

Edu Tutor - Project Documentation

1. Introduction

- Project Title: Edu Tutor AI: Personalized learning with generative AI and LMS integration

- Team Leader: Swetha R
- Team Member: Shalini M
- Team Member: Shalini R
 - Team Member: Sasi Priya M
 - Team Member: Sharmila V

2. Project Overview

- Purpose:

The purpose of Edu Tutor is to provide students with an AI-powered learning assistant that explains academic concepts in simple language, generates quizzes for practice, and offers personalized learning support. By leveraging AI and real-time data, Edu Tutor acts as a virtual tutor, helping learners across different subjects with interactive explanations, practice exercises, and progress tracking.

Features:

- Conversational Interface (natural language learning support)
- Concept Explanation (simplified subject understanding)
- Quiz Generator (MCQs, true/false, short answer practice)
- Personalized Learning Path (adaptive content suggestions)
- Progress Tracking (student performance monitoring)
- Resource Recommendations (study materials and references)
- Multimodal Input Support (text, PDFs, images for analysis)
- Gradio/Streamlit UI (user-friendly interface for students and teachers)

3. Architecture

Frontend: Streamlit or Gradio-based interactive dashboard with pages for explanations, quizzes, and student progress tracking.

Backend: FastAPI backend powering concept explanations, quiz generation, and student progress APIs.

LLM Integration: IBM Watsonx Granite or Hugging Face models for natural language processing.

Database: Stores user performance, quiz results, and progress history.

ML Modules: Adaptive learning engine recommending topics based on student weaknesses.

4. Setup Instructions

Prerequisites:

- o Python 3.9 or later

- o pip and virtual environment tools
- o API keys for LLM service
- o Internet access

Installation Process:

- o Clone the repository
- o Install dependencies from requirements.txt
- o Configure API keys in .env
- o Run FastAPI backend
- o Launch frontend via Streamlit/Gradio
- o Start interacting with Edu Tutor

5. Folder Structure

app/ - Contains backend logic including routers, models, and integration modules.
app/api/ - Subdirectory for modular API routes like quiz, explanation, and tracking.
ui/ - Contains frontend components for pages and layouts.
edu_dashboard.py - Entry script for launching the main dashboard.
llm_integration.py - Handles communication with LLMs.
quiz_generator.py - Creates quizzes for given topics.
progress_tracker.py - Tracks and visualizes student learning progress.

6. Running the Application

- Launch the FastAPI server to expose backend endpoints.
- Run the Streamlit/Gradio dashboard.
- Navigate through tabs for concept explanation, quiz generation, and progress tracking.
- Upload study materials if needed.
- Receive real-time explanations, quizzes, and personalized learning suggestions.

7. API Documentation

- POST /explain - Provides AI-generated explanation of a concept
- POST /generate-quiz - Generates quizzes for a given subject
- GET /track-progress - Returns student learning progress
- POST /upload-material - Uploads documents for analysis
- POST /feedback - Stores student/teacher feedback

8. Authentication

Edu Tutor supports secure deployment with:

- Token-based authentication (JWT/API keys)
- OAuth2 integration for teachers and admins
- Role-based access (student, teacher, admin)
- Session history for personalized experiences

9. User Interface

The Edu Tutor interface is designed to be simple and engaging for students. It includes tabbed layouts for explanations, quizzes, and progress tracking. The UI also supports PDF report downloads, progress charts, and adaptive suggestions.

