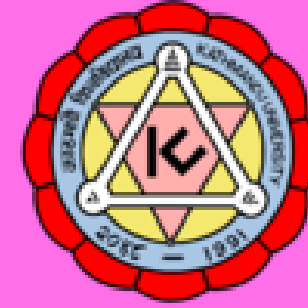


CHUNJAE EDUCATION, INC.



Shivam Organization



# CODE GENIUS 1.0

International EdTech Bootcamp & Hackathon

TEAM L: SCTI

Project Name: Mentora Learning Platform

Puspa Kumari Ray

Birat Thapa

Dev Narayan Shrestha



# THE PROBLEM AND OUR IDEA

## PROBLEM SOLVING

- The "Passive Learning" Trap
- The Engagement Gap
- Information Chaos

## Target learners

- Self-Driven Students:
- Next-Gen Developers
- Social Learners

## Importance of problem

- Improves Memory
- Prevents Burnout: Gamified elements (like leaderboards) keep students excited so they don't give up.
- Personalizes Growth



# THE SOLUTION AND HOW IT WORKS

## Solved Learning Problem

- Guidance and Engagement Gap in traditional education
- Passive Learning
- Disengagement Crisis
- Fragmented Resources

## Target Learners

- Self-Driven Students
- Tech-Savvy Developers
- Community Learners

## Why is this Problem Important?

- Better Retention
- High Motivation
- Sustainable Tech

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# IMPACT, INNOVATION AND FUTURE VISION

## How does this improve learning?

- Active Mastery
- Instant Feedback
- Better Focus

## What makes it innovative?

- AI-Powered Personalization
- Eco-Conscious Education
- Gamified Community

## What is your future vision?

Global Learning Hub  
Advanced AI Mentorship  
Sustainable Tech Standard

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