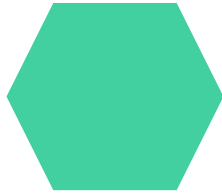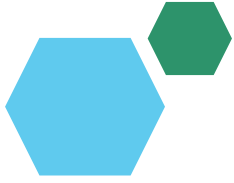# Digital Portfolio

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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
7. Results and Screenshots
8. Conclusion
9. Github Link

PROBLEM STATEMENT

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

The challenge is to reduce screen time ⏳ and create awarenessabout healthy digital habits. ? ? 📖 Schools, parents andstudents need to work together to balance technology use andacademic growth.
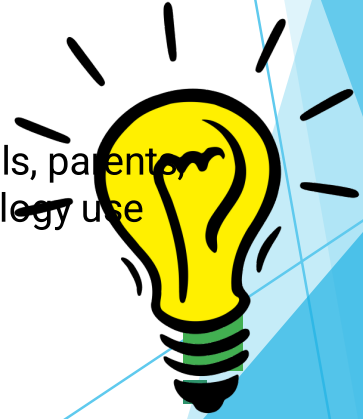
PROJECT OVERVIEW

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⌛🌱 such as time management, digital detox activities, and guidance from parents and teachers. 🙍🏫📖 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 Other important users include parents 🧑 👩 👩 and teachers 👩 🏫, who guide and monitor students. They play a key role in encouraging healthy digital habits 🌱 and ensuring that technology supports learning instead of becoming a distraction.

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 📈, observation 👀, and case studies 📚 to find patterns of digital distraction. These methods help suggest practical solutions like time management, awareness sessions, and digital detox activities ⏳🌱.

POTFOLIO DESIGN AND LAYOUT

The portfolio is designed with a clean and simple layout 📑✨, usingheadings, bullet points, and visuals for easy readability. Each section isseparated with proper titles, colors🎨, and icons to make the contentengaging and well-structured.

The design follows a consistent theme 🖌️ with balanced spacing, modern fonts 🔤, and meaningful graphics 🖼️. This layout ensures thatthe portfolio not only looks attractive but also communicates ideasclearly and professionally. 💼✅

FEATURES AND FUNCTIONALITY

In the future, this project can be expanded with mobile apps ？ ？ ,interactive workshops🎤, and online awareness campaigns 🌐 to reacha larger number of students and parents. New digital tools can also beadded to monitor screen time and provide instant feedback.

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

RESULTS AND SCREENSHOTS

CONCLUSION

Thisprojecthighlightstherising issueofdigital distraction among students 📱🎮, showing how it impacts academics, focus, and personal growth. Bystudyingtheproblem, itbecomesclearthatawarenessandbalancedtechnologyuseareessential forahealthy 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. 🚀