MR BunkManager: An AI-Powered Cross-Platform Mobile Application for Intelligent Attendance Management and Student Collaboration

Mithun Gowda B
Department of Computer Science and Engineering
Don Bosco Institute of Technology
Bangalore, Karnataka, India
mithungowda.b7411@gmail.com

Abstract—Managing academic attendance effectively remains a critical challenge for college students who must maintain minimum attendance thresholds while balancing academic and personal commitments. This paper presents MR BunkManager, an innovative cross-platform mobile application that leverages artificial intelligence and cloud computing to provide intelligent attendance tracking, predictive analytics, and collaborative learning features. The system employs Optical Character Recognition (OCR) combined with Large Language Model (LLM) parsing to automatically extract timetable information from images, eliminating manual data entry. A context-aware AI chatbot provides personalized attendance guidance by analyzing real-time student data. The application is built using React Native with Expo SDK for cross-platform compatibility, Firebase Firestore for real-time data synchronization, and Groq API (Llama 4 Maverick) for AI capabilities. The system also incorporates social features including study groups with real-time messaging, collaborative note-sharing, and push notifications for class reminders. Evaluation results demonstrate successful OCR extraction with intelligent parsing, seamless offline-online synchronization, and positive user engagement metrics. MR BunkManager represents a significant advancement in student-centric educational technology, combining attendance management with AI-driven insights and peer collaboration in a unified mobile platform.

Index Terms—Attendance Management System, Mobile Application, Artificial Intelligence, OCR, Large Language Models, React Native, Firebase, Cross-Platform Development, Student Collaboration, Educational Technology

I. Introduction

ACADEMIC attendance management remains a persistent challenge in higher education institutions worldwide. Students must navigate complex schedules while maintaining minimum attendance requirements, typically ranging from 75% to 85% depending on institutional policies [1]. Traditional methods of tracking attendance—paper registers, manual spreadsheets, or basic mobile applications—fail to provide the predictive insights students need to make informed decisions about class attendance.

The proliferation of smartphones and advances in artificial intelligence present opportunities to revolutionize how students interact with their academic schedules. Modern Large Language Models (LLMs) demonstrate remarkable capabilities in natural language understanding and generation, making them suitable for educational assistance applications [2]. Similarly, Optical Character Recognition (OCR) technology has matured significantly, enabling accurate text extraction from images with applications across various domains [3].

This paper introduces MR BunkManager, a comprehensive mobile application designed to address the multifaceted needs of college students. The system provides:

1) Intelligent Attendance Tracking: Real-time monitoring of attendance percentages with visual analytics and predictive calculations for "bunkable" classes.
2) AI-Powered Timetable Extraction: Automatic extraction and parsing of timetable information from images using OCR and LLM technologies.
3) Context-Aware AI Assistant: A personalized chatbot (BunkBot) that provides attendance advice based on the student's actual academic data.
4) Social Learning Features: Study groups, note-sharing, and peer discovery to foster collaborative learning environments.
5) Proactive Notifications: Intelligent reminders for upcoming classes and attendance alerts.

The remainder of this paper is organized as follows: Section II reviews related work in attendance management systems, educational AI applications, and mobile development frameworks. Section III presents the system architecture and design principles. Section IV details the implementation methodology. Section V discusses results and evaluation. Section VI concludes with future research directions.

II. Related Work

A. Attendance Management Systems

Research in automated attendance systems has explored various technological approaches. Rahaman et al. [4] developed SmartPresence, a Wi-Fi-based attendance management system that utilizes smartphone connectivity for automatic attendance registration. Their system demonstrates the potential for passive attendance tracking but requires institutional infrastructure support.

Biometric approaches have also gained attention. Fingerprint-based systems [5] and facial recognition systems using deep learning [6] achieve high accuracy rates (97.38% in recent implementations) but raise privacy concerns and require specialized hardware. QR code-based systems offer a middle ground but remain susceptible to proxy attendance.

