# **FlashMind**

Al Powered Flashcards Generator

Application Development and Emerging Technologies (ADET)

# Submitted by:

Villegas, Jesalle Hilary D.
BSIT 3-2

# Submitted to:

Prof. Rosicar Escober

#### I. INTRODUCTION

# **Project Overview**

FlashMind is an online study app designed to help students and learners retain information more effectively. The app allows users to create and review flashcards with the help of artificial intelligence. By processing notes provided by the user, the Al generates flashcards in second that will help the user to effectively understand information.

#### **Problem Statement**

Many students struggle with memorization and efficient study habits. Traditional flashcards can be time-consuming to create, and users may not always know the best way to structure their learning. This app solves these problems by using AI to generate flashcards and help memorization, making learning more effective and less stressful.

#### II. NOTABLE USEFULNESS

# **Key Features**

- Flashcard Creation: Users can manually create flashcards with text.
- Al-Generated Flashcards: Al generates flashcard based on uploaded text or pdf file.
- Al-Powered Summarization: Extract key points from large text and create flashcards.
- Voice Input & Text-to-Speech: Users can speak to create flashcards, and
   Al can read flashcards aloud.

# **Value Proposition**

FlashMind helps people by making studying faster, easier, and more efficient. Instead of spending hours making flashcards, users can focus on learning while AI handles the rest.

### III. INNOVATION

# **Unique Aspects**

- Al-powered flashcard generation saves time.
- Voice input makes flashcard creation easier.
- Text-to-speech helps auditory learners.
- Using React.js creates a responsive and visually appealing user interface that works on different devices.
- Using Node.js with Express.js seamlessly communicate the app and the server.

# **Emerging Technology Used**

- Artificial Intelligence for generating and summarizing content.
- Speech Recognition for voice input.
- React.js for Frontend Development
- Node.js + Express.js for Backend Development

# IV. BENEFICIARIES

# **Target Audience**

- Students of all ages
- Professionals preparing for exams or certifications
- Anyone who wants to improve memory and learning skills

# **Impact**

- Saves time by automating flashcard creation.
- Improves memory with Al-powered study techniques.
- Makes learning more engaging with voice and text-to-speech features.

# V. TIMELINE

# **Project Phases**

- Phase 1: Research & Planning (1 Week) Define features and design app flow.
- Phase 2: Design & Prototyping (1 Week) Create wireframes and initial layout.
- Phase 3: Backend Development (1 Week) Set up APIs and data storage.
- Phase 4: Frontend Development (2 Weeks) Implement UI and integrate APIs.

Phase 5: Testing & Debugging (1 Week) – Identify and fix bugs, improve

performance.

Phase 6: Deployment & Submission (1 Week) - Final testing,

documentation, and launch.

Milestones

Week 1: Complete research and application requirements.

• Week 2-3: Finalize design and deliver prototype.

• Week 4-5: Core system features fully developed.

Week 6: Finish Testing and polish the application.

• Week 7: Deploy FlashMind and submit documentation.

VI. **BUDGET** 

**Estimated Costs** 

• Frontend & Backend Development: Free (using React.js, Node.js, Express.js)

• Al Integration: Free (Cohere)

Hosting: Free (Netlify or Render)

Miscellaneous: None

**Total Budget:** 

Estimated Total: PHP 0

VII. **TECHNOLOGY STACK** 

**Tools and Technologies** 

Frontend: React.js

Backend: Node.js + Express.js

Al Tools: Cohere

Speech Recognition & TTS: Google Cloud Speech-to-Text and Text-to-

Speech

**Justification** 

React.js provides a fast and efficient user interface.

Node.js + Express.js offer a strong backend for AI processing and API

integration.

Cohere reduce costs while providing Al-powered features.

VIII. CONCLUSION

Summary

FlashMind AI is an AI-powered study tool that helps users create and review

flashcards easily. By automating flashcard generation, the app makes learning more

effective and stress-free. It is designed for students, professionals, and anyone looking

to improve their memory and study habits.

