Digital Portfolio





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PROJECT TITLE

1.Admission form of School

AGENDA

- 1.Problem Statement
- 2. Project Overview
- 3.End Users
- 4. Tools and Technologies
- 5. Portfolio design and Layout
- 6.Features and Functionality
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PROBLEM STATEMENT

Students today are surrounded by smartphones, social media, and online games. While these tools provide knowledge and entertainment, they also distract them from focusing on studies and real-life interactions.

The challenge is to reduce screen time \mathbb{Z} and create awareness about healthy digital habits. $\diamondsuit \diamondsuit \square$ Schools, parents, and students need to work together to balance technology use and academic growth.



PROJECT OVERVIEW

This project focuses on studying the impact of mobile phones, social media, and online games on the daily lives of school students. The aim is to highlight how technology can affect attention span, academic performance, and personal relationships.

The project also suggests practical solutions \mathbb{Z} \mathbb{Y} such as time management, digital detox activities, and guidance from parents and teachers. \square By promoting healthy digital habits, the project supports students in achieving balance between learning and technology use.



WHO ARE THE END USERS?

The primary users of this project are school students who are directly affected by digital distractions such as mobile phones, social media, and online games. They experience the challenges of balancing academics with technology use.

TOOLS AND TECHNIQUES



This project uses simple tools such as surveys , questionnaires , and interviews to collect information from students, parents, and teachers. These tools help in understanding how much time students spend on digital devices and how it affects their learning.

The techniques include data analysis \nearrow , observation \odot , and case studies \rightleftharpoons to find patterns of digital distraction. These methods help suggest practical solutions like time management, awareness sessions, and digital detox activities \nearrow \checkmark .

POTFOLIO DESIGN AND LAYOUT

The portfolio is designed with a clean and simple layout \Rightarrow , using headings, bullet points, and visuals for easy readability. Each section is separated with proper titles, colors \Leftrightarrow , and icons to make the content engaging and well-structured.

The design follows a consistent theme / with balanced spacing, modern fonts , and meaningful graphics . This layout ensures that the portfolio not only looks attractive but also communicates ideas clearly and professionally.

FEATURES AND FUNCTIONALITY

In the future, this project can be expanded with mobile apps ��, interactive workshops , and online awareness campaigns to reach a larger number of students and parents. New digital tools can also be added to monitor screen time and provide instant feedback.

The functionality of the project includes tracking usage patterns , suggesting healthy routines , and providing guidance through digital platforms. These features will make the project more practical, user-friendly, and impactful for schools and families.

RESULTS AND SCREENSHOTS







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CONCLUSION

This project highlights the rising issue of digital distraction among students (a), showing how it impacts academics, focus, and personal growth. By studying the problem, it becomes clear that awareness and balanced technology use are essential for a healthy lifestyle.

With the right support from teachers , parents , and schools , students can develop better habits and use technology as a tool for learning rather than a distraction.
The project provides a path toward smarter, healthier, and more productive use of digital resources.

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