**MIT School of Engineering**

**Department of Computer Science and Engineering**

**Project Synopsis**

**Group ID:**

**Project Title:** Kidtellectualapp

**Group Members:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Enrollment**  **Number** | **Roll No.** | **Name of**  **student** | **Email Id** | **Contact**  **Number** |
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**Problem Statement:**

Kids need to be ready to make wise choices when using the Internet. Kidtellectual is like a teacher for kids, helping them understand the basics of being good digital citizens and staying safe online. In today's digital world, children can run into problems

online because they might not know the right way to act or how to stay safe. Kidtellectual is here to help them learn and explore the online world with confidence!

**Abstract:**

This app is designed to teach young children the importance of internet safety and how to use the internet responsibly. The app contains games and interactive activities that educate children about the dangers of the Internet, such as cyberbullying, cyberbullying, and immorality. The app also provides advice on how parents can talk to their children about internet safety and how to monitor their online activities.

The app is designed to be fun and exciting for young children, and uses a variety of educational methods to teach children about internet safety. For example, the app uses text, pictures, and games to explain to children the dangers of cyberbullying and online predation. The app also includes features that teach children how to choose safe Web sites and apps and how to protect their privacy online.

The app is also designed to help parents. The app provides tips on how to talk to parents about online safety with their children, and also provides parents with tools to monitor their children's online activities. For example, the app allows parents to set screen time, block Web sites, and monitor their children's Internet browsing history.

Overall, this app is a valuable resource for parents and teachers who want to teach young children about Internet safety. The app is fun and exciting for kids, and gives parents the tools they need to keep their kids safe online.

**Literature Survey: Detail survey done**

In today's digital age, children encounter a multitude of challenges and problems while navigating the online world. These issues often stem from a lack of awareness, skills, and preparedness in practicing digital citizenship and ensuring online safety. From cyberbullying and privacy concerns to digital literacy and parental involvement, this presentation will delve into the complex landscape of children's online experiences. We will explore key themes and findings from relevant research to better understand the issues at hand and discuss strategies for promoting a safer and more responsible online environment for our younger generation.

For the most accurate and up-to-date information, I recommend checking academic databases, online journals, or the official website of the Kidtellectual app (if it exists). Literature surveys typically involve reviewing existing research, publications, and scholarly articles related to a particular topic, so those sources would be the best place to start.

**Proposed System (Block Diagram):**

**Conclusion:**

In conclusion, the Kidtellectual app is designed with a user-friendly interface, engaging educational content, and robust features to enhance the learning experience for kids. The app includes a variety of educational games and learning modules targeting different subjects, fostering a holistic approach to education. The progress tracker allows parents to monitor their child's achievements, creating a collaborative learning environment.

With a gamification engine and rewards system, the app aims to make learning enjoyable and motivating for young users. The integration of external APIs ensures access to diverse educational content, while a secure and device-compatible architecture prioritizes safety and accessibility.

Ultimately, the Kidtellectual app strives to provide a dynamic and enriching educational platform that aligns with the developmental needs of children, making learning a fun and interactive journey.

**References:**

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**Annexure:**

**Annexure I: Form A-Title Approval (for offline mode)**

**Annexure II: Form B-Market and financial feasibility (verify from guide)**

**Annexure III: Literature survey paper or links**