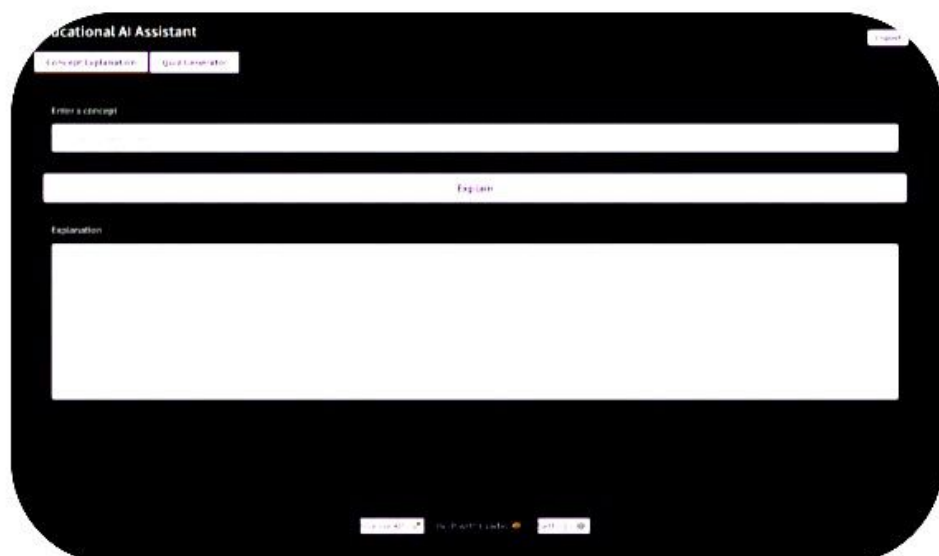
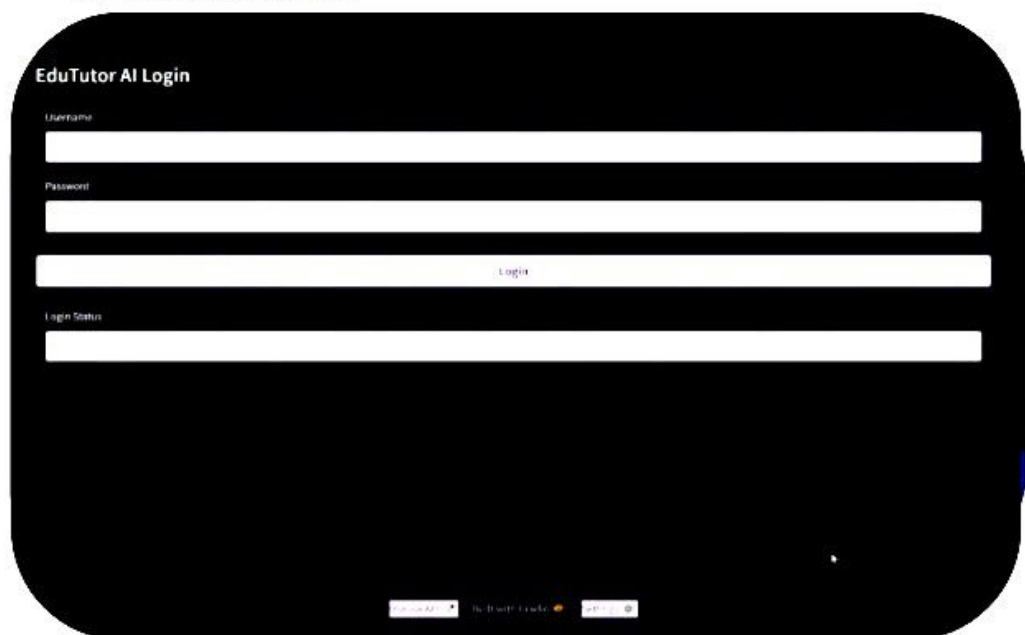
10. Testing

Testing includes:

- Unit Testing: For quiz generation and explanation functions
- API Testing: Via Swagger UI/Postman
- Manual Testing: For quiz responses, explanations, and progress tracking
- Edge Case Handling: Invalid queries, large documents, unexpected inputs

Edu Tutor was validated to ensure reliability for students and educators.

