



SMART INDIA
HACKATHON
2023

EMPOWERING INDIA'S FUTURE:

GAMIFIED PLATFORM FOR CHILDREN'S RIGHT

MINISTRY: Ministry of Law and Justice

PS Code: SIH1281

TITLE: GAMIFIED PLATFORM FOR CHILDREN'S RIGHT

TEAM NAME: DEBUG DYNAMOS

TEAM ID: TEAM_059

TEAM LEADER NAME: SHUBHANSH VAISH

AISHE CODE: U-0513

INSTITUTE NAME: GLA UNIVERSITY



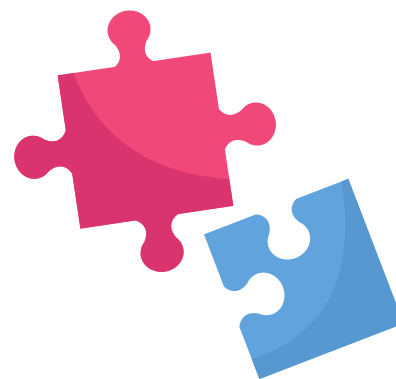


Problem Statement

Development of gamified platform on Children's Rights to increase legal literacy and awareness among children in India

Idea/Approach:

- **Engaging Content:** To create interactive and age-appropriate content on children's rights.
- **Gamification:** Incorporate gamification elements for motivation, such as points, badges, and quizzes.
- **User-Friendly Design:** Ensure an intuitive, child-friendly interface with multilingual support.
- **Community and Social Features:** Foster interaction through discussion forums and chat for peer learning.
- **Impact Reporting:** Showcase success stories and impact metrics to attract users and support.
- **Security and Privacy:** Prioritize data security and privacy compliance.
- **Mobile Accessibility:** Develop responsive web for widespread access.
- **Video and Multimedia Integration:** Multimedia streaming services like YouTube for hosting and streaming video content.
- **Interactive Storytelling:** Craft interactive stories or adventure narratives that require children to make decisions, solve problems, and learn from the consequences.
- **Analytics and Progress Tracking:** Use analytics to track a child's progress and provide insights to parents and educators. This can help tailor the learning experience to individual needs.
- **Scenarios based Challenging Questions:** Scenario based challenges question to check their knowledge.





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Technology:

- **Web Development:**

Front-end- HTML5, CSS, JAVASCRIPT.

Back-end- Technology stack such as Node.js, PHP.

- **Database Management:**

A database management system like MySQL.

- **Gamification Features:**

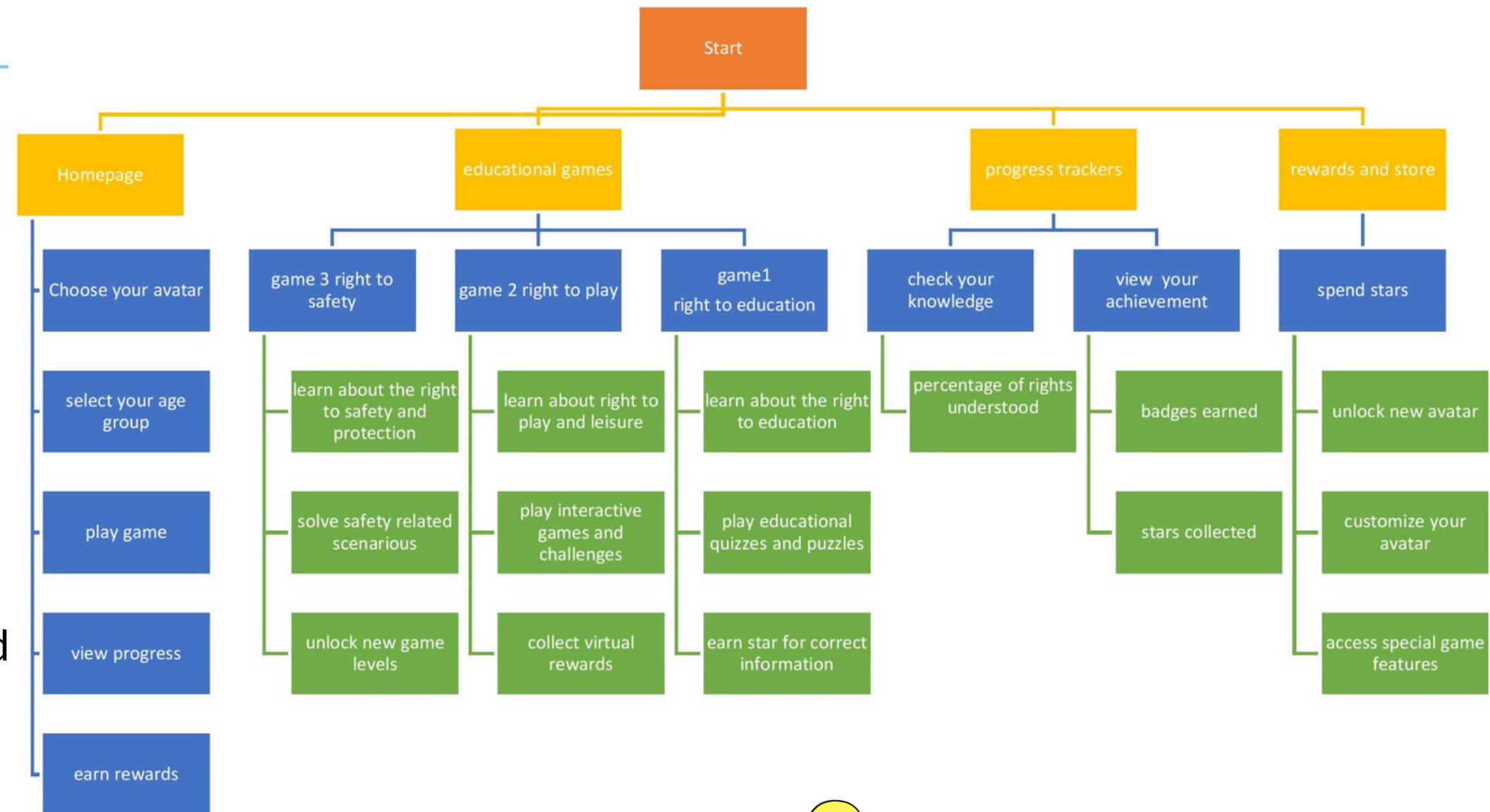
Game development frameworks and libraries to create engaging game elements (e.g., points, badges, quizzes).

- **3D Graphics and Animation:**

3D graphics and animation to create visually appealing and interactive learning environments.

- **Data Analytics:**

Data analytics tools to monitor user engagement and personalize content.



TEAM MEMBER DETAILS:

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Branch : BTech

Stream : CS

Year : II

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