

# AI for Bharat Hackathon

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Team Name : EVOLVE AI

Team Leader Name : Rachit Goyal

Problem Statement : AI for Learning & Developer Productivity

## Brief about the Idea:

STEM learning today is largely static and passive, where students consume fixed content without actively exploring concepts or understanding how topics connect in real time.

## Our Solution:

**An AI-powered interactive learning system that transforms traditional study material into a dynamic and adaptive learning experience.**

- Students generate **concept-specific explanations and visual learning content on demand**, instead of relying on pre-recorded lectures.
- AI automatically creates **structured concept maps and learning paths**, helping students understand topic dependencies and learning order.
- Learning is reinforced through **interactive practice, quizzes, and activity-based learning**, encouraging active understanding instead of passive revision.
- Integrated **exam planning and performance analysis** help identify weak areas and generate personalized study workflows.

- How different is it from any of the other existing ideas?

| Platform            | Their Approach               | EVOLVE AI  |
|---------------------|------------------------------|--|
| NotebookLM          | Information retrieval        | <b>Concept understanding + visual explanation + learning flow</b>      |
| Coursera            | Pre-recorded video libraries | <b>On-demand AI explanations and adaptive learning paths</b>           |
| ChatGPT/Claude      | Text-based answers           | <b>Visual learning, concept mapping, and interactive reinforcement</b> |
| Manim (3Blue1Brown) | Manual creation (hours)      | <b>Instant AI-generated explanations and learning content</b>          |

- How will it be able to solve the problem?

- **Can't Visualize Concepts:** AI generates dynamic explanations and visual learning content to help students see concepts instead of imagining them.
- **No Structured Learning Path:** Concept extraction builds visual roadmaps showing dependencies and learning order.
- **Passive Learning & Revision:** Interactive activities, quizzes, and feedback loops reinforce concepts through active learning.
- **Inefficient Exam Preparation:** Performance tracking identifies weak areas and generates personalized study and revision plans.

- USP of the proposed solution

- **On-Demand AI Learning** — Explanations, visuals, and practice generated instantly for any topic
- **Intelligent Concept Roadmaps** — Structured learning paths based on concept relationships
- **Interactive Reinforcement** — Learning through activities, correction, and feedback
- **Adaptive Exam Intelligence** — Weak-topic detection and personalized study workflows
- **Unified Learning Loop** — Understanding → Planning → Practice → Improvement

# List of features offered by the solution

Understand → Structure → Practice → Master

## ASK

- Multi-input support (text, image, documents)
- On-demand generation of quizzes, flashcards & **AI-generated Videos**
- Context-aware responses from uploaded study material
- **Homework Mode:** guided hints, time & submission tracking

## PLAN

- Smart learning roadmaps tailored to student level.
- Visual concept dependency mapping.
- Identifies prerequisites and next learning steps.
- Adaptive learning paths based on goals and progress.

