

Rethink School

Prizes:

- Opportunity for an Internship
- Cash Prize pool up to ₹10000
- Chance for Best Performance Team to Win Amazon Voucher

Submission Guideline:

- **GitHub Repo:** Upload your code to Github. Create an account if you don't have one. Make sure your repository is **public**. Make the folder organization as follows:
 - Web Interface:(Q1 or Q2 or Q3)
 - All the related files
 - Report:(Q1)
 - Report file (in PDF/PPT)
- Also, provide a video demo of less than 50 MB.(Q1 or Q2 or Q3)
- Share the GitHub repo link on [UnStop](#).

PROBLEM STATEMENT 3

Challenge: **Students often struggle with motivation and organization in academics.**

Objective: Develop a gamified academic platform to address this challenge.

Goal: Transform the student experience by providing:

- Engaging system incentivizing progress and fostering collaboration.
- Journey-based learning with rewards and achievements.
- Add Revenue Model while maintaining the Goals
- UX Strategic Problem Solving Approach .

Features: Platform includes:

- Progress tracking tools.
- Peer-to-peer comparison features.
- Social celebration of achievements.

- Many more depending on the Team.

Judging Criteria:

- Integration of gamification elements.
- Effectiveness of progress tracking.
- Intuitiveness and accessibility of the platform.
- Features promoting collaboration.
- Innovation in gamification approach.
- Potential positive impact on student motivation and performance.