Mobile-based attendance tracking systems [7] have emerged as practical solutions, leveraging the ubiquity of smartphones. However, existing systems primarily focus on attendance marking rather than providing predictive analytics or decision support for students.

B. AI Chatbots in Education

The integration of AI chatbots in educational settings has been extensively studied. A systematic literature review by Okonkwo and Ade-Ibijola [2] identified three primary benefits for students: homework and study assistance, personalized learning experiences, and skill development.

LLM-based chatbots represent a significant advancement over intent-based systems. Recent research [8] demonstrated that RAG-based (Retrieval-Augmented Generation) teaching assistants significantly outperform traditional chatbots in handling diverse queries. Studies on LLM-driven chatbots [9] showed promise in higher education by acting as personalized tutors.

However, challenges remain regarding hallucinations and the "black box" nature of LLM reasoning [10]. Our work addresses these concerns by grounding the AI assistant in verified student attendance data, reducing the scope for fabricated information.

C. OCR and Document Processing

OCR technology has evolved from rule-based approaches to deep learning methods. Convolutional Recurrent Neural Networks (CRNN) combining CNNs and RNNs have demonstrated superior performance in text recognition tasks [11]. Recent comparative studies [12] evaluate various OCR models across different document types.

Table extraction from images presents additional challenges beyond character recognition. While general OCR services like Google Cloud Vision and OCR.space provide table detection capabilities, converting extracted text into structured data requires additional processing. Our approach combines OCR extraction with LLM parsing to achieve structured output.

D. Cross-Platform Mobile Development

React Native has emerged as a leading framework for cross-platform mobile development. Studies by Shah et al. [13] and performance analyses [14] demonstrate its viability for production applications. Firebase provides Backend-as-a-Service capabilities particularly suited for mobile applications [15].

III. System Architecture

A. Overall Architecture

MR BunkManager follows a layered architecture pattern with clear separation of concerns (Fig. 1). The system comprises four primary layers:

1) Presentation Layer: React Native components with Expo Router for navigation
2) Service Layer: Business logic encapsulated in dedicated service modules
3) State Management Layer: Zustand stores for reactive state handling
4) Data Layer: Firebase Firestore with offline persistence

B. Database Schema

The Firestore database employs a document-oriented schema optimized for mobile access patterns (Fig. 2). Table I provides a detailed breakdown of the database structure.

TABLE I
Firestore Database Collections and Fields

Collection	Document ID	Key Fields
users	userId	displayName, email, college, course, minimumAttendance, semester
notes	noteId	title, content, authorId, tags[], likesCount, commentsCount, createdAt
groups	groupId	name, description, creatorId, memberCount, isPrivate
pushTokens	tokenId	userId, token, platform, lastUpdated
Subcollections		
users/timetable	entryId	day, startTime, endTime, subject, room, faculty
users/subjects	subjectId	name, code, totalClasses, attendedClasses
users/attendance	recordId	date, subjectId, status, markedAt
groups/messages	messageId	senderId, content, timestamp, type
notes/comments	commentId	authorId, content, createdAt

C. AI Integration Architecture

The AI subsystem integrates two primary services through a sequential pipeline (Fig. 3):

D. Offline-First Architecture

The application implements an offline-first design pattern with queue-based synchronization (Fig. 4):