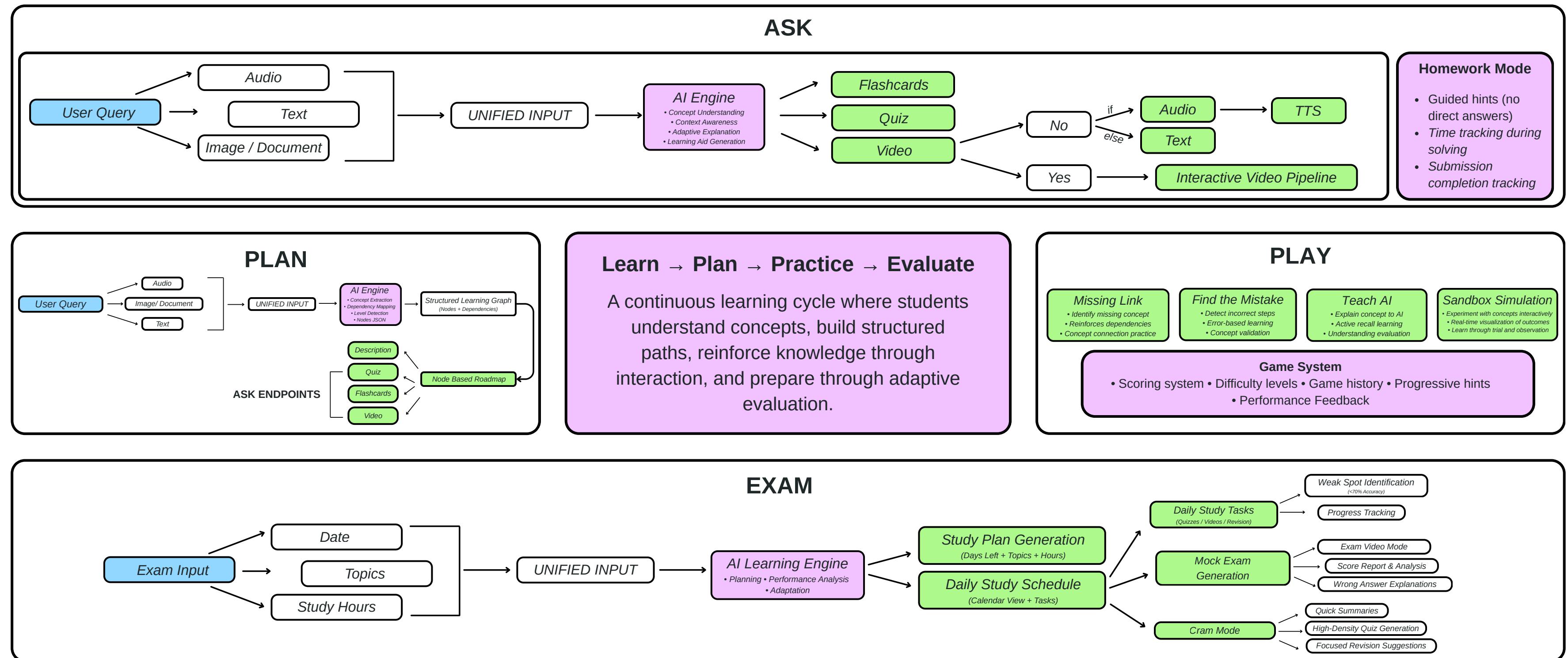
## PLAY

- Gamified interactive challenges for active learning.
- Immediate feedback and concept correction.
- AI identifies knowledge gaps through performance.
- Progress tracking and mastery-based learning.

