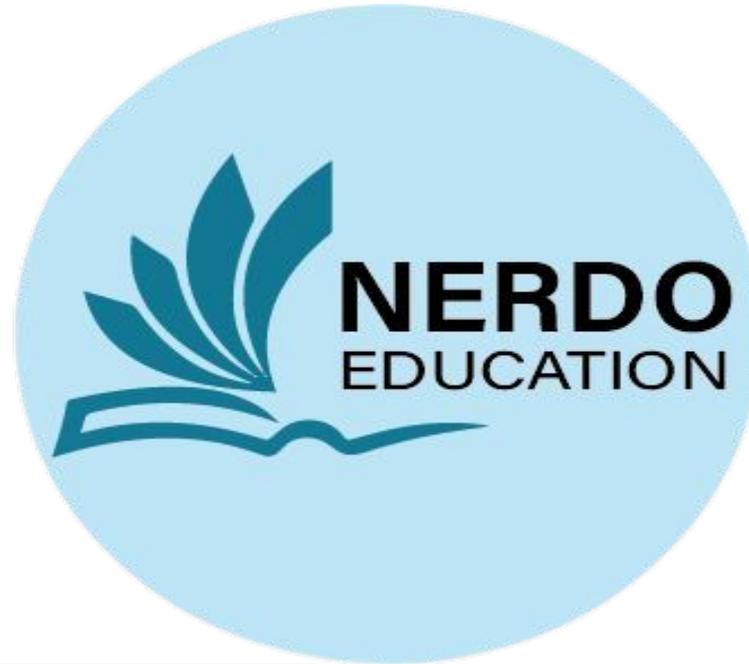


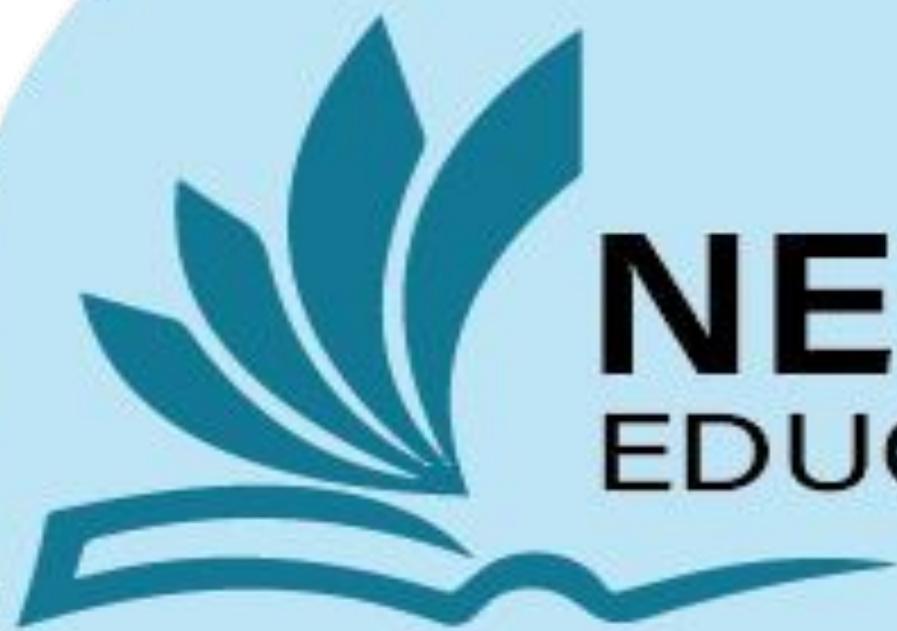
# Presentation on



## Group Members:

Member Name	Role and Responsibility
Muskan	Frontend Lead
Prince Singh	Backend Lead
Chandravir Singh	AR Head
Abhay Kumar	Team Leader
Priyanshu Chauhan	Backend Lead

Team Name:  
Mini Doras



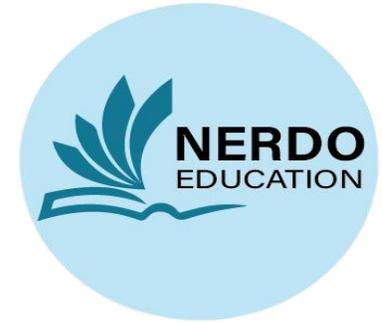
**NERDO**  
EDUCATION

# CONTENT:



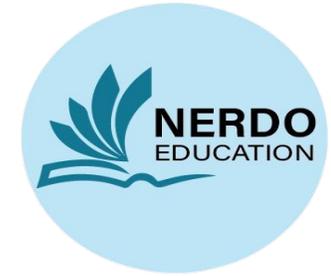
1. Introduction :  
    Problem Statement  
    Objective  
    Feasibility Study
2. Requirement
3. Literature Survey
4. Major Modules

## **PROBLEM STATEMENT:**



Lack of hands on experience of practical knowledge on particular industry and live demonstration.