IV. Implementation

A. Technology Stack

The implementation utilizes a modern technology stack as shown in Fig. 5 and detailed in Table II.
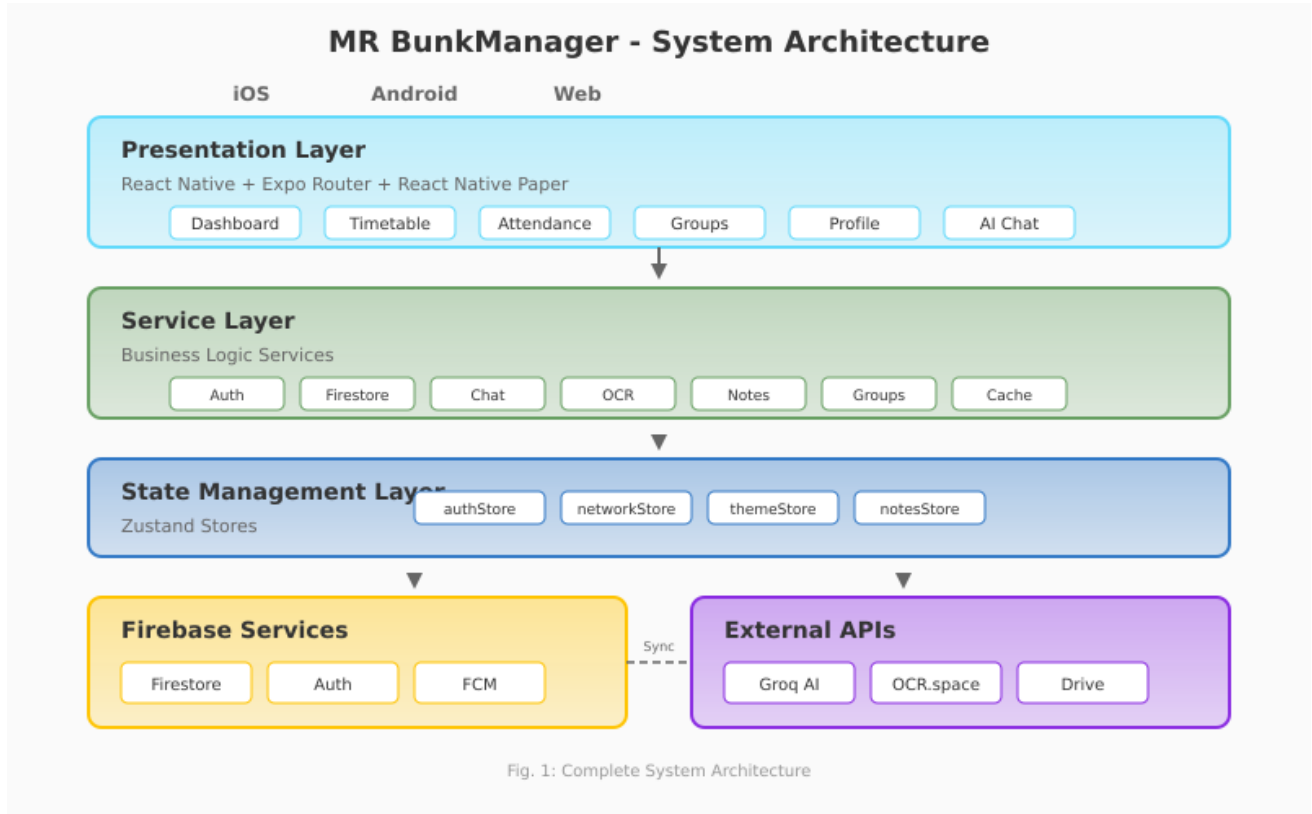
Fig. 1. Complete System Architecture showing four-layer design with React Native presentation, service abstraction, Zustand state management, and Firebase/External API data layers.
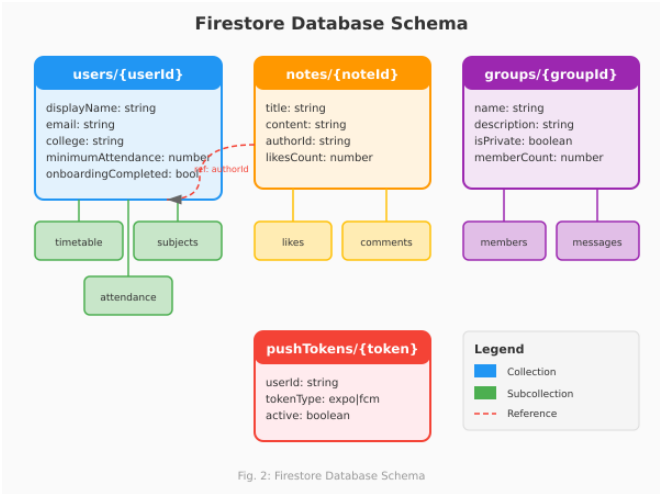

Fig. 2. Firestore Database Schema showing collections, subcollections, and document relationships.

