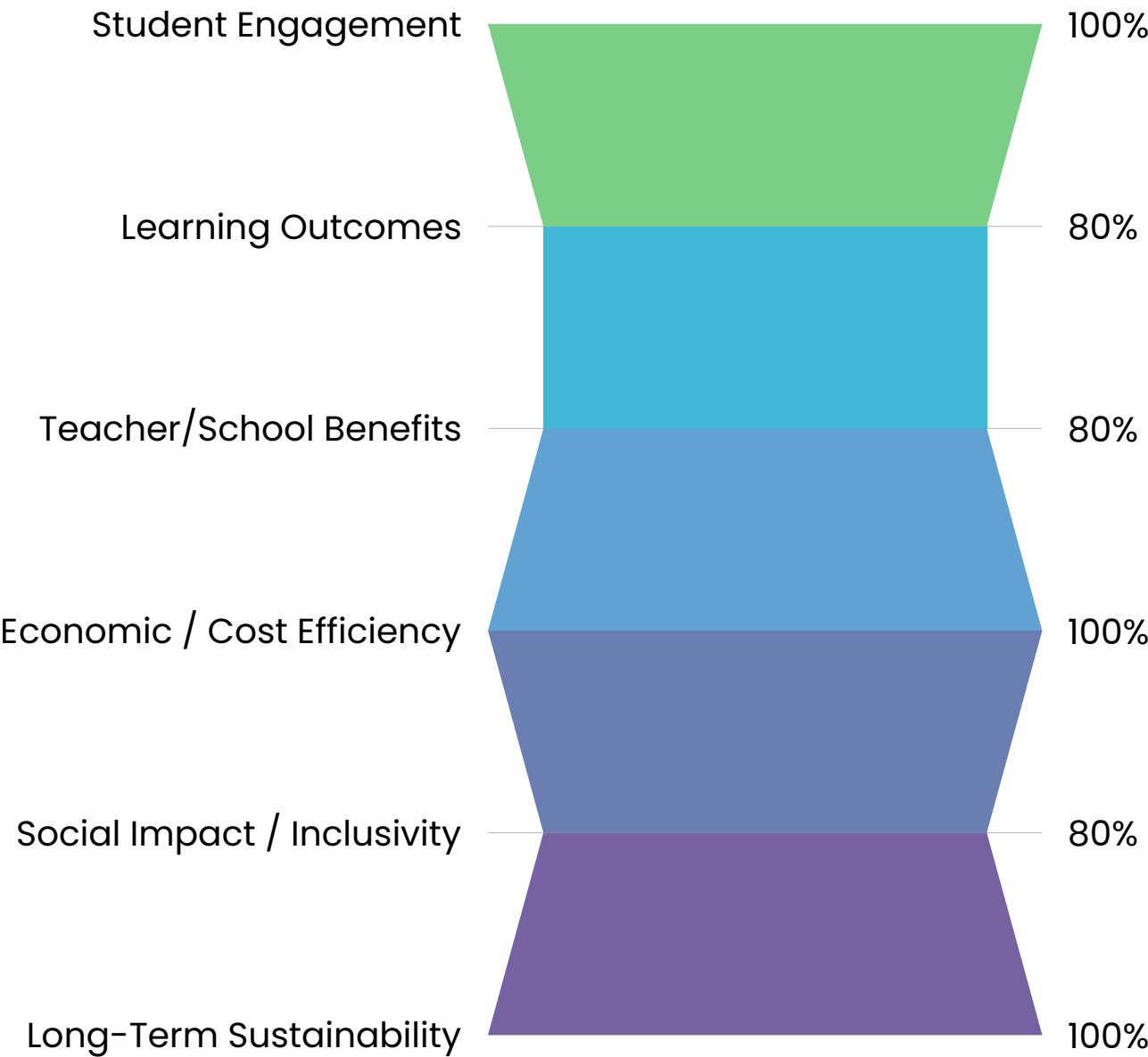
**Assessment Readiness:**

Battle-style questions simulate exam pressure, improving speed and accuracy.

**Student Engagement:**

- Motivation Through Rewards: Compliments, points, and lifelines make learning rewarding.

projected effectiveness



- i) [https://www.21kschool.com/in/blog/gamification-in-education/#3\\_Improves\\_Retention\\_and\\_Recall](https://www.21kschool.com/in/blog/gamification-in-education/#3_Improves_Retention_and_Recall)
- ii) [How Gamification Transformed India's Curriculum-Based Learning](#)
- iii) <https://www.frontiersin.org/journals/education/articles/10.3389/feduc.2024.1466926/full>
- iv) <https://www.petersons.com/blog/gamification-in-education-pros-cons-and-practical-insights/>
- v) <https://www.acadecraft.com/blog/gamification-education-challenges/>

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MOBILE GAMING INDUSTRY: INFOGRAPHICS  
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