

**Project Design Phase**  
**Proposed Solution Template**

Date	27-june-2025
Team ID	LTVIP2025TMID52721
Project Name	EduTutor-AI- Personalized-Learning-with-Generative- AI- and-LMS-Integration
Maximum Marks	2 Marks

**Proposed Solution Template:**

Project team shall fill the following information in the proposed solution template.

S.No.	Parameter	Description
1.	Problem Statement (Problem to be solved)	Traditional Learning Management Systems (LMS) often lack personalized learning experiences. Students receive uniform content and minimal individualized support.
2.	Idea / Solution description	EduTutor-AI integrates Generative AI with LMS platforms to deliver personalized tutoring. The solution includes an AI chatbot for real-time student support, dynamic quiz generation, content recommendations, and an analytics dashboard for performance tracking. It bridges the gap between static content and adaptive learning.
3.	Novelty / Uniqueness	Unlike conventional LMS add-ons, EduTutor-AI uses generative AI (OpenAI GPT models) to adaptively generate content, explanations, and quizzes based on each learner's performance. It provides a seamless LMS integration, real-time AI tutoring, and intelligent analytics, offering a fully personalized learning experience.
4.	Social Impact / Customer Satisfaction	EduTutor-AI democratizes access to high-quality personalized education. It empowers students to learn at their own pace and helps teachers manage workloads effectively. The system increases learner engagement, satisfaction, and academic performance, especially in under-resourced educational environments.
5.	Business Model (Revenue Model)	Freemium Model: Basic features free for students/teachers; premium for advanced AI tools and analytics. - Institutional Licensing: LMS plugin subscriptions for schools, universities, and e-learning platforms.
6.	Scalability of the Solution	The solution is highly scalable due to its modular architecture and cloud-based AI integration. It can support K-12, higher education, corporate training, and multilingual

		markets. Future expansion may include mobile apps, offline features, and integrations with AR/VR for immersive learning.
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