









Supervised by



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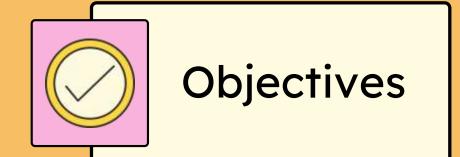
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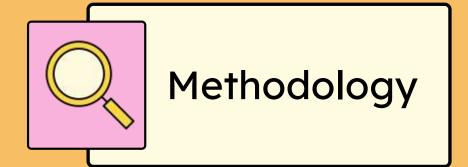




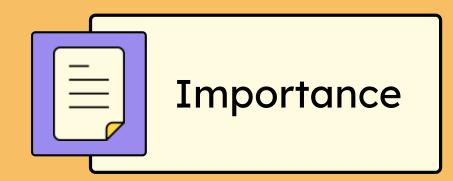
Table of Content











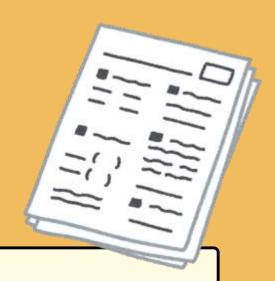








Introduction

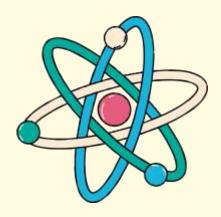


This project is an integrated digital learning platform designed to enhance academic performance through a combination of interactive quizzes, structured practice sessions, solution-based feedback, and multimedia learning resources.



Importance

Addresses the need for accessible, self-paced learning tools in a digital environment.



Encourages active learning by combining assessment with immediate corrective feedback.



Bridges the gap between theoretical knowledge and applied problem-solving skills.





Objectives



To develop a user-friendly platform for students to learn, practice, and assess their knowledge.

To provide real-time feedback and guided solutions for incorrect answers.

To facilitate access to diverse resources, including PDFs, interactive books, and video lessons.



Contribution



Empowers students with a self-directed learning environment.



Reduces teachers' workload by streamlining resource distribution.



Enhances retention through interactive and multimedia-based learning methods.

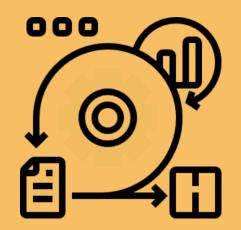


Promotes personalized learning through adaptive question sequencing.