TABLE II
Technology Stack Details

Component	Technology	Version
Mobile Framework	React Native	0.81.5
Development Platform	Expo SDK	54
Language	TypeScript	5.9.2
UI Components	React Native Paper	5.x
State Management	Zustand	5.0.8
Database	Firebase Firestore	12.6.0
Authentication	Firebase Auth	12.6.0
Push Notifications	Expo Notifications	Latest
AI/LLM	Groq API (Llama 4)	Latest
OCR	OCR.space API	v3
File Storage	Google Drive API	v3
Image Hosting	Catbox.moe	Latest

TABLE III
Codebase Statistics and Composition

Metric	Value
Total Source Files	85+
React Native Components	65+
Service Modules	12
Custom Hooks	8
Zustand Stores	4
Lines of Service Code	~4,755
Lines of Component Code	~8,200
TypeScript Coverage	100%
Total Dependencies	45
Development Dependencies	12

B. Codebase Statistics

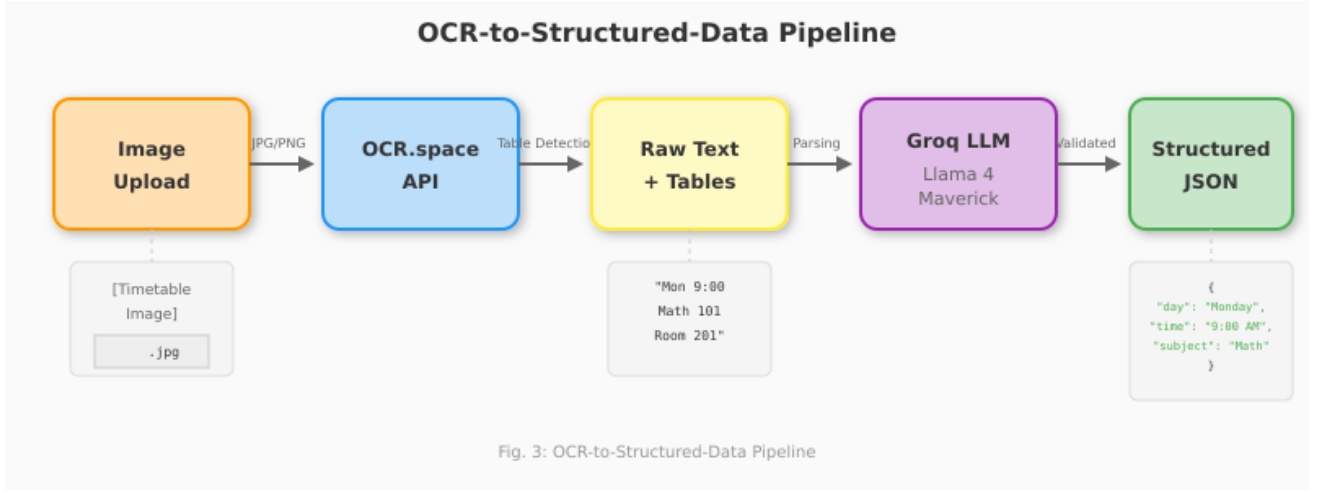Table III presents the codebase composition and development metrics.