## OBJECTIVE:



- To increase the **practical** and **hands on experience** of students.
- To design an android application that can identify a suitable service provider and quality education.
- To build a bridge that connect end users(Students) to service providers(Teachers/Instructors) through VR so that they can experience real time classroom/workshop.

# **FEASIBILITY STUDY:**



A detailed study on the following feasibilities is provided further:

- Technical Feasibility
- Economic Feasibility
- Operational Feasibility

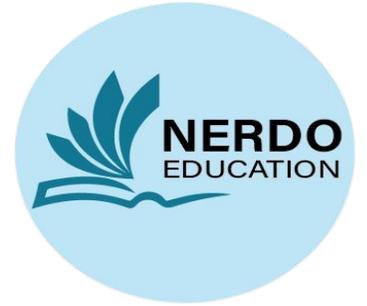
# TECHNICAL FEASIBILITY

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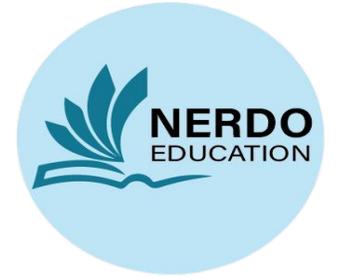
- **Backend Technology:** We will be using Firebase which is a framework of google for our backend development which is a proven technology for android development backend and can also work efficiently for android apps too and can handle the required traffic and database management.
- **Database Technology:** For our database we will use Firebase which is a well established and widely used database technology.
- **Mobile app Development:** Android Mobile app development can be done using Android Studio recommended software by GOOGLE in Kotlin language which have a large community of developers and resources available.

# ECONOMIC FEASIBILITY



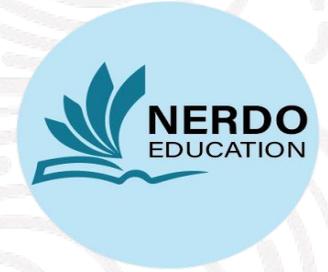
- **Development Cost:** The development cost is null because the complexity of the app is not much to involve capital.
- **Revenue Model:** The app can generate revenue through a commission based model by taking a percentage of service fees charged by service providers, or through subscription fees or premium services or features. Our app will work on freemium model.
- **Marketing Costs:** Marketing cost will depend upon marketing strategy used for the app. Social media marketing and Google Ads etc can be used.

## OPERATIONAL FEASIBILITY:



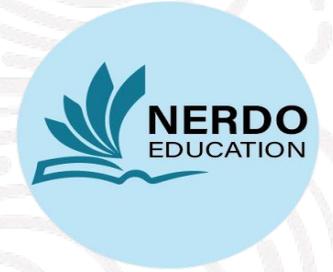
- **Service provider availability:** To ensure the success of the app, it will be essential to have a network of reliable and qualified service providers available to provide assistance to Students in need.
- **User adoption:** User adoption will depend on the user experience and the perceived value of the app. It will be important to conduct user research and testing to ensure the app meets the needs and expectations of potential users.

# REQUIREMENTS:



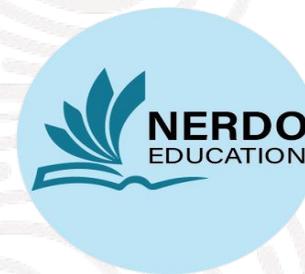
- A server will be needed (Initially we'll host the data on our system only).
- A network of quality service providers will be needed to assure service in need.
- An application admin will be needed to handle the clashes and maintain the efficient workflow.
- AR integration for the learning
- Payment gateway will be needed.
- Push notifications will also be needed.

