



# HACK YOUR PATH 7.0

Organized by HITAM Hackathon Club

## Team Details

- a. Team name:Code Smiths
- b. Team leader name:M Gopal
- c. Team Members Names:Vuppari Nitish Kumar,  
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- d. College Name: MVSR Engineering College

# Problem Statement

## SkillSwap



In today's competitive job market, continuous skill development is essential, yet millions face financial and geographic barriers to quality education. Traditional courses cost ₹10,000–₹1,00,000+, and professional certifications average ₹50,000+, making them inaccessible for many. Nearly 68% of Indian youth lack access to reliable skill programs. At the same time, 40% of skilled informal workers possess valuable expertise but cannot monetize it without formal credentials. Existing platforms are expensive and one-directional, limiting peer-to-peer learning. The core challenge is to democratize education—making skill development affordable and enabling individuals to earn by teaching their expertise without formal qualifications.



# Proposed Solution

SkillSwap is a peer-to-peer, time-banking education platform that replaces money with time as currency. In this ecosystem, **10 min of teaching equals 1 time credit**. Users earn credits by teaching skills and spend credits to learn from others—creating a self-sustaining skill exchange model with zero financial barriers. New users receive starter credits to begin instantly.

The platform features a skill marketplace with 50+ categories, smart filters, and verified profiles built through peer reviews, portfolios, and endorsements—no formal credentials required. Integrated WebRTC enables seamless video sessions, scheduling, reminders, and recordings, supporting both online and in-person learning. Structured learning pathways track progress and award digital certificates.

Gamification elements like badges and leaderboards boost engagement, while local discovery connects nearby learners and teachers.

SkillSwap democratizes education, enables skill monetization, and reduces inequality—aiming to onboard 10,000+ users and facilitate 50,000+ learning hours in Year 1.



# Architecture Diagram





# Technologies/Tools Used

## Frontend

**Next.js (React)** – Full-stack framework (frontend + backend together)

**TypeScript** – Better code safety

**Tailwind CSS** – Clean, responsive UI design

## Backend

**Next.js API Routes** – Handle sessions, credits, bookings

**PostgreSQL** – Store users, skills, credits

## Real-Time (For MVP Video + Chat)

**WebRTC** – Video calls

**Socket.io** – Chat & notifications

## Deployment

**Vercel** – Deploy full app easily



# Target Audience/Market

## Learners (Skill Seekers)

**Youth & Students (18–30)** – Upskilling beyond academics, job preparation

**Working Professionals (25–45)** – Career switch, skill diversification, hobbies

**Underserved Communities** – Rural, low-income individuals, women, informal workers

## Teachers (Skill Providers)

**Skilled Individuals (No Formal Credentials)** – Self-taught experts, hobbyists, retirees, homemakers

**Informal Sector Workers** – Artisans, craftspeople, local skill experts

**Students & Part-time Tutors** – Peer educators, mentors, subject toppers

## Secondary Audience

**Organizations & NGOs** – Skill development initiatives

**Corporate CSR & Govt Programs** – Community upskilling

**Local & Online Communities** – Workshops & cultural skill exchange



# Thank You

## We appreciate your time

Please add team lead contact information  
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