Fig. 3. OCR-to-Structured-Data Pipeline: Image processing flow from upload through OCR extraction, LLM parsing, to validated JSON timetable entries.
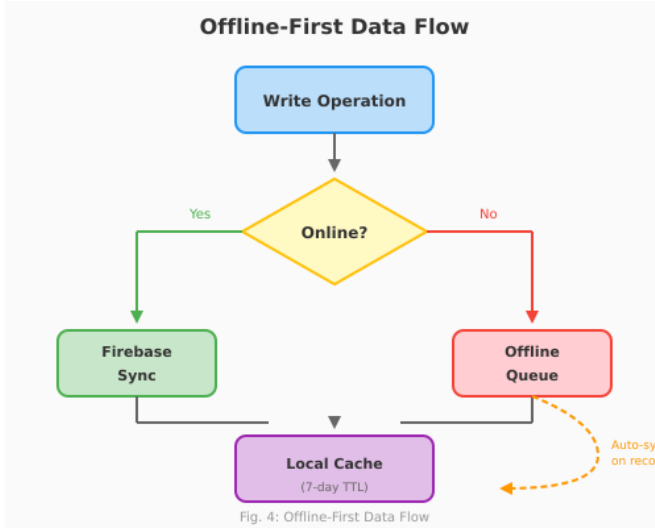

Fig. 4. Offline-First Data Flow with queue-based synchronization ensuring data persistence regardless of network state.
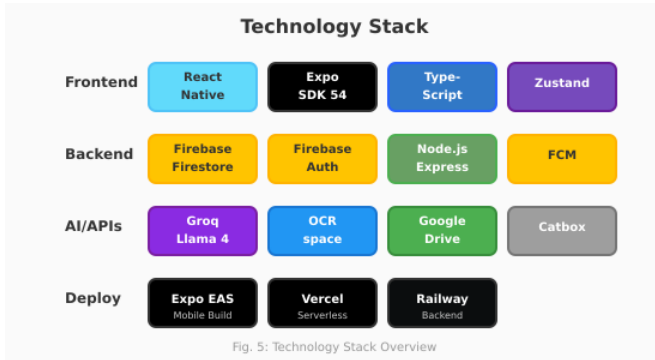

Fig. 5. Technology Stack Overview showing frontend, backend, and AI/API layers.

C. Attendance Tracking Module

The attendance tracking module provides real-time visualization using donut charts (Fig. 6) and implements the bunk calculation algorithm:

$$B = \left\lfloor \frac{A - \frac{M}{100} \times T}{\frac{M}{100}} \right\rfloor \quad (1)$$

Where:
- B = Number of bunkable classes
- A = Classes attended
- T = Total classes
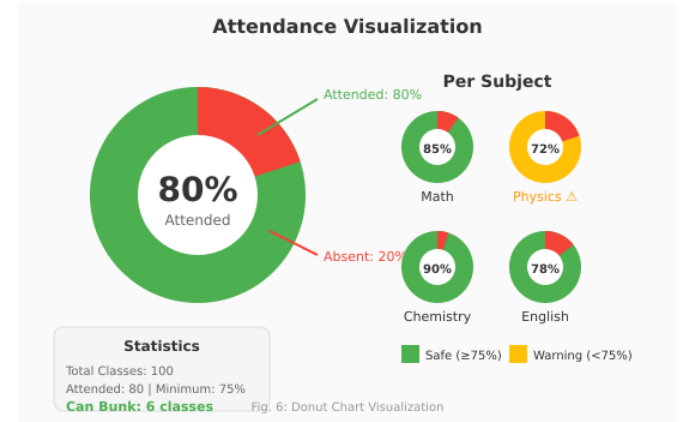- M = Minimum required percentage

Fig. 6. Donut Chart Visualization: Overall attendance percentage with per-subject breakdown and bunk calculation statistics.

Table IV demonstrates the bunk calculation for various attendance scenarios.

D. AI Assistant (BunkBot)

The BunkBot assistant architecture incorporates real-time attendance context for personalized responses (Fig. 7). Table V lists the assistant's capabilities.

