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ABSTRACT Every year GS/LR election is held and voting is done traditionally by ballot paper. This process consumes a lot of time of students as well as faculties. Our application called Digi-lyceum delivers prominent solution by making whole election process online. Visitors/Freshers who visit first time at universities/colleges find difficulty to reach their desire location. Unfortunately, there are least approaches are made towards indoor navigation. To deal with it, our application tries to provide one significant feature to guide users in augmented way to reach their destination in an unfamiliar indoor environment like universities, mall, museum, airport, MNCs etc. Students always find burden to ask administrative related doubt/inquiries due to having a long queue of students at admin department so, our artificial intelligence enabled chatbot helps students to give relevant and useful response of inquiries at anytime and anywhere. CHAPTER 1: INTRODUCTION 1.1: PROBLEM SUMMARY: There are numerous facilities provided by several organizations to find outdoor location, while for indoor location there are least concerns were made on it. Nowadays in big infrastructures it is very difficult to find out desire location in less time like in college, shopping malls, museums etc. The major problem arises when visitors visit at unknown place for the first time as they are not aware about where their desire places are located for example, in big universities people who are visiting for the first time faces problem to find out certain spots. Furthermore, students in colleges have various doubts/inquiries in their minds. To find out solutions their approach is to visit administration department. Unfortunately, they are not getting enough information from the staff and sometimes there are enormous students there so, students have to wait in long queue to make inquiry. Secondly, in spite of living in digital world, several activities in college are done on paper which costs time and money like GS/LR election process. These issues are motivating us to develop application that can get rid of these issues and provide reliable and meaningful solution. 1.2: AIM AND OBJECTIVES OF THE PROJECT : AIM: To develop an application which guides user to navigate in entire college and provide information of student's queries also do online election process for GS/LR election. OBJECTIVES: • The application do not require expensive infrastructure. • Future maintenance cost would be nominal. • The application consistently guide users to their destinations. • To design attractive UI for better user experience. • The application counts vote effectively. • The response of inquiries would be relevant. To improve our operating efficiency of our project. We have been analyzed various literatures available like patents and other scholarly articles with benefits and drawbacks of augmented reality based indoor navigation and for chatbot. With recent research of advance technological facts and development occurring in our domain now solutions are made possible for improving indoor navigation which were not possible with technologies available, few years back. 1.3.1: PSAR (PATENT SEARCH ANALYSIS REPORT) SUMMARY: During Patent Search and Analysis Report we have found following details : We analyzed various methods for indoor navigation using augmented reality through PSAR which are listed below: • US6625299B1- In this patent, a tracker system within the AR technology registers the virtual world to the real world to integrate virtual and real information in a manner usable by the observer. • US9953461B2- Obtain starting coordinates by detecting a positioning landmark and find a path which has shortest distance between the nodes according to the Dijkstra's algorithm. • US20100039927A1- Signal receiving unit receives signals from wireless communication access points and measuring strengths of received signals. Position estimating unit estimating a current position by comparing the strengths of signal measured by the signal receiving unit with a table recording strengths. • US20120143495A1- Indoor navigation carried out using sensor readings and in some case magnetic maps of the interiors of buildings stored on the smartphone. Available indoor positioning techniques Bluetooth low energy (Beacon) Bluetooth low energy beacons are basically battery driven devices. It's function is to only transmit bluetooth signal but it can not receive signal back. A mobile device receives the transmitted signals from beacons and measures the distance from various beacons which are located in indoor location. In this method we found out various following drawbacks: • Fluctuations in the Bluetooth signal strength. • beacons send out signals intermittently, not continuously so it leads to delay. • Phone antennas switch on and off intermittently too, to save battery power. • To get accurate location more beacons required which can cost more. • It covers small distance. Magnetic Field Magnetic field detection using the compass sensor on a device can also be used for indoor positioning. A so called "fingerprinting" technology is used to map the magnetic fields on the venue and then the device can use that map to find it's indoor location. This technology can only be applied in certain circumstances where the magnetic fields indoor are stable. The major disadvantage is when infrastructure is changed then magnetic field of that area changes and gives inaccurate location Chat-Bot • US20140122083- Chatbot includes a processor, an interactive dialogue interface, a knowledge database and one or more

scripts. The script can represent contextual input/output messages and can be used to create, add or modify knowledge entries in the knowledge database. • US20180075014A1- . In response to the user input message, the chatbot processor is used to generate an output message that is based one or more language elements, which may be extensions of AIML(Artificial Intelligence Markup Language). 1)NLP:- Using Natural Language Processing we breaks sentences into words. It helps to identify keywords and entity. This is hard step to complete but now a days it is feasible to complete. 2)Machine Learning:- These system have to train first that what kind of answer user want. First of all using machine learning we need to train our model adding main keywords and entity's. We creating dataset for answer. Using algorithms it will find answer corresponding to entered entity's by user.

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