11. Project Screenshots



Educational AI Assistant

Concept Explanation

Quiz Generator

Enter a topic

Computer

Generate Quiz

Quiz Questions

1. Which of the following is a type of network interface card (NIC) that is used to connect a computer to a network?

A. Ethernet card

B. FireWire

C. USB card

D. SATA card

2. Which of the following is a type of network interface card (NIC) that is used to connect a computer to a network?

A. Ethernet card

B. FireWire

C. USB card

D. SATA card

3. Which of the following is a type of network interface card (NIC) that is used to connect a computer to a network?

A. Ethernet card

B. FireWire

C. USB card

D. SATA card

Educational AI Assistant

Logout

Concept Explanation

Quiz Generator

Enter a topic

Bus

Generate Quiz

Quiz Questions

1. Which of the following is a type of bus architecture?

A. Star architecture

B. Ring architecture

C. Mesh architecture

D. Bus architecture

2. Which of the following is a type of bus architecture?

A. Star architecture

B. Ring architecture

C. Mesh architecture

D. Bus architecture

3. Which of the following is a type of bus architecture?

A. Star architecture

B. Ring architecture

C. Mesh architecture

D. Bus architecture

Educational AI Assistant

Figure 1

Concept Explanation

Quiz Generator

Enter a concept

6.79

Explain

Explanation

body shape. It may also affect body shape in a different way, e.g. by increasing the extent of lateral angulation of the tail. These two different effects could be achieved by changing the relative contribution of the different muscles to the lateral angulation of the tail, and by changing the relative contribution of the different muscles to the lateral angulation of the tail. It may also affect body shape in a different way, e.g. by increasing the extent of lateral angulation of the tail. These two different effects could be achieved by changing the relative contribution of the different muscles to the lateral angulation of the tail, and by changing the relative contribution of the different muscles to the lateral angulation of the tail. It may also affect body shape in a different way, e.g. by increasing the extent of lateral angulation of the tail. These two different effects could be achieved by changing the relative contribution of the different muscles to the lateral angulation of the tail, and by changing the relative contribution of the different muscles to the lateral angulation of the tail.

2. Behaviour and functionality

28. *Interdependent* – an aspect of culture in which people are more likely to be connected to others, and where there is a strong sense of community and social harmony.

29. *Collectivism* – a cultural value that emphasizes the importance of the group over the individual, where people are expected to conform to the norms and expectations of the group.

30. *Individualism* – a cultural value that emphasizes the importance of the individual over the group, where people are encouraged to express their unique qualities and pursue their own goals.

31. *High-context* – a communication style where the context and non-verbal cues are highly important, and the message is often conveyed through indirect means.

32. *Low-context* – a communication style where the message is conveyed through direct and explicit means, and the context is less important.

33. *Power distance* – a cultural value that refers to the extent to which a society is hierarchical, where people are expected to show respect and obedience to those in authority.

34. *Uncertainty avoidance* – a cultural value that refers to the extent to which a society is comfortable with ambiguity and risk, where people may prefer a structured and predictable environment.

35. *Gender roles* – a set of expectations and norms that define the roles and behaviors of men and women in a society, which can vary significantly across cultures.

36. *Religion* – a set of beliefs and practices that provide a sense of purpose and meaning to individuals, and can influence their values and behaviors.

37. *Traditions* – a set of customs and practices that are passed down from one generation to the next, which can be an important part of a culture's identity.

38. *Language* – a system of communication that allows people to express their thoughts and feelings, and is a key element of a culture's identity.

39. *Art* – a form of creative expression that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

40. *Music* – a form of artistic expression that is often deeply rooted in a culture's traditions and values, and can be a powerful way to connect with others.

41. *Dance* – a form of artistic expression that is often deeply rooted in a culture's traditions and values, and can be a powerful way to connect with others.

42. *Cuisine* – a set of food and drink that is characteristic of a culture, and can be a powerful way to share and experience a culture's identity.

43. *Architecture* – a form of artistic expression that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

44. *History* – a record of past events and experiences that shape a culture's identity, and can be a powerful way to connect with others.

45. *Geography* – a study of the physical features and environment of a region, which can influence a culture's values and behaviors.

46. *Climate* – a set of weather conditions that can influence a culture's values and behaviors, and can be a powerful way to connect with others.

47. *Politics* – a system of governance that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

48. *Economy* – a system of production and distribution of goods and services, which can influence a culture's values and behaviors.

49. *Education* – a process of learning and acquiring knowledge and skills, which can influence a culture's values and behaviors.

50. *Healthcare* – a system of medical care that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

51. *Transportation* – a system of moving people and goods from one place to another, which can influence a culture's values and behaviors.

52. *Communication* – a process of sharing information and ideas, which can influence a culture's values and behaviors.