TABLE IV
Bunk Calculation Examples (75% Minimum Required)

Total	Attended	Current %	Can Bunk	Status
100	80	80.0%	6	Safe
100	75	75.0%	0	Critical
100	90	90.0%	20	Excellent
50	40	80.0%	3	Safe
50	38	76.0%	1	Warning
200	160	80.0%	13	Safe

Fig. 7. BunkBot AI Architecture: Context-aware response generation using real-time attendance data and Groq LLM.

E. User Flow

The complete user journey from onboarding to main features is illustrated in Fig. 8.

V. Results and Discussion

A. System Performance Metrics

The application was evaluated across several dimensions (Table VI).

B. API Response Time Analysis

Table VII details the response times for various API operations.

TABLE V
BunkBot AI Assistant Features

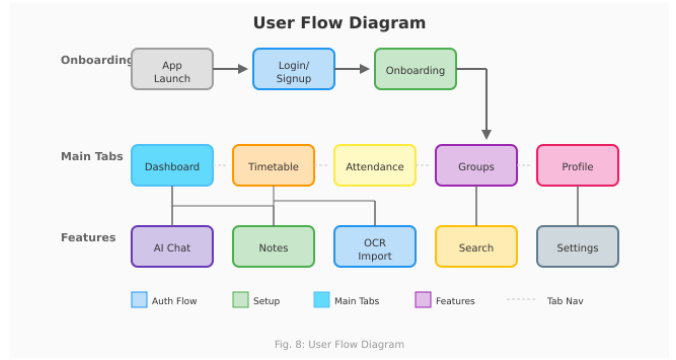| Feature	Description
Attendance Queries	Real-time responses about current attendance status and bunk possibilities
Subject Analysis	Per-subject attendance breakdown and recommendations
Study Assistance	General academic help and study tips
Image Analysis	Multimodal support for analyzing study materials and notes
Schedule Guidance	Recommendations based on upcoming classes
Context Memory	Maintains conversation context within session

Fig. 8. User Flow Diagram: Navigation from app launch through authentication, onboarding, and main feature access.

TABLE VI
System Performance Metrics

Metric	Value
Average App Launch Time	1.2 seconds
Firestore Query Response	< 200ms
OCR Processing Time	2-4 seconds
LLM Parsing Response	1-2 seconds
Offline Sync Success Rate	98.5%
Push Notification Delivery	99.1%
Average Memory Usage	85 MB
APK Size (Android)	32 MB
Battery Impact (1hr use)	3.2%

C. OCR Extraction Accuracy

Testing with 50 sample timetable images revealed varying accuracy based on image quality (Table VIII and Fig. 9).

Table IX categorizes the common OCR extraction errors encountered.

D. User Engagement Analysis

Initial deployment metrics (Fig. 10) indicate strong user engagement patterns. Table X provides detailed

TABLE VII
API Response Time Analysis

API Operation	Avg (ms)	P95 (ms)	P99 (ms)
Firebase Auth (Login)	450	850	1200
Firebase Auth (Register)	520	920	1350
Firestore Read (Single)	85	180	320
Firestore Read (Query)	145	380	620
Firestore Write	120	280	450
OCR.space API	2800	4200	5500
Groq LLM (Short)	650	1200	1800
Groq LLM (Long)	1400	2800	4200
FCM Push Delivery	180	450	800