# OUR CURRICULUM:

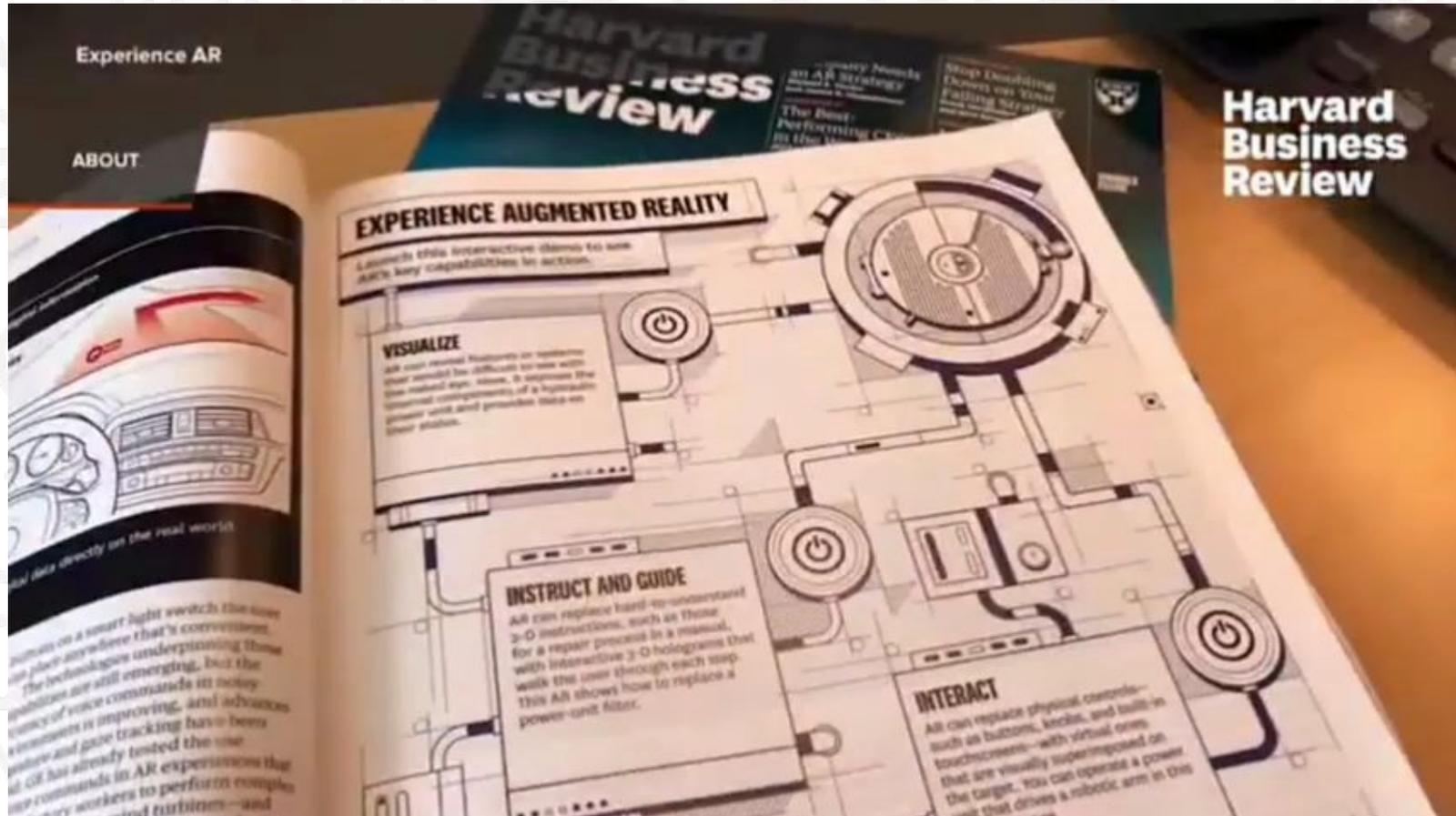
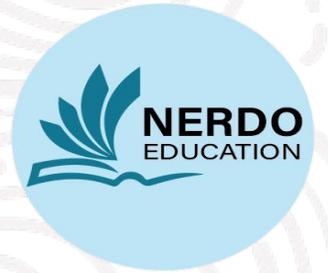


- Skill Development program(STEM model).
- Mock interviews (1 on 1 interviews using AI model).
- Personality development/Vocation/Tertiary(stimulating real world environment using AR/VR).
- Mock Surgeries and medical labs(stimulating patients body and stimulus), so that students can have hand-on experience of surgeries.