**Next Steps:** Finish planning and start developing.

# IX. REQUIREMENTS LIST

Project Name: FlashMind - Flashcard Generator App							
Project Owner: Jesalle Hilary D. Villegas   3-2							
Comprehensive List of Requirements							
	Requirement	Steps	Input Fields and Files	Output Display and Report	Acceptance Criteria	Remarks	ui/ux
1	Onboarding	Open FlashMind	None	Output Display: 1. Button to go to Generate Flashcard Page	When the "Generate Flashcards" button is clicked, the app should navigate to the Generate page.	nemans	Study Smarter, Learn Faster!
				Button to go to Create Flashcard Page  Output Report:     Button to go to Create	When the "Create" page button is clicked, the app should navigate to the Create page.		Comerate Boost Handward Memory Efficiently
2	Create Flashcard	Open FlashMind	Input fields:	Flashcard Page 2. Button to go to Create Flashcard Page  Output Display:	When the "Generate Flashcards" button is clicked,		<b>&gt; =</b>
_		2. Go to Flashcard Creation Page	Text Input     a.Term     b. Definition	Input fields for creating flashcard     "Create" button     Buttons to Move/Delete input     Button to go to Generate	the app should navigate to the Generate page.  2. All input fields must be required.  3. When the move icon is clicked, the user should be		Create Flashcards
				Flashcard Page  Output Report:  1. "Create" button	4. When the delete icon is clicked:  -If more than 3 flashcards are present, a confirmation		Teacher
				Option to Move/Delete input     Button to go to Generate Flashcard Page	message should appear, and upon confirmation, the selected flashcard should be deleted.  -If only 3 flashcards remain, display a message: "At least 3 flashcards are required."		The Marketon of the Control of the C
					When the "Add Card" button is clicked, the app should validate that the existing flashcard fields are not empty. If valid, allow the addition of a new card.      When the "Create" button is clicked:		
3	Generate	Open FlashMind	Input fields:	Output Display:	Check if all required fields are filled.  If all fields are valid, proceed to the View page.  If any field is empty, display an appropriate error message.  I. When the "Create" page button is clicked, the app		
	Flashcard	Go to Al-Generated Flashcard Page     Input text or upload document	Text/Voice Input     PDF Upload	Text box for notes input     Button to upload notes     Button for voice input.     Generate button to process inputs.     Button to go to Create Flashcard Page	should navigate to the Create page.  2. The text area should allow users to input or paste notes. Placeholder text should display: "Insert notes to generate flashcards"  3. When the "Upload File" button is clicked, the user		Plus Generale Florbcards
				Output Report:  1. Button to upload notes 2. Button for voice input. 3. Generate button to process inputs.	3. When the Optical Pile Button's activate, the user's should be able to select a file from their device. Accepted formats must include, pdf, txt, or other supported document types. The content of the uploaded file should populate the input area for review or immediate generation.		•
				Button to go to Create Flashcard Page	4. When the submit icon button (right comer of text area) is clicked:  If the input field is empty, display an error message prompting the user to enter content.  If content is present, the app should process the input and navigate to the Flashcard Viewer page with		
4	View Flashcard	Open FlashMind	Input fields:	Output Display:	nenerated flashcards  1. When the "Generate Flashcards" button is clicked,		
		Create or Generate     Flashcard	Text Input	Display Created or Al- Generated Flashcards (temporary)	the app should navigate to the Generate page.		
		View Flashcard		session-based)	2. The flashcard should display the term on the front and		Pin (************************************
				Display Term and Definition     Option to Edit Flashcards	description on the back. There should be a Flashcard Title displayed above the flashcard		FlathMind Flathcard Title
				Option to Text-to-Speech     Button for Prev and Next	Users should be able to navigate between flashcards		
				Output Report:  1. Display Term and Definition	using the left (◀) and right (▶) arrow buttons. The flashcard count (e.g., 1/5) should be shown below the flashcard.		What is FlashMind?
				Option to Edit Flashcards     Option to Text-to-Speech	Clicking the pencil icon should enable editing of the		и
				Button for Prev and Next     Button to go to Generate	current flashcard's content.		
				Flashcard Page	Clicking the speaker icon should trigger a text-to- speech feature that reads aloud the flashcard content.		