



TECH PRAGYAN 2025



- **Problem Id – 04**
- **Problem Statement Title: Personalized AI-Driven Learning System**
- **Theme/Domain – Smart Education**
- **Team Name – Team Aayan**
- **Team Leader –** Aashish Vishwas Tirmale, Yashodip Lotan more, Nayan Sambhaji Patil
- **College Name –** R.C.Patel institute of technology, Shirpur



PROBLEM STATEMENT



- ✓ **Problem Definition:** Students often struggle to understand textbook theories and teachers face challenges relating lessons to students effectively.
- ✓ **Relevance:**
 - Education is the foundation of progress.
 - A large section of learners, including disabled students, are excluded from quality and engaging education.
- ✓ **Real-World Impact:**
 - Enhances understanding and retention.
 - Makes learning accessible for disabled and differently-abled individuals.
 - Bridges the gap between educators and learners.



PROPOSED SOLUTION



✓ **Overview:**

- An AI-based model that simplifies lessons by generating animated videos tailored to the student's language, hobbies, and interests.

✓ **Key Features:**

- Inputs: Lesson PDFs, notes, or other materials.
- Personalized storytelling based on user preferences.
- Animated videos with relatable real-world examples.
- Accessibility through audio-rich features.

✓ **How It Addresses the Problem:**

- Engages students with interactive, relatable stories.
- Provides teachers with tools for better lesson planning.
- Supports disabled learners with rich audio-visual aids.



TECHNICAL APPROACH



✓ **Technology Stack:**

- Languages: Python, JavaScript
- Frameworks: TensorFlow, Flask/Django, ReactJS
- Tools: Hugging Face Transformers, Tesseract OCR, DALL-E API

✓ **System Architecture:**

- Input Processing: OCR for text extraction.
- NLP Pipeline: Summarization and context understanding.
- Story & Animation: GPT-based storytelling and video creation APIs.

✓ **Key Innovations:**

- Personalized learning through user-specific data.
- Real-world contextualization of lessons.
- Simplified outputs with minimal user input.



IMPACTS AND BENEFITS



✓ **Potential User Base:**

- Students of all ages, particularly those struggling with traditional learning methods.
- Teachers looking to innovate lesson delivery.
- Disabled learners requiring accessible education.

✓ **Impact:**

- Social: Inclusive education for all.
- Economic: Cost-effective and scalable learning solutions.
- Environmental: Digital-first approach reduces paper usage.

✓ **Scalability:**

- Expandable across different education boards and languages.
- Global adoption with localized learning modules.



FUTURE SCOPE/CONCLUSION



- **Planned Improvements:**

- Multilingual support for global reach.
- Advanced animations and gamification.
- Improved user data security.

- **Additional Features:**

- Real-time feedback for teachers and students.
- Community-driven content improvement.

- **Long-term Vision:**

- Establish a universally accepted personalized learning platform.
- Democratize access to quality education.

- **Why Our Solution Stands Out:**

- Combines AI, storytelling, and animation for unmatched engagement.
- Addresses real-world gaps in education with practical, scalable solutions.