



# ARTIFICIAL INTELLIGENCE

Project: Design Thinking Oriented Proposal  
Theme: Plagiarism Checker

## Team: Thanos

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# AI Solution

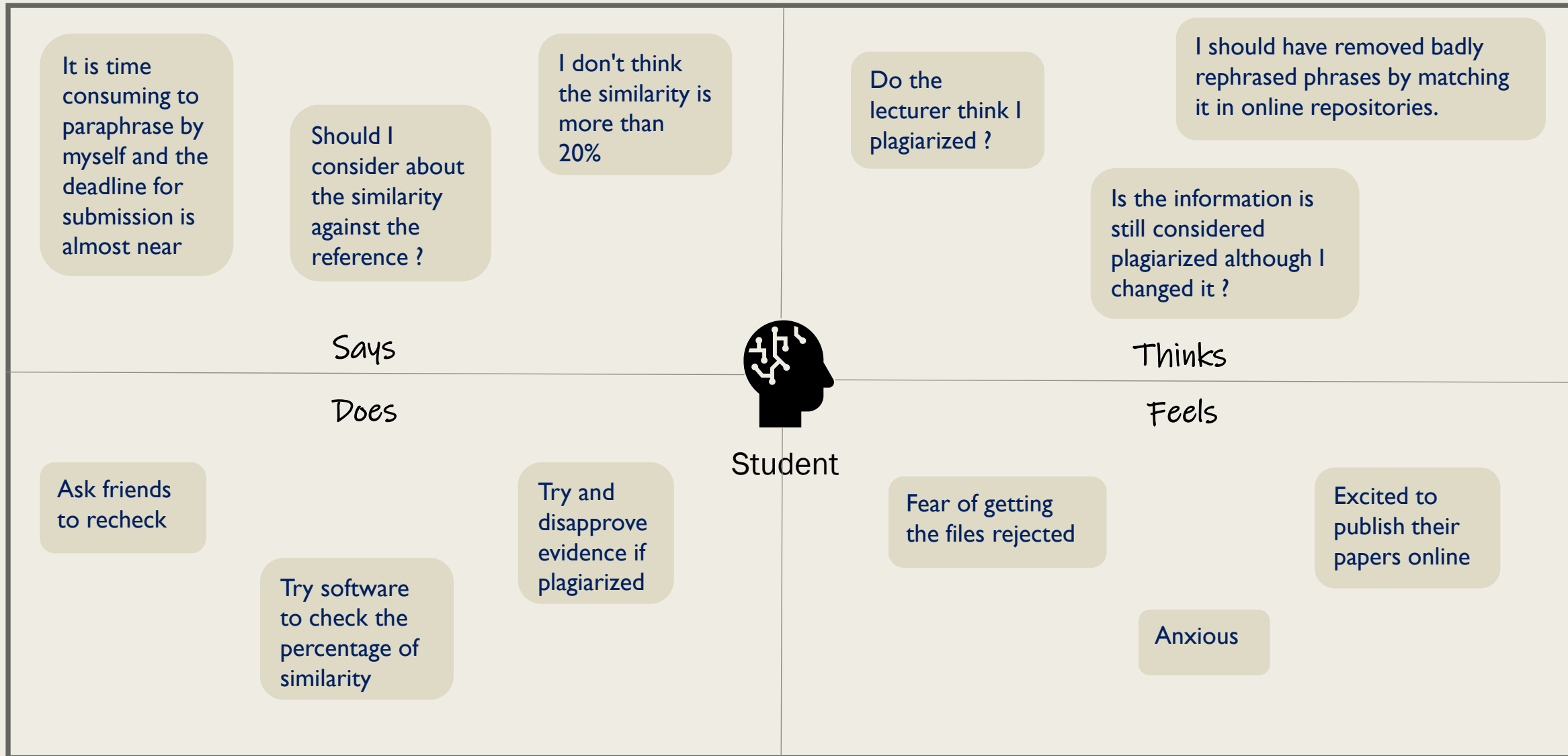
- Plagiarism is defined as to take or theft some work and present it has one's own work. This grammar and plagiarism checker system is used to analyse the plagiarism data.
- Plagiarism is done by paraphrased works and the similarities between keywords and verbatim overlaps, change of sentences from one form to other form, which could be identified using WordNet, QuillBot etc.
- This plagiarism detector measures the similar text that matches and detects plagiarism.

# Goal of AI Solution

- To allow students to upload their journals, assignments or any writing etc.
- After uploading file, which the file will further divide into content and reference link.
- The application will process the content, visit each reference link, and scan the content of that webpage to match against the original content.



# Process of Empathize in Design Thinking



# PROCESS OF DEFINE IN DESIGN THINKING



**STUDENT** – WANT TO CHECK THEIR PLAGIARISM BEFORE SUBMISSION.



**NEED** – TO FIND OUT HOW MUCH PERCENTAGE OF SIMILARITY IN THEIR FILES.



**INSIGHT** – STUDENTS WOULD LIKE TO KNOW HOW IF THE SIMILARITY IS LESS THAN 20% OR NO BEFORE THEY SUBMIT THE FILES

# REFERENCES

- <https://shsu-ir.tdl.org/shsu-ir/bitstream/handle/20.500.11875/1164/0781.pdf?sequence=1>
- <https://ieeexplore.ieee.org/document/6208293/>
- <https://ieeexplore.ieee.org/document/4679917/>

