

Shri Madhwa Vadiraja Institute of Technology and Management, Bantakal – 574115
Hackothsava 2023 – Synopsis

Team Name:		ALPHA PLANET				
College Name and Address:		Shri Madhwa Vadiraja Institute of Technology and Management , Vishwothama Nagar, Bantakal - 574115				
Theme of submission: (check mark the relevant box)		Transformative Education <input checked="" type="checkbox"/>		Sustainable Industrialization <input type="checkbox"/>		
Team Members:		Name	USN	Sem	Mobile no.	email - ID
1	Leader	Adithi Nayak	4MW21CS003	3 rd	8762679805	adithi.21cs003@sode- edu.in
2	Member 1	Khushi Ganesh Bangera	4MW21CS039	3 rd	7204029081	khushi.21cs039@sode- edu.in
3	Member 2	Bhramari Raju	4MW21CS017	3 rd	7019259014	bhramari.21cs017@sode- edu.in
4	Member 3	Jathan Prajna Sathish	4MW21CS033	3 rd	8310436809	prajna.21cs033@sode- edu.in
Project Title:		“ALPHA PLANET” – Take the First Steps Towards Learning				
Abstract of the proposed project: (word limit 300)		<p>Abstract:</p> <p>Due to the advanced technology development, digital technology used in maximum area of day-to-day life of working which are being developed for advancing technology for humanity. Digital technology in terms of computer system has become an important part in education system of teaching and learning process. All other teaching and learning process or methods used in educational system are under the influence of computer technology and become a integral part of day-to-day life. In this research, it is going to discuss method of teaching with the help of education technology and computer technology for the better learning experience and moreover we can say for fun learning so that the students can understand the concept easily and in an amusing way.</p>				

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Detailed Methodology with proper diagrammatic representation:		<p>The Language used: Kotlin/C++/Python 3.0+</p> <p>C++:</p> <p>C++ lets you get more out of these engines and develop more customized, higher-performing games.</p> <p>C++ is a popular video game programming language because it is fast, powerful, and flexible.</p> <p>It's a very fast language.</p> <p>It works in close proximity to hardware.</p> <p>It works cross-platform.</p>				

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		<p>It features high-performance tools.</p> <p>It's compatible with other game programming languages.</p> <p>Kotlin:</p> <p>Kotlin is an open-source, statically typed, general-purpose programming language.</p> <p>Kotlin Application Deployment is faster to compile, lightweight, and prevents applications from increasing size.</p> <p>Python:</p> <p>Python provides a built-in library called pygame, which used to develop the game.</p>				

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		<p>In Python programming, the pygame library can be used to make games with attractive graphics, suitable animation, and sound. Pygame is a cross-platform library that is used to design different games.</p> <p>There are 5 levels in this game</p> <p>Level 1:</p> <p>Individual Letters</p> <p>Learning to read always begins with the ability to recognise individual words. Words consist of various letters, and linking those letters to sounds. A child cannot learn to read without previous knowledge of the alphabet.</p> <p>Level 2:</p> <p>Jumbled letters</p>				

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		<p>The letters will be jumbled 5 set of letters on each side.</p> <p>These letters need to be arranged skillfully as per the instructions.</p> <p>Level 3:</p> <p>Matching Upper case and Lower case</p> <p>In this level the user needs to match initial letters with pictures by using their memory skills which indicates the need to learn and recognise not only the graphic form of letters, but also be able to match them with their corresponding sounds.</p> <p>Level 4:</p> <p>Teaching Words</p>				

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		<p>As the user has passed the above 3 levels now the word from the initial letters will be taught along with the picture of the object for better activity learning.</p> <p>Level 5:</p> <p>Matching pictures with letters</p> <p>The picture of the give is to be matched to the given letter. This shows the remembering capacity and the ability to learn and choose proper answer.</p>				
Software/ hardware required for the implementation:		<p>Hardware</p> <p>OS: Windows 10/11 64-bit version/Linux/Ubuntu</p> <p>256 GB Hard Disk Storage</p> <p>16 GB RAM</p>				

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		Core: i5 or higher Software: App development: Android Studio/Firebase Language: Kotlin/C++/Python 3.0				
Benefit to the society from the project		<p>Making learning alphabets fun</p> <p>In today's modern world children are able to gain knowledge about anything at any time and from anywhere, all thanks to the growth of kid's app development.</p> <p>Our app gives first preference to fun learning.</p> <p>Kids don't usually concentrate much and always prefer amusing objects or things. We aim to puzzle out this issue.</p>				

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		<p>A to Z alphabets will be thought with the help of colourful letters which would make it easy for the kids to understand. Then comes matching the capital and small letters. Here too kids will get to see the letters in different shades.</p> <p>How to spell words regarding to alphabets are thought with the help of pictures which would again help kids to understand in a easier way.</p> <p>Kids will understand in a better way with the help of colours and pictures as well as gain more interest in learning.</p>				

Signature of the team leader

Signature of the HoD/ Principal
With seal