

EXPLAIN LIKE I'M 5

FUN LEARNING FOR EVERYONE !

ABOUT EXPLAIN LIKE I'M 5:

Welcome to Explain Like I'm 5! Here, we make learning easy and fun. You can explore cool topics, discover interesting facts, read simple summaries, and even take quizzes to test your knowledge. It's like having a friendly teacher who explains everything in a way that's super easy to understand. Get ready to learn and have fun!



INSPIRATION

We take inspiration from the joy of making learning fun and accessible for everyone. We believe that complex topics can be explained simply, sparking curiosity and a love for learning in all ages.



WHY “EXPLAIN LIKE I’M 5”?

We believe that everyone deserves to learn in a way that's simple and fun. Explain Like I'm 5 breaks down complex topics, making them easy to understand and enjoyable for all ages.

FEATURES

- Simple explanations for complex topics
- Fun and interactive quizzes
- Interesting facts and summaries
- Easy-to-navigate categories
- Engaging and educational content for all ages.



POTENTIAL IMPACT ON EDUCATION

Explain Like I'm 5 can make learning fun and easy for everyone. It helps people understand tricky topics, sparks curiosity, and makes them excited about learning. By breaking down complex ideas, it makes education more accessible and enjoyable for all ages.

TECH STACK

COMPONENT	TECHNOLOGY STACK
FRONTEND	HTML, CSS, JAVASCRIPT, BOOTSTRAP FRAMEWORK
BACKEND	FLASK, PYTHON, GEMINI LLM



WHAT WE LEARNED ?

Developing “Explain Like I’m 5” taught us valuable lessons in how to integrate AI for educational purpose, and the importance of technology. We also improved our technical skills, prompt engineering and teamwork.

CHALLENGES WE OVERCAME

Creating Explain Like I'm 5 presented us with various challenges. These experiences drove us to find innovative solutions, improve our problem-solving skills, and develop both our technical and educational expertise.

WHATS NEXT FOR EXPLAIN LIKE

I'M 5

FUTURE PLANS	DESCRIPTION
MULTILINGUAL SUPPORT	OFFER CONTENT IN MULTIPLE LANGUAGES .
ENHANCED USER ENGAGEMENT	INTRODUCE GAMIFICATION ELEMENTS .
MOBILE APP DEVELOPMENT	LAUNCH A MOBILE APP FOR LEARNING ON THE GO.

**THANK YOU
VERY MUCH**