AWS CloudScholars – Hackathon

Problem Statement

Current education is more focused on bookish learning, so our goal is to make education more interactive for the students of pre-kg (between the age of 2-5 years).

2. Typical Customers

Modern Pre-School who wants to introduce interactive learning into their classroom.

3. Highlights of my solution.

The current way of teaching is not efficient enough, as it only involves vision, but research has shown that the most efficient way of teaching a student below the age of 10 is by captivating all three senses (sonar, visual, touch). So, to answer this problem I have designed a code which uses all three senses of a student.

- Using our product, a child can show anything they don't know about to the camera and in return using artificial intelligence the code will give the detail about it.
- For Example— A child does not know what a water bottle, he/ she can just keep the object in front of the camera and in return it will speak using the speakers that it's called a water bottle.

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