Methodology

Requirement Analysis



Content Development

System Design



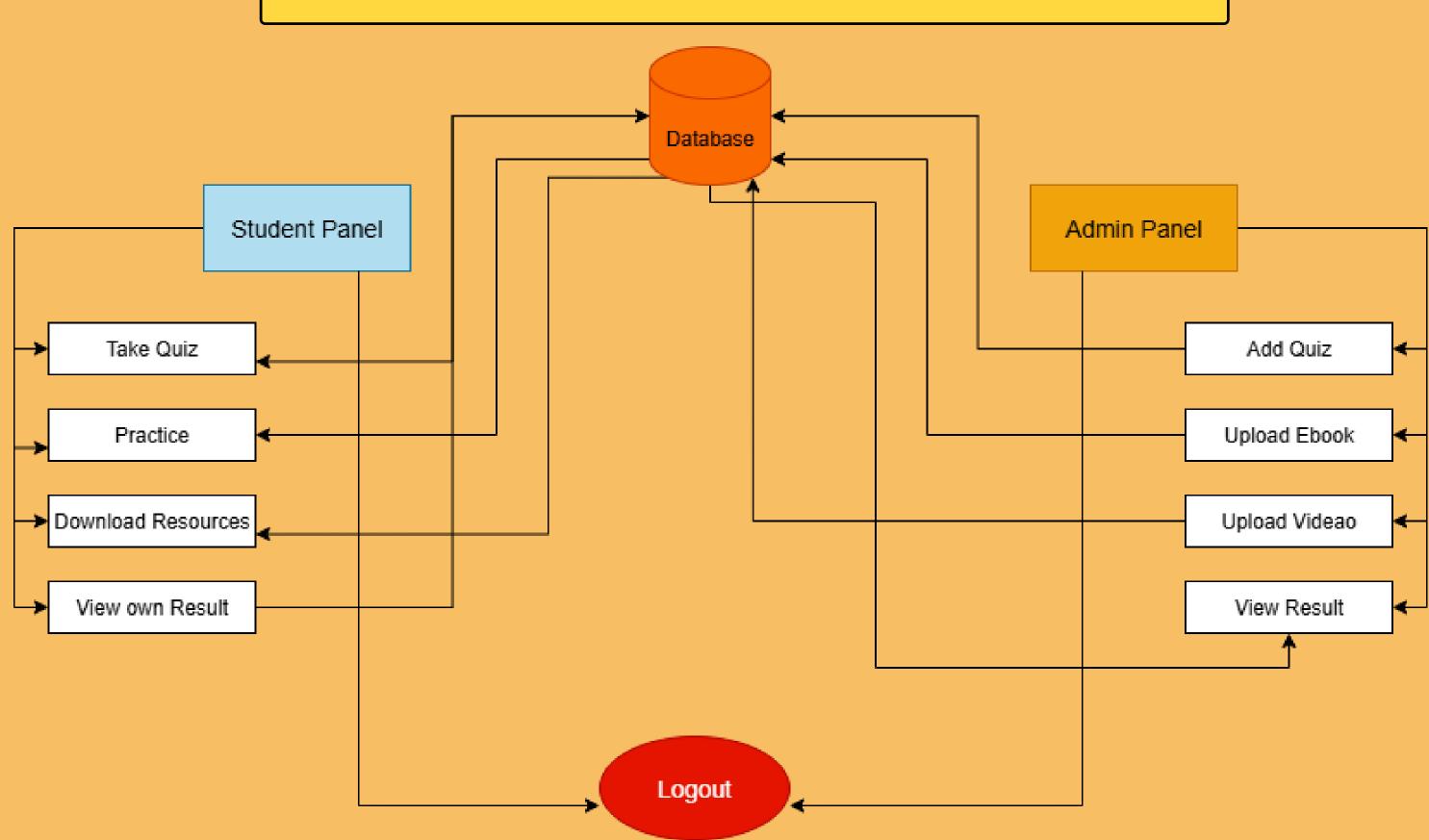


Feedback Integration





System Diagram





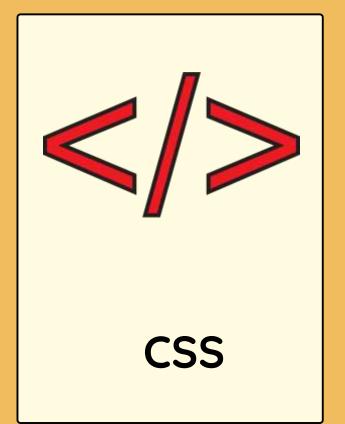
Implementation

Overview of used tools



PHP



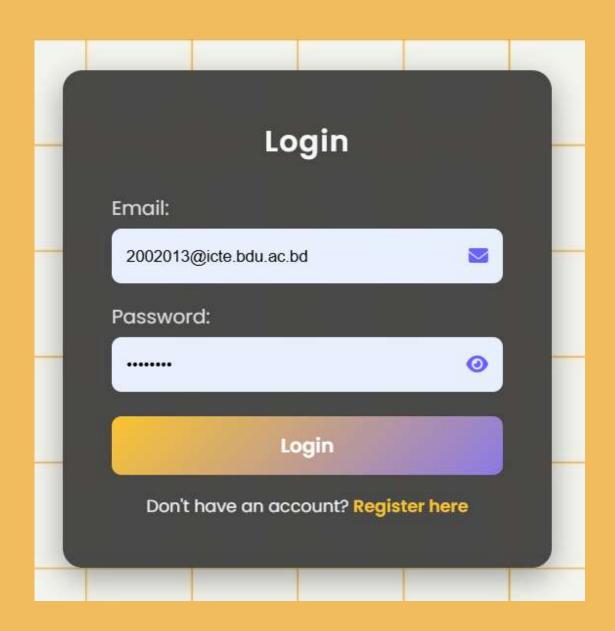


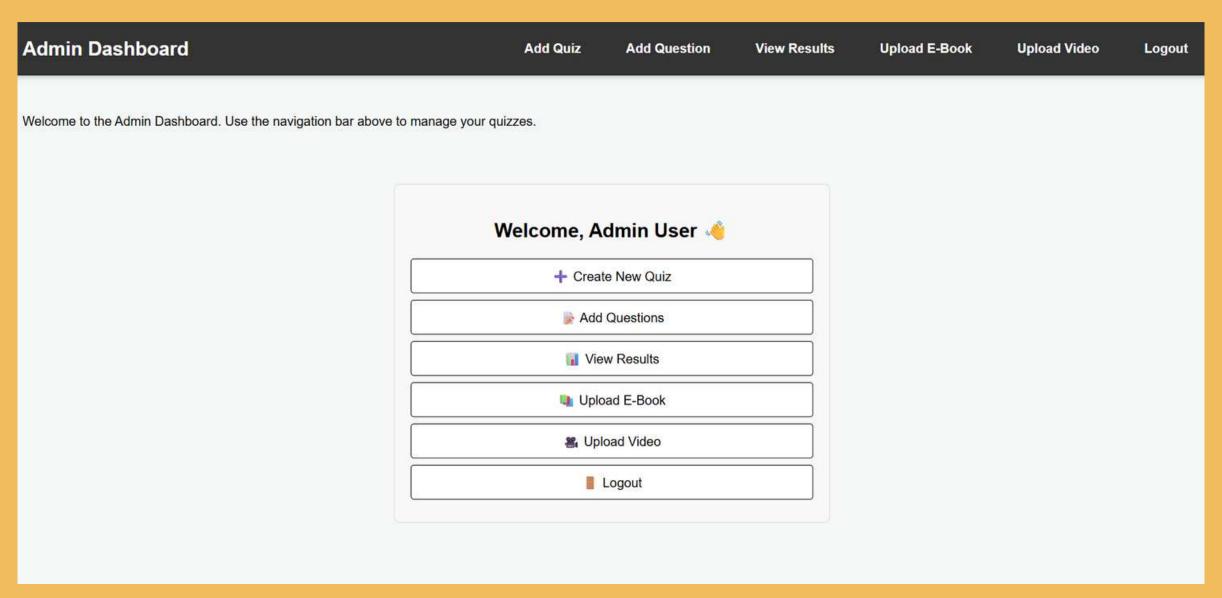


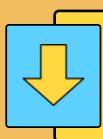


Implementation

Overview of graphical user interface

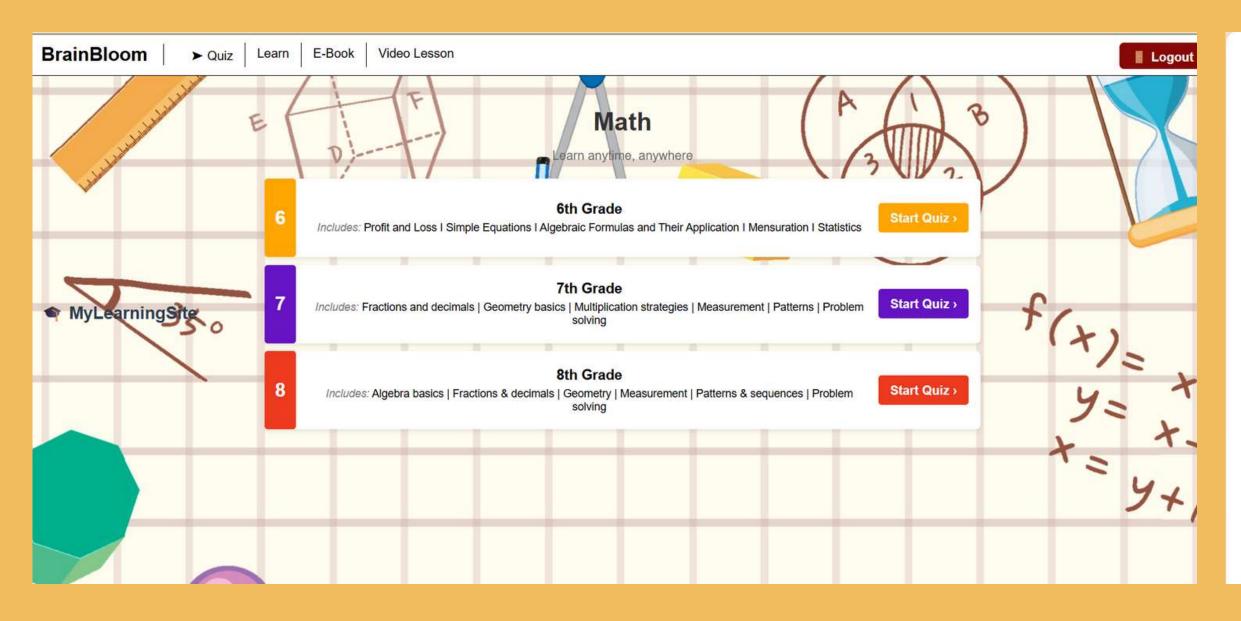


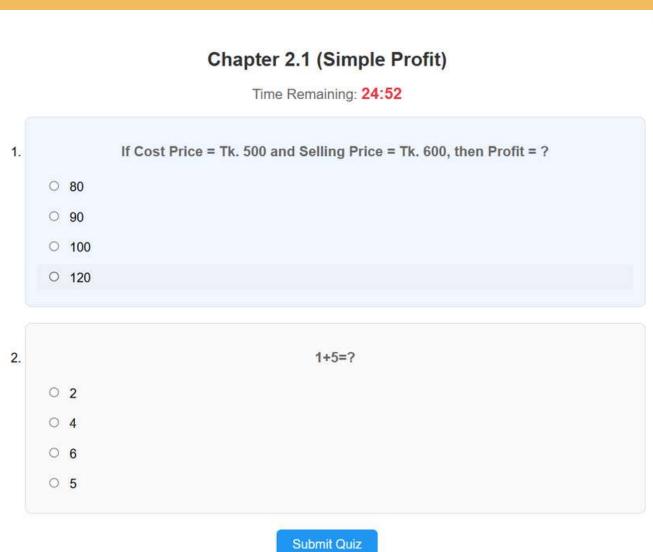




Implementation

Overview of graphical user interface







Features

Problem Solver



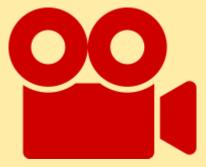
Quiz Mode



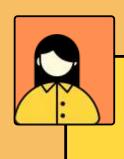
Difficulty Levels



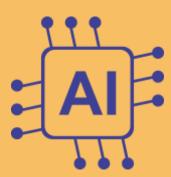
Resource Library



Video Lessons



Future Scope



Al-Powered
Learning
Recommenda
tions



Gamified Learning Experience



Multi-Language Support



LMS Integration



Conclusion

BrainBloom platform offers a comprehensive digital ecosystem for academic improvement, combining assessment, feedback, and diverse learning resources. By leveraging interactive and multimedia-based methodologies.



References

- Bognár, L., Fauszt, T. & Váraljai, M. (2021). The Impact of Online Quizzes on Student Success. International Journal of Emerging Technologies in Learning (iJET), 16(11), 225-244. Kassel, Germany: International Journal of Emerging Technology in Learning
- <u>Becerra-Fernandez, I., & Rajiv Sabherwal.</u> (2024). <u>Knowledge management:</u> <u>systems and processes. Routledge, Taylor & Francis Group</u>

Thank You