Basic Details of the Team and Problem Statement

Ministry/Organization Name/Student Innovation: Ministry of Law and Justice

PS Code: SIH1281

Problem Statement Title: Development of gamified platform on Children's Rights to increase legal literacy and awareness among children in India

Team Name: CODE - EMERGENCY
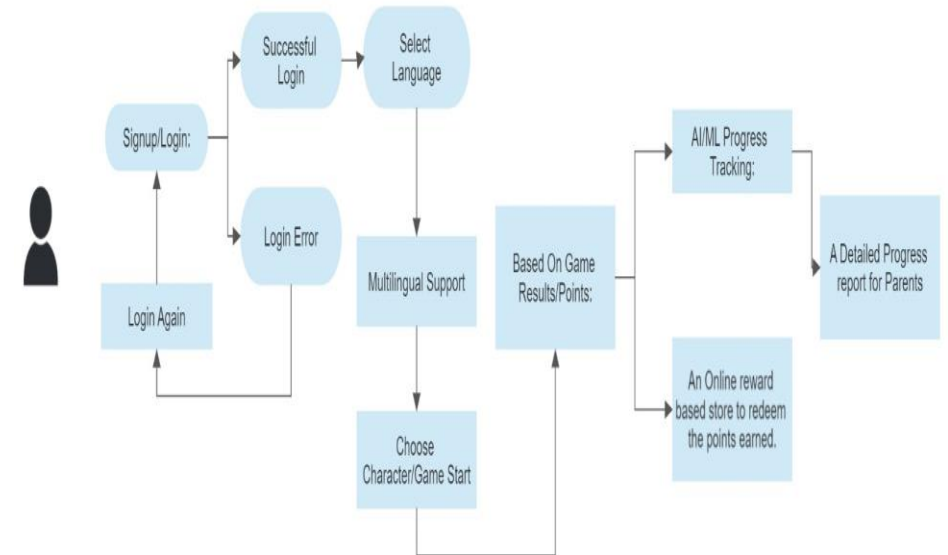
Team Leader Name: Jay Soni

Institute Code (AISHE): U-0373

Institute Name: Chitkara University

Theme Name: Smart Education

Idea/Approach Details

Describe your idea/Solution/Prototype here:

➢ **Interactive Games and Quizzes:** Utilize interactive challenges and quizzes that train children about their rights, and provide them real-time feedbacks. Incentivize proper answers with points or digital badges to promote engagement and competitiveness.

➢ **Storytelling:** Narrate memories or situations in which kids' rights are mentioned to give them an excellent knowledge of what the ones rights imply.

➢ **Parental Involvement:** Create materials for parents/guardians about talking to children about child rights and supporting their educational pathway. And allow Parents to monitor the child's progress on the Website.

➢ **Engaging Visuals:** Utilize thrilling and child-pleasant imagery, consisting of colours and illustrations similar to caricatures in conjunction with animations to create the site visually appealing. Development of attractive characters or narratives that relate to kids for readers.

➢ **Peer Interaction:** Enable interactive structures inclusive of discussion boards, chat rooms, and social elements through which children can have interaction and exchange ideas concerning child rights. Facilitate discussion and exchange of mind and tales. Ask youngsters to share their personal testimonies of their respective rights.

Describe your Technology stack here:

☐ **JavaScript**

2

Idea/Approach Details

Describe your Use Cases here

- **Legal Knowledge Assessment and Certification:** The platform can provide assessment and certification of children's rights and legal knowledge to identify children's progress.
- **Interactive Storytelling:** Children can participate in interactive storytelling adventures where they play different characters in various scenarios and make decisions that tell the story.
- **Questions and Challenges:** Children can participate in quizzes and challenges to test their knowledge of various child rights.
- **Progress monitoring and rewards:** Track a child's progress, reward achievements such as completing lessons or quizzes and can motivate their continued engagement using the system.
- **Story Based Assessment**: After completing a storytelling session or other activity, children can do a case-based assessment to test their understanding of legal concepts. This assessment can capture and provide information about each child's progress.
- **Feedback Mechanism:** Use feedback mechanisms where children can report potential violations or concerns they encounter in their community.

Describe your Dependencies / Show stopper here

- **Content Validation and Ethical Concerns:** Ensure that the content is consistent with ethical principles and standards relating to the rights of children.
- **Legal and Regulatory Compliance:** Navigating and complying with the legal and regulatory requirements related to content for children, including data protection laws.
- **Personalized Learning Paths:** It tailors the system to suit each child's own pace of progress, preference and personalized learning pathways addressing differing needs.
- **Engaging Interactive Narratives:** Children have the opportunity to immerse themselves in captivating interactive narratives, stepping into the shoes of diverse characters and navigating a range of scenarios. Their choices and decisions drive the unfolding of each unique story.
- **Content Localization and Translation:** Creating and maintaining content in multiple languages and dialects to cater to India's linguistic diversity.

Team Member Details

Team Leader Name: Jay Soni

Branch (B.E.)   Stream (CSE):   Year (I)

Team Member 1 Name: Tejvinder Singh

Branch (B.E.)   Stream (ECE):   Year (I)

Team Member 2 Name: Nikita Goel

Branch (B.E.)   Stream (ECE):   Year (I)

Team Member 3 Name: Eshita

Branch (B.E.)   Stream (ECE):   Year (I)

Team Member 4 Name: Srishti Dhoundial

Branch (B.E.)   Stream (ECE):   Year (I)

Team Member 5 Name: Tanushree Gupta

Branch (B.E.)   Stream (ECE):   Year (I)

Team Mentor 1 Name: Amit Kumar

Category (Academic):   Expertise (IoT, AR, VR ,Game Design):   Domain Experience (9 years)

Team Mentor 2 Name: Lipika Gupta

Category (Academic):   Expertise (VLSI Design , IoT):   Domain Experience (20 years)