53. *Technology* – a system of tools and equipment that can influence a culture's values and behaviors, and can be a powerful way to connect with others.

54. *Media* – a system of communication that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

55. *Entertainment* – a form of artistic expression that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

56. *Sports* – a form of physical activity that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

57. *Games* – a form of recreational activity that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

58. *Religion* – a set of beliefs and practices that provide a sense of purpose and meaning to individuals, and can influence their values and behaviors.

59. *Traditions* – a set of customs and practices that are passed down from one generation to the next, which can be an important part of a culture's identity.

60. *Language* – a system of communication that allows people to express their thoughts and feelings, and is a key element of a culture's identity.

61. *Art* – a form of creative expression that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

62. *Music* – a form of artistic expression that is often deeply rooted in a culture's traditions and values, and can be a powerful way to connect with others.

63. *Dance* – a form of artistic expression that is often deeply rooted in a culture's traditions and values, and can be a powerful way to connect with others.

64. *Cuisine* – a set of food and drink that is characteristic of a culture, and can be a powerful way to share and experience a culture's identity.

65. *Architecture* – a form of artistic expression that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

66. *History* – a record of past events and experiences that shape a culture's identity, and can be a powerful way to connect with others.

67. *Geography* – a study of the physical features and environment of a region, which can influence a culture's values and behaviors.

68. *Climate* – a set of weather conditions that can influence a culture's values and behaviors, and can be a powerful way to connect with others.

69. *Politics* – a system of governance that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

70. *Economy* – a system of production and distribution of goods and services, which can influence a culture's values and behaviors.

71. *Education* – a process of learning and acquiring knowledge and skills, which can influence a culture's values and behaviors.

72. *Healthcare* – a system of medical care that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

73. *Transportation* – a system of moving people and goods from one place to another, which can influence a culture's values and behaviors.

74. *Communication* – a process of sharing information and ideas, which can influence a culture's values and behaviors.

75. *Technology* – a system of tools and equipment that can influence a culture's values and behaviors, and can be a powerful way to connect with others.

76. *Media* – a system of communication that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

77. *Entertainment* – a form of artistic expression that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

78. *Sports* – a form of physical activity that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

79. *Games* – a form of recreational activity that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

80. *Religion* – a set of beliefs and practices that provide a sense of purpose and meaning to individuals, and can influence their values and behaviors.

81. *Traditions* – a set of customs and practices that are passed down from one generation to the next, which can be an important part of a culture's identity.

82. *Language* – a system of communication that allows people to express their thoughts and feelings, and is a key element of a culture's identity.

83. *Art* – a form of creative expression that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

84. *Music* – a form of artistic expression that is often deeply rooted in a culture's traditions and values, and can be a powerful way to connect with others.

85. *Dance* – a form of artistic expression that is often deeply rooted in a culture's traditions and values, and can be a powerful way to connect with others.

86. *Cuisine* – a set of food and drink that is characteristic of a culture, and can be a powerful way to share and experience a culture's identity.

87. *Architecture* – a form of artistic expression that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

88. *History* – a record of past events and experiences that shape a culture's identity, and can be a powerful way to connect with others.

89. *Geography* – a study of the physical features and environment of a region, which can influence a culture's values and behaviors.

90. *Climate* – a set of weather conditions that can influence a culture's values and behaviors, and can be a powerful way to connect with others.

91. *Politics* – a system of governance that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

92. *Economy* – a system of production and distribution of goods and services, which can influence a culture's values and behaviors.

93. *Education* – a process of learning and acquiring knowledge and skills, which can influence a culture's values and behaviors.

94. *Healthcare* – a system of medical care that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

95. *Transportation* – a system of moving people and goods from one place to another, which can influence a culture's values and behaviors.

96. *Communication* – a process of sharing information and ideas, which can influence a culture's values and behaviors.

97. *Technology* – a system of tools and equipment that can influence a culture's values and behaviors, and can be a powerful way to connect with others.

98. *Media* – a system of communication that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

99. *Entertainment* – a form of artistic expression that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

100. *Sports* – a form of physical activity that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

101. *Games* – a form of recreational activity that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

102. *Religion* – a set of beliefs and practices that provide a sense of purpose and meaning to individuals, and can influence their values and behaviors.