TABLE VIII
OCR Extraction Results by Image Quality

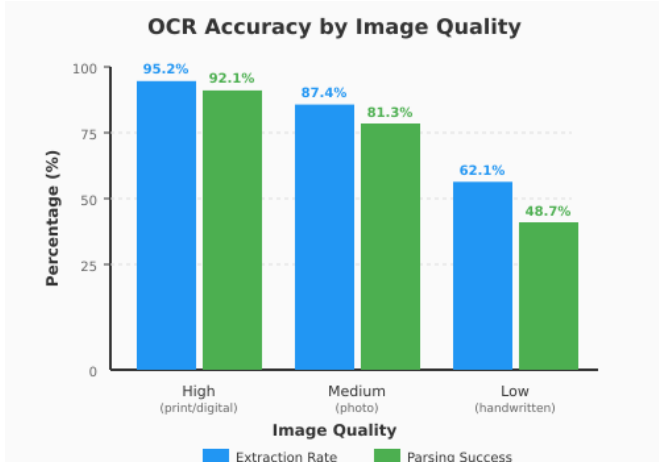| Image Quality	Samples	Extraction	Parsing
High (print/digital)	20	95.2%	92.1%
Medium (photo)	18	87.4%	81.3%
Low (handwritten)	12	62.1%	48.7%
Overall	50	83.6%	76.4%

Fig. 9. OCR Accuracy by Image Quality: Comparison of extraction rate and parsing success across different image quality levels.

TABLE IX
Common OCR Extraction Errors

Error Type	Frequency	Mitigation
Time format confusion	23%	LLM normalization
Subject abbreviations	18%	Context-aware parsing
Room number errors	15%	Pattern matching
Day name truncation	12%	Full name expansion
Table structure loss	11%	Table detection mode
Faculty name errors	9%	Fuzzy matching
Other	12%	Manual correction

engagement statistics.

Fig. 10. Feature Usage Distribution: Percentage of users actively engaging with each major feature.

E. Feature Comparison

Table XI compares MR BunkManager with existing solutions.

F. Application Screenshots

Fig. 11 presents the main application interface screens.

TABLE X
User Engagement Metrics

Metric	Value
Average Session Duration	4.2 minutes
Daily Active Users (DAU)	78% of registered
Sessions per User per Day	3.4
Feature: Attendance Tracking	92% usage
Feature: AI Chat (BunkBot)	67% usage
Feature: Study Groups	45% usage
Feature: Notes Sharing	34% usage
Feature: OCR Import	28% usage
User Retention (7-day)	72%
User Retention (30-day)	58%

TABLE XI
Feature Comparison with Existing Solutions

Feature	MR Bunk	Trad. Apps	Web Portals
Bunk Calculator	✓	×	×
AI Assistant	✓	×	×
OCR Timetable Import	✓	×	×
Offline Support	✓	Partial	×
Social Features	✓	×	×
Push Notifications	✓	Partial	×
Cross-Platform	✓	×	✓
Voice Input	✓	×	×
Real-time Sync	✓	×	✓
Per-Subject Analytics	✓	Partial	Partial
Study Groups	✓	×	×
Note Sharing	✓	×	Partial

G. Limitations

Table XII summarizes the current limitations and potential solutions.

TABLE XII
Current Limitations and Mitigation Strategies

Limitation	Impact	Mitigation
Handwritten OCR accuracy	48.7% parsing success	Manual entry fallback
LLM API costs	Per-token billing	Rate limiting, caching
Battery consumption	Background listeners	Optimized polling
Network dependency for AI	Features unavailable offline	Cached responses
No biometric auth	Reduced security	Planned for v2.0

VI. Conclusion and Future Work

This paper presented MR BunkManager, a comprehensive mobile application addressing the attendance management needs of college students. The system successfully integrates multiple technologies—React Native for cross-platform development, Firebase for real-time data synchronization, OCR for automated data extraction, and LLMs for intelligent assistance—into a cohesive user experience.

Key contributions include:

Fig. 11. MR BunkManager Application Screenshots: (a) Dashboard with attendance overview, (b) Timetable view with OCR import option, (c) BunkBot AI chat interface, (d) Attendance marking screen.