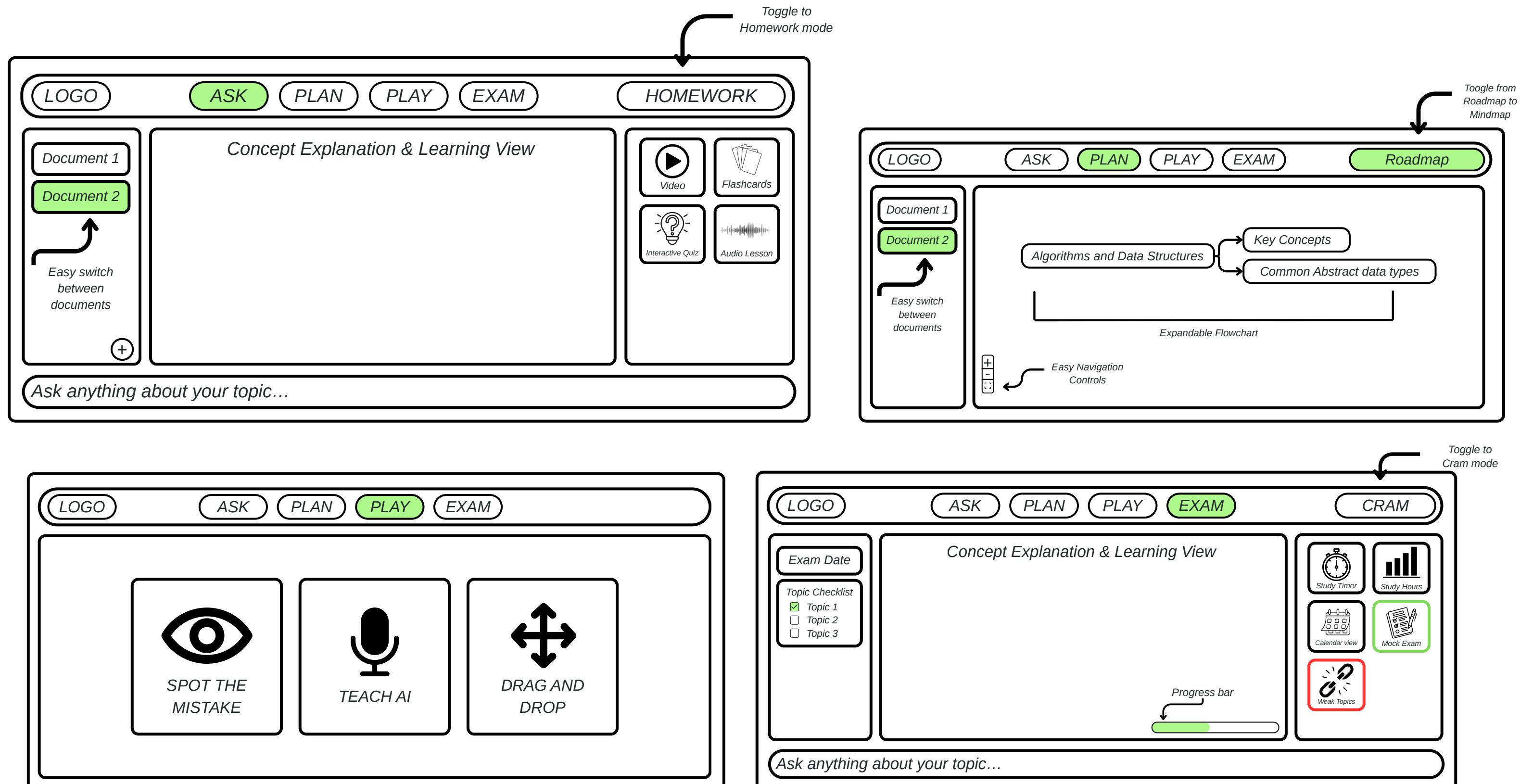
## EXAM

- AI-generated **study plans** based on exam dates and topics.
- Weak-topic identification using performance analysis.
- Mock exams and revision-focused quizzes.
- Personalized revision and cram-mode preparation.

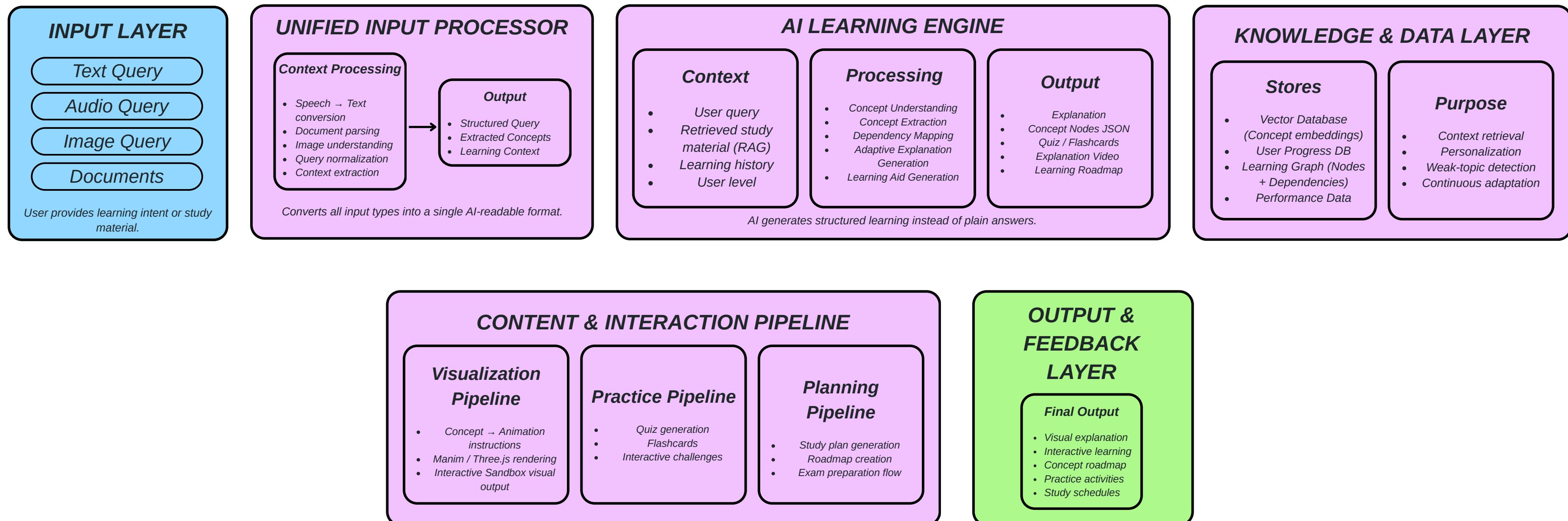
# Process flow diagram or Use-case diagram



# Wireframes/Mock diagrams of the proposed solution



# Architecture diagram of the proposed solution:



## Technologies to be used in the solution:

### Frontend

- React
- React Markdown
- React Flow  
(Learning Graph & Roadmaps)
- tldraw (Interactive Canvas)
- Three.js  
(Interactive Visuals)

### Backend

- FastAPI
- Neon Postgres  
(User Data & Progress)
- Chroma Vector DB  
(RAG / Context Retrieval)
- Async Workers  
(Video & AI pipelines)

### Animations & Video

- Manim (Concept Animations)
- Remotion
- Three.js
- LaTeX (Math & Equation)
- Sandbox Environment

### AI & Intelligence Layer

- LangChain
- GPT-4.1 mini / Gemini
- Groq
- SadTalker
- Speech-to-Text & Text-to-Speech APIs

## Estimated implementation cost:

**\$ 0.008**

Token Cost

**\$ 0.02**

per Video cost

**3k-5k**

tokens per Video

**\$1.6 per 1M tokens**

Estimated blended cost across LLM calls

Innovation partner **H2S**  
HACK2SKILL

Media partner **YOURSTORY**

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Thank You

