

Build Fast with Al Student Hackathon

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Problem Statement:

- Financial Constraints: High costs of education make it difficult for many students to afford quality learning resources, coaching, and institutions.
- Shortage of Trained Teachers: A lack of well-trained and qualified educators leads to subparteaching standards, impacting the overall learning experience.
- Inadequate Guidance: Limited access to personalized guidance and mentorship hampers students' ability to make informed academic and career choices.
- Limited Access to Personalized Learning: These challenges restrict access to tailored educational opportunities that cater to individual learning needs and styles.
- Perpetuation of Poverty and Socio-Economic Disparity: The lack of quality education perpetuates existing cycles of poverty, limiting upward mobility and widening socio-economic gaps.

Solution Overview:

- 1. RAG: Utilize RAG to provide personalized, context-rich learning content by retrieving and generating tailored educational resources based on student needs.
- 2. Recommendation Systems: Implement Al-driven recommendation systems to suggest relevant learning materials, courses, and activities aligned with each student's learning style and progress.
- 3. Gamification with AI: Integrate AI-powered gamification elements to make learning engaging through adaptive challenges, rewards, and interactive learning paths.
- 4. Speech Recognition and Conversational AI: Use speech recognition and conversational AI to enable interactive voice-based learning and real-time assessment, enhancing accessibility and engagement.

This approach collectively addresses the key barriers, offering personalized, engaging, and accessible education to students.

Technical Approach:

(API)

- 1. Groq->Inference Engine
- 2. llama3-> LLM
- 3. Tavily-> Search API

(tech stack)

- 1. ChromaDB->Vector DB
- 2. LangChain->RAG Framework (or llamaindex)
- 3. Flask-> Back-end framework
- 4. React-> Front-end
- 5. MongoDB->Database

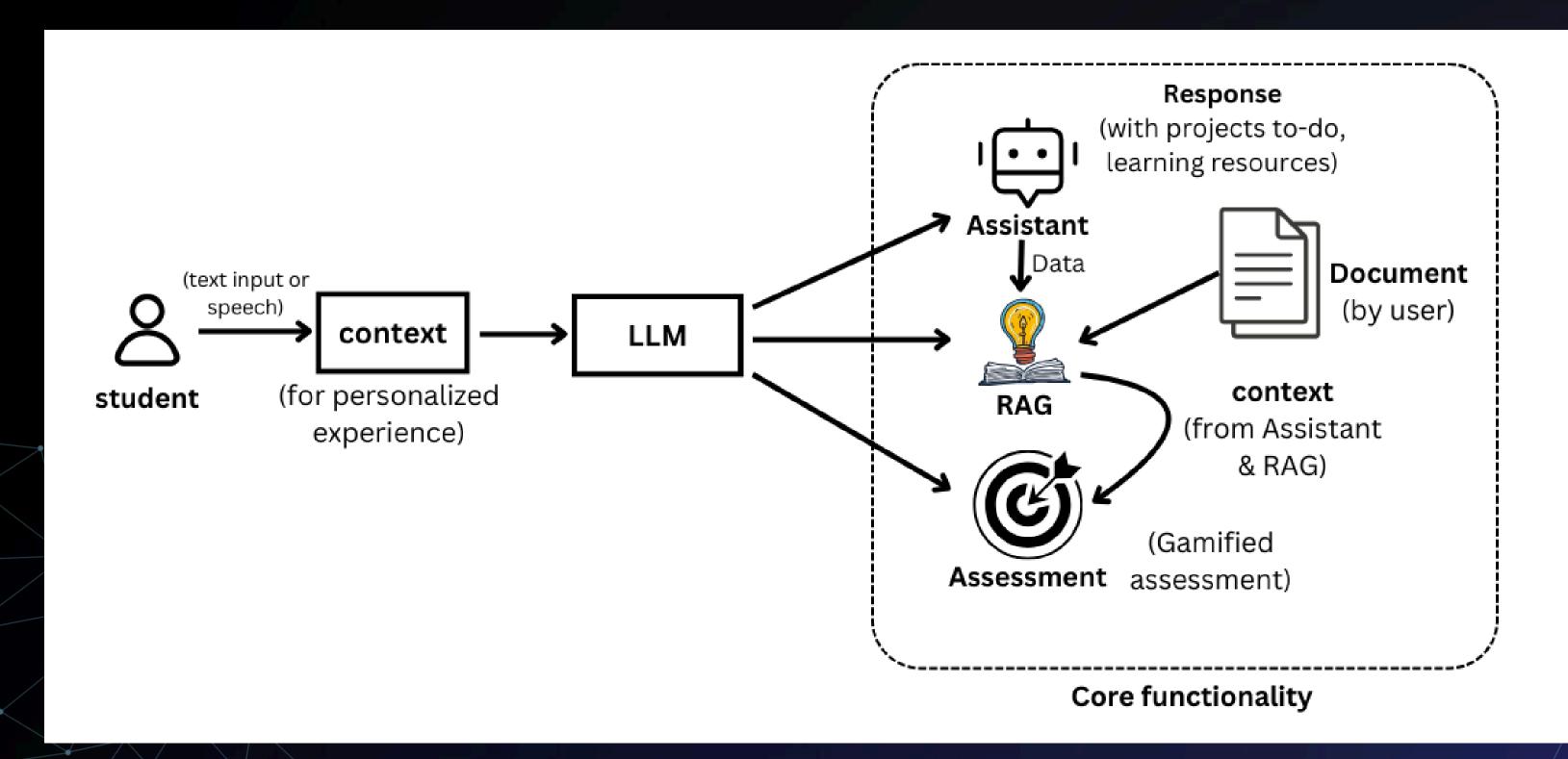
(others)

- 1.educhain
- 2.pythonanywhere





Architecture Diagram:













1. RAG for Personalized Learning

Combines retrieval of relevant information with Al-generated responses to provide personalized and context-rich learning content.



2. Gamified Assessments

Engages students through interactive, gamified assessments that adapt to their learning pace and style.



3. Al-Powered Guidance and Recommendations

Offers real-time, contextual guidance and personalized recommendations, enhancing the learning journey. ex: youtube videos, courses, books, etc...







Learn-to-Earn Model with Task-Based Rewards: Integrate a system where students earn points or tokens by completing tasks, quizzes, or participating in community activities. These points can be used to unlock premium content, while the platform generates revenue through partnerships with companies offering task-based challenges.

