Problem Statement

It is often overwhelming for people to approach text heavy or dense books due to their complex structure, jargon, and lack of visual or interactive cues. Moreover, this problem amplifies if a person is not an avid reader but wishes to explore theories, complex theories, etc, explained in seemingly complicated classics which fall short in engagement, retention, and personalization. This creates a barrier to the access of knowledge for curious minds. Additionally, approaching and understanding these books might be particularly difficult for neurodivergent readers and learners.
However, these reasons should not come in way of curious exploration.

Target Audience

- Learners seeking clarity from complex books
- Readers having difficulty approaching text heavy books
- Casual Readers who struggle with non-fiction or classics
- Neurodivergent Learners who prefer visual/interactive content formats
- Educators & Institutions turning learning material into appealing, gamified formats

Relevance of Problem

Readers crave engagement, interactivity, visual representation and instant comprehension that static text simply can’t offer. Today, we want to explore a parallel possibility, relate it to the modern world or see the frame from a particular perspective. This creates a widening gap between conventional reading formats and the dynamic, AI-driven ecosystems of the modern world where we can leverage AI to generate all of these. Bridging this divide is not merely an innovation but a necessity that encourage minds to delve complex seeming concepts and approach classic materials. Doing so will unlock greater accessibility, elevate learning outcomes, and reignite a genuine love for reading across generations.

Gen-AI Use Case

Our product uses Gen-AI to transform any uploaded book into interactive, multimodal experiences, including:

- engaging Q&A
- audio reading
- Manga style storytelling
- Short explainer videos
- Mind maps
- Alternate scenarios
- Persona building
- games

All powered by LLMs, image/video generation models, and personalization layers.

CREDITS: Visual Novel Generator, Llama 2, Stable Diffusion, AnimateDiff, Coqui TTS Godot, LangChain, spaCy, PyMuPDF,

Solution Framework / Workflow

1. **Book Upload** – Any PDF/ePub/book text
2. **Select what to generate** – Summary, manga, video, Q&A, games, etc.
3. **AI Processing** – Extracts core concepts, rewrites/adapts tone, generates visuals
4. **User Personalization** – Choose learning style (visual, simple language, quiz mode)
5. **Export/Engage** – Consume the book in chosen interactive format

Expected Impact

- Higher accessibility for learners and casual readers
- Better understanding and retention
- Improved engagement with complex nonfiction content
- Personalized learning based on reader needs and preferences
- Makes books fun, visual, and game-like, increasing interest in reading
- Supports inclusive education and content accessibility