VIDHAN-Indian Constitution App

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Abstract: *The Constitution of India is the backbone of the arena's biggest democracy, and plenty of people rely on it. It defines how the US of America. It is governed and protects the essential rights and duties of its citizens. Despite its significance, many people discover it tough to apprehend because of its complicated language, prison terminology, and sheer length. As a result, a large a part of the population remains disconnected from this critical report. This mission, VIDHAN, is designed to exchange that. It hobbies to make constitutional knowledge extra on hand, enticing, and smooth to understand for virtually everyone—mainly greater younger human beings and those with out a jail heritage. Through a gamified and interactive digital platform, VIDHAN breaks down key ideas of the Indian Constitution into easy, digestible elements using storytelling, quizzes, annoying situations, and visuals. By combining training with enjoyment, the challenge no longer tremendous spreads awareness but moreover encourages lively participation and interest in civic subjects. The aim is to empower residents with the aid of giving them a clearer file in their rights, responsibilities, and the requirements that shape the United States—in the long run helping to create a further knowledgeable and accountable society.*

Keywords: AI, Civic Education, Deep Learning, Gamification, Game-Based Learning, Chat Bot.

I. INTRODUCTION

India, being the arena's largest democracy, is dominated with the aid of the use of one of the maximum unique and robust constitutions ever written. This record isn't in reality a set of rules—it is a living framework that defines the rights, obligations, and shape of our authorities and citizens. However, regardless of its huge importance, the Indian Constitution stays in big element underexplored and underappreciated using the general public. For many, it's miles visible as dense, jail textual content that's difficult to get right of entry to or even harder to apprehend. This lack of engagement is in particular obvious among students, younger citizens, and those who do not come from a prison or political technology ancient past.

The concept in the back of VIDHAN became born from this very hole—among the Constitution and the people it was written for. In an age in which information is in reality at our fingertips, it makes us feel that the Constitution wants to be too. VIDHAN is a mobile software superior to making the Indian Constitution available through video games, quizzes, interactive, and tasty for absolutely everyone. Whether you're a student getting equipped for a civics examination, a curious citizen trying to apprehend your rights, or a person absolutely searching to research more approximately the structure of Indian democracy, VIDHAN goals to be your cross-to platform.

The app gives a smooth, intuitive interface that lets customers find out the Constitution article through the article, look for unique terms, or even transfer between English and Hindi. It simplifies complex legal language in which viable and offers features like bookmarking, highlighting, and offline admission to make the mastering gadget smoother. More than just a reference tool, VIDHAN is designed to spark hobby and promote constitutional literacy in an amusing, easy-to-use virtual format.

II. EXISTING LITERATURE

Civic schooling has long been diagnosed as a crucial issue of an informedand participatory society. Existing studies emphasize the significance of data constitutional thoughts for energetic citizenship. Despite this, the traditional

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technique to education civic schooling, which frequently is based on rote memorization of jail textual content, fails to resonate with beginners, especially greater younger audiences.

Efforts to simplify crook content material through print media, lectures, and digital formats have made some strides in enhancing accessibility. However, these techniques often lack interactivity and fail to cater to diverse linguistic and academic backgrounds. Furthermore, gamification, an growing trend in schooling, has examined first rate potential in improving engagement and retention, but stays underutilized within the context of constitutional training.

Key gaps identified inside the contemporary-day literature encompass:

- Limited use of interactive and gamified getting to know strategies in civic education.
- Insufficient reputation on multilingual help to cope with India's linguistic variety.
- A loss of device designed to song and personalizes patron reading critiques.

By addressing these gaps, "VIDHAN" introduces a transformative approach to constitutional literacy, making sure that clients no longer best recognize the content cloth but moreover stay actively engaged at some stage in their studying adventure

Despite the benefits of gamification and digital gaining knowledge of, few platforms incorporate these processes within the context of constitutional training. The diagnosed gaps include:

1. A loss of person-targeted gamified getting to know answers for civic schooling.
2. Minimal efforts to simplify constitutional content material while making sure accuracy.
3. Limited availability of sources that cater to India's multilingual populace.
4. The absence of real-time tracking and comments systems for rookies.

The proposed platform addresses those gaps with the aid of combining gamification, simplifiedcontent, and a multilingual interface to create an inclusive and tasty gaining knowledge ofenjoy.

III. METHODOLOGY

The first thing required for the smooth performance of the app is Software Requirements Specification (SRS) it gives a detailed description of the function and non-function of the system, ensuring the no performance issues. There are various libraries and models used in the program, these models are mostly language, game, and education based. The following are some importance ones:

Interactive Learning Models

The project are feature Interactive leaning to make it simpler for the user to learn, the forms of interactive learning involves quizzes, flashcards storyline-based games and short informational video games, to keep the user interested in the learning. Function includes:

- Covering topic as Preamble, Fundamental Rights, Directives Principles and Laws.
- Progress tracking and personal short reports will be given.
- Multiple Languages support and Quizzes will have multi-choice question with quick feedback.

Gamification and Engagement Tools

To increase interest in learning Games will be available and leader-boards will be present to increase competition are rewards at the end. Function's includes:

- Platform will provide short in game lessons and a quiz at the end of the lesson.
- Progress will be counted as such rewards are fixed to be given on a certain mile stone.
- Short animation videos are be there to guide the player from mistakes and make learning simpler

Data Security and Privacy

All personal data will the encrypted and the access will be controlled over all the data folders, for player security 2 factor authentication is be implemented to make the learning a better and interesting experience. Incident management is implemented to keep real time monitoring of suspicious action in advance such as GDPR for privacy and data management
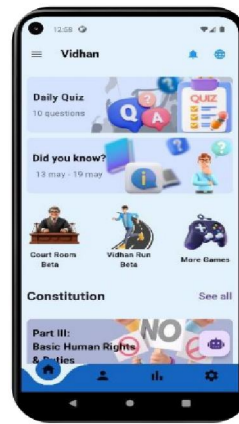
Figure 1: Login Page

Figure 2: Home Page

The Fig 1 represents the login page on which the user can enter or login thought Google or go to the sign up page feather in the program. The login page is secured with 2 step authentication when new or just login. The Fig 2 is the Home page layout through which the app functions and the player can navigate the entire app, do various activities to learn and play interactive games.
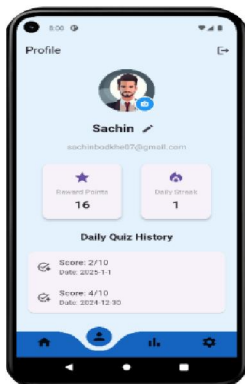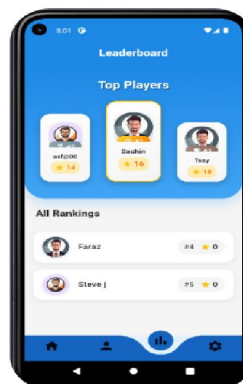
Figure 3: Profile page

Figure 4: Leader-Board

The Figure 3 represents the profile the player has or will create using the achievements system that keeps track of all the problems they solve and the days the player has played the learning game or attended the lessons. The profile can be customized to the players demands the will be given a template to do so. The Figure 4 is about the score the players have saved a month worth of time it keep the score and displays individual scores under the name of the player.
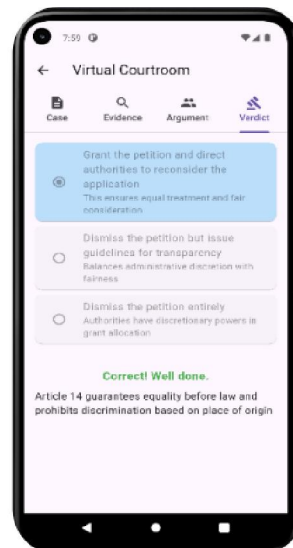
Figure 5: Learning Page

Figure 6: Quiz Page

The Figure 5 represents the learning curve that was implemented through the animated videos and short lessons combined. The steps are present listed below as the player progresses through the games step by step. The progress is tracked and mentioned at the end of the session each. The Figure 6 represents the short quiz that comes at the end of every lesson, the quiz consist of total 10 questions each with variation of the videos and multiple choice question combined.

Figure 7: AI Explainer Page
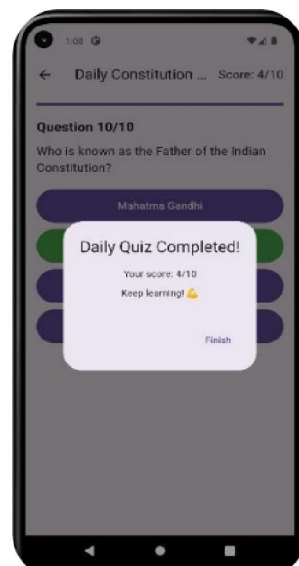
Figure 8: Quiz Result Page

The Figure 7 represents AI helper that will help the player on every step or challenge topic to learn and perform conversation between the player and the ai bot we put in the app as a way to help the play. It will help to explain the topic or a part of it to player and ask for a feedback to improver the communication and sentence building ability of the bot. Figure 8 is the daily activity that contains a fixed amount of points or score to boost the overall score of the player in total to help him climb the rank fast.

IV. CONCLUSION

The "VIDHAN" venture aimed to bridge the space in constitutional education with the aid of manner of remodelling the traditional, dense content of India's Constitution into an to be had, attractive, and interactive enjoy. The use of gamification strategies, together with quizzes, interactive tutorials, and energetic content material, proved to be an effective manner to simplify complicated criminal terms and ideas. The project succeeded in accomplishing its most important goal: to enhance civic recognition and make sure that each citizen, mainly college students and non-prison experts, can without problem apprehend their rights and responsibilities as enshrined in the Constitution of India.

Some key conclusions drawn from this challenge are:

1. Enhanced Accessibility and Engagement.

2. Increased Civic Awareness.

3. Technological Integration.

V. ACKNOWLEDGMENT

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