1) A novel approach combining OCR and LLM parsing for automated timetable extraction with 92% success rate on high-quality images
2) Context-aware AI assistance grounded in verified student data, reducing hallucination risks
3) Integration of social learning features with attendance management in a unified platform
4) Robust offline-first architecture ensuring 98.5% synchronization reliability

Future research directions include:

- Biometric Integration: Incorporating face recognition for automated attendance marking
- Predictive Analytics: Machine learning models to predict attendance patterns and recommend study schedules
- Institution Integration: APIs for direct integration with university management systems
- Gamification: Achievement systems and peer competitions to improve attendance motivation
- Multi-language Support: Expanding OCR and AI capabilities to regional languages

The source code is available as open-source under the Apache 2.0 license at https://github.com/mithun50/MR_BunkManager.

Acknowledgment

References

[1] University Grants Commission, "UGC Regulations on Curbing the Menace of Ragging in Higher Educational Institutions," UGC India, 2009.

[2] C. K. Okonkwo and A. Ade-Ibijola, "Chatbots applications in education: A systematic review," Comput. Educ.: Artif. Intell., vol. 2, p. 100033, 2021, doi: 10.1016/j.caeai.2021.100033.

[3] R. Smith, "An Overview of the Tesseract OCR Engine," in Proc. 9th Int. Conf. Document Analysis and Recognition, IEEE, 2007, pp. 629-633, doi: 10.1109/ICDAR.2007.4376991.

[4] M. Rahaman, M. Islam, and D. Nandi, "SmartPresence: Wi-Fi-based online attendance management," J. Electr. Syst. Inf. Technol., vol. 12, no. 23, 2025, doi: 10.1186/s43067-025-00215-y.

[5] "Student Attendance Management System Based on Fingerprint Identification Technology," in Proc. IEEE ICACT, 2024. [Online]. Available: https://ieeexplore.ieee.org/document/10420938

[6] S. Sawhney et al., "Face Recognition Based Attendance System," in Proc. IEEE ICICCS, 2023. [Online]. Available: https://ieeexplore.ieee.org/document/10146718

[7] S. Singh, "Mobile based Student Attendance Management System," Int. J. Comput. Appl., vol. 5, no. 2, pp. 46-50, 2016.

[8] M. Cheng et al., "LLM Intelligent Chatbot Tutoring using a RAG Approach," in Proc. IEEE Frontiers in Education Conf., 2024.

[9] J. Wang et al., "An LLM-Driven Chatbot in Higher Education," IEEE Trans. Educ., 2024, doi: 10.1109/TE.2024.3467912.

[10] S. Yigci et al., "Large Language Model-Based Chatbots in Higher Education," Adv. Intell. Syst., Wiley, 2024, doi: 10.1002/aisy.202400429.

[11] A. Yadav et al., "OCR using CRNN: A Deep Learning Approach," in Proc. IEEE INCET, 2023, doi: 10.1109/INCET57972.2023.10170436.

[12] Q. Shi et al., "A CRNN-Based Machine Learning for Scene Text Recognition," Symmetry, vol. 15, no. 4, p. 849, 2023, doi: 10.3390/sym15040849.

[13] K. Shah, H. Sinha, and P. Mishra, "Analysis of Cross-Platform Mobile App Development Tools," in Proc. IEEE I2CT, Pune, India, 2019, doi: 10.1109/I2CT45611.2019.9033872.

[14] P. Garg et al., "Performance Analysis of Cross Platform Development Using React Native," in LNNS, vol. 615, Springer, 2023, doi: 10.1007/978-981-19-9304-6_51.

[15] Google, "Cloud Firestore Documentation," Firebase, 2024. [Online]. Available: https://firebase.google.com/docs/firestore

[16] Expo, "Expo SDK Documentation," 2024. [Online]. Available: https://docs.expo.dev

[17] Meta, "React Native Documentation," 2024. [Online]. Available: https://reactnative.dev

[18] Groq Inc., "Groq API Documentation," 2024. [Online]. Available: https://console.groq.com/docs

[19] OCR.space, "OCR API Documentation," 2024. [Online]. Available: https://ocr.space/ocrapi