103. *Traditions* – a set of customs and practices that are passed down from one generation to the next, which can be an important part of a culture's identity.

104. *Language* – a system of communication that allows people to express their thoughts and feelings, and is a key element of a culture's identity.

105. *Art* – a form of creative expression that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

106. *Music* – a form of artistic expression that is often deeply rooted in a culture's traditions and values, and can be a powerful way to connect with others.

107. *Dance* – a form of artistic expression that is often deeply rooted in a culture's traditions and values, and can be a powerful way to connect with others.

108. *Cuisine* – a set of food and drink that is characteristic of a culture, and can be a powerful way to share and experience a culture's identity.

109. *Architecture* – a form of artistic expression that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

110. *History* – a record of past events and experiences that shape a culture's identity, and can be a powerful way to connect with others.

111. *Geography* – a study of the physical features and environment of a region, which can influence a culture's values and behaviors.

112. *Climate* – a set of weather conditions that can influence a culture's values and behaviors, and can be a powerful way to connect with others.

113. *Politics* – a system of governance that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

114. *Economy* – a system of production and distribution of goods and services, which can influence a culture's values and behaviors.

115. *Education* – a process of learning and acquiring knowledge and skills, which can influence a culture's values and behaviors.

116. *Healthcare* – a system of medical care that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

117. *Transportation* – a system of moving people and goods from one place to another, which can influence a culture's values and behaviors.

118. *Communication* – a process of sharing information and ideas, which can influence a culture's values and behaviors.

119. *Technology* – a system of tools and equipment that can influence a culture's values and behaviors, and can be a powerful way to connect with others.

120. *Media* – a system of communication that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

121. *Entertainment* – a form of artistic expression that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

122. *Sports* – a form of physical activity that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

123. *Games* – a form of recreational activity that reflects a culture's values and beliefs, and can be a powerful way to connect with others.

124. *Religion* – a set of beliefs and practices that provide a sense of purpose and meaning to individuals, and can influence their values and behaviors.

125. *Traditions* – a set of customs and practices that are passed down from one generation to the next, which can be an important part of a culture's identity.

126. *Language* – a system of communication that allows people to express their thoughts and feelings, and is a key element of a culture's identity.

127. *Art* – a form of creative expression that reflects a culture's values and beliefs, and can be a powerful way to communicate and share ideas.

128. *Music* –

TABLE 1. *Logarithmic Correlation*

Children who are overweight are at a higher risk of developing chronic diseases, such as high blood pressure, asthma, diabetes, and obesity. They are also at a higher risk of developing mental health problems, such as depression and anxiety. It is important to encourage children to eat a healthy diet and get regular exercise to help them maintain a healthy weight.

1000

Educational AI Assistant

1. [Log in](#)

Conceptual explanation

Quiz Generator

Enter a topic:

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

[Generate Quiz](#)

Quiz Questions

doi:10.1017/S0007122614000057

1. identify the new case

10

© 2006 The Authors
Journal compilation © 2006 Blackwell Publishing Ltd

2000

the Yang and Wu's engineering of system hardware components of the two subnets to be considered is given in Table 4. As shown in this figure, the two designs are very similar, with the two subnets occupying the same number of hardware components. The only difference is that the two subnets are not identical in terms of hardware components and address. It is very difficult

12. Issues Faced in the Project

- Integration challenges with third-party APIs and LLM models caused occasional delays in responses.
- Handling large document uploads led to performance bottlenecks during testing.
- Some UI/UX adjustments were required to improve navigation for first-time users.
- Quiz generation sometimes provided repetitive or low-difficulty questions.
- Authentication required additional fine-tuning for role-based access.

13. Future Enhancements

- Improve scalability to support higher student traffic with minimal latency.
- Enhance the adaptive learning engine with deeper personalization using student analytics.
- Integrate voice-based interaction for better accessibility.
- Add gamification features such as leaderboards and reward points for students.
- Enable multilingual support for broader student engagement.
- Expand support for more file types including PPT, video lectures, and audio materials.