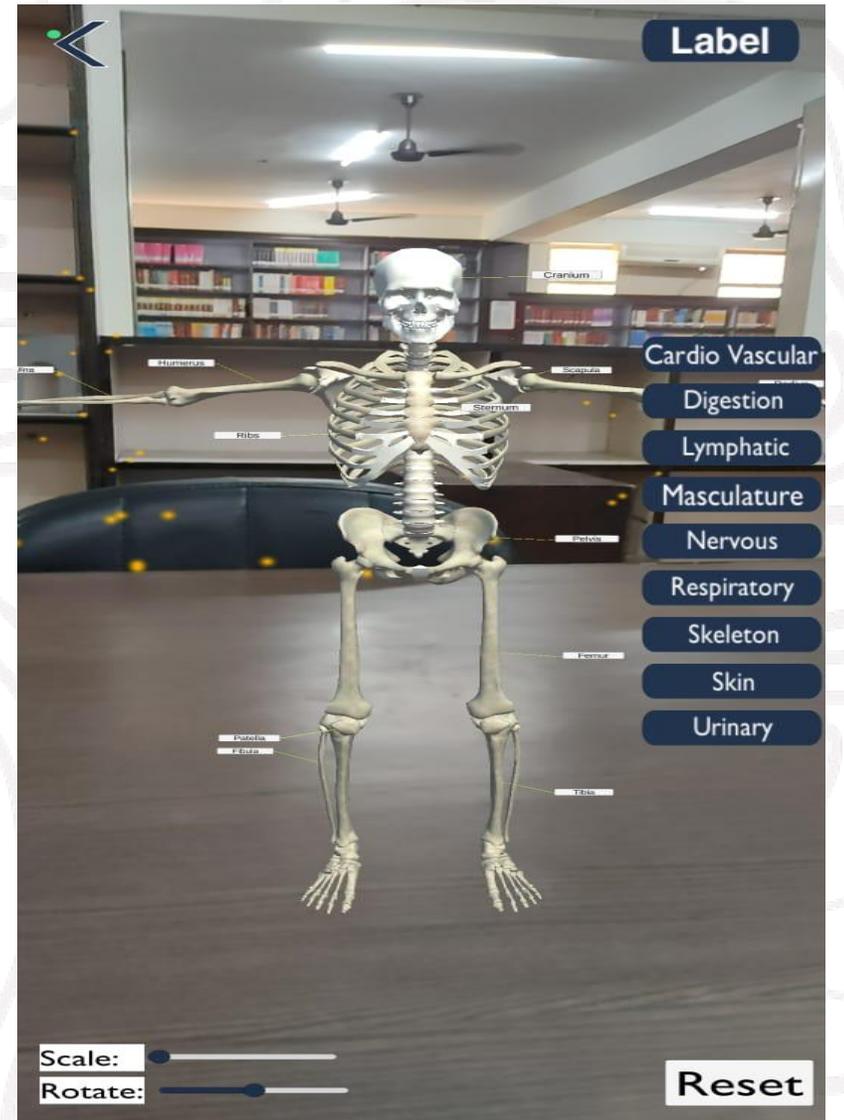
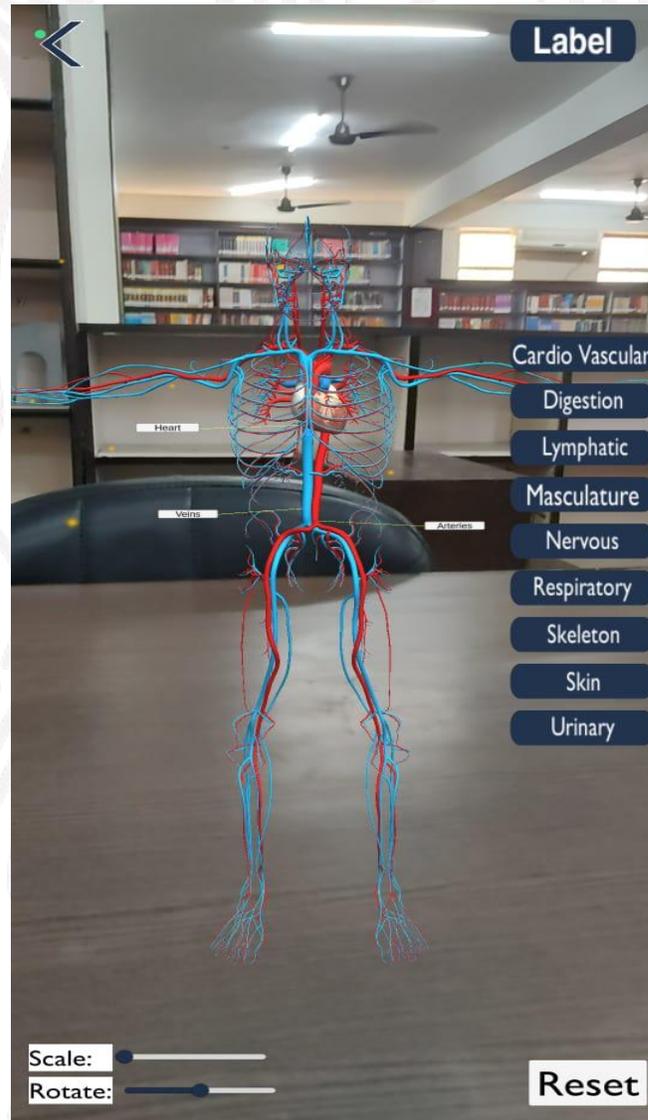
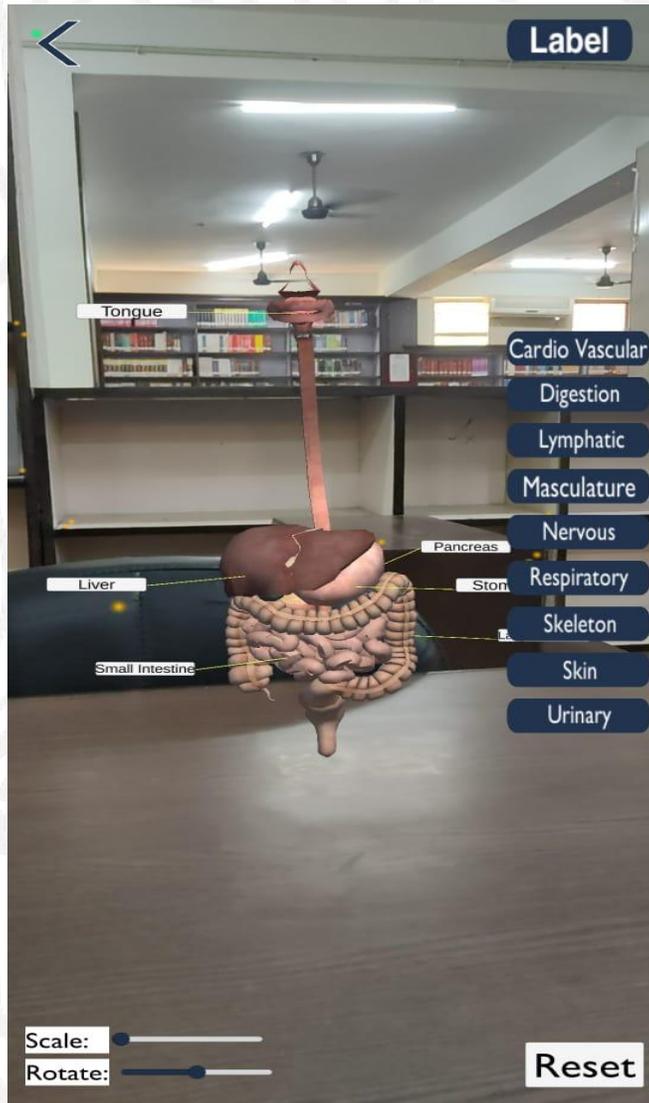
# VIDEO DEMONSTRATION:



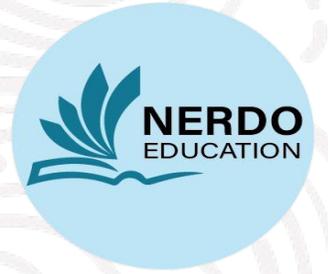
# VIDEO DEMONSTRATION:



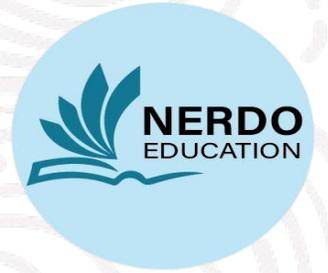
# IMAGES:



# VIDEO DEMONSTRATION:



# LOGIN PAGE:



# LITERATURE SURVEY:



- **Existing System:** There is not any previous such system which handles our problem statement hence we didn't find any such literature on our topic.
- **Proposed System:** We are proposing a better one touch frustration free system which will work on users fingertips and provide them with real life stimulus and the fun of education.

## **MAJOR MODULES :**



- **Registration and authentication Module.**
- **Service Request Module.**
- **Payment Processing Module.**
- **Student Feedback Module.**

